

Northern Youth Football League



2026

Official Football Rules

Member Franchises

Clarkston Junior Wolves ('05)
Lake Orion Dragons ('05)
Lapeer Junior Lightning ('05)
Oxford Junior Wildcats ('05)
Stoney Creek Junior Cougars ('16)
Utica/Shelby Rebels ('20)
Davison Cardinals ('23)
Memphis Junior Jackets ('25)
Blue Water Ducks ('25)

www.nyfl.net

Northern Youth Football League

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Northern Youth Football League

1 DEFINITIONS

1.1 Member

A Member ("Member" or Franchise") shall be considered as a duly incorporated body holding a franchise in the Northern Youth Football League (NYFL) as outlined in the NYFL By-laws.

1.2 Head Official

This will be a person identified by the NYFL as the primary representative for scheduling all game officials that referee NYFL games.

1.3 Player

A player shall be a football player

2 GENERAL

2.1 NYFL Rules

The playing rules of the Michigan High School Athletic Association (MHSAA) shall be followed except as herein noted. If there is a conflict between specific NYFL and MHSAA rules, the NYFL rules shall be followed. All rules of the NYFL are binding on all Franchises.

2.2 Insurance

All participating NYFL franchises shall carry a minimum \$1,000,000 General Liability Policy covering the franchise and naming the NYFL as additionally insured. Certificates to be provided prior to the start of the season.

2.3 Coaching Requirements

In accordance with the Mission and Purpose of the NYFL which states: "The NYFL shall ensure Franchises do their best to provide for competent and skilled coaching staff", below are qualifications for coaching in the NYFL.

- A. Football coaches must be at least (18) years of age.
- B. Franchises must administer background checks for all coaches.
- C. Franchises will instruct coaches to use language appropriate with the age group of the players.

- D. Coaches in the NFYL are not permitted to coach in other youth football leagues that contain players of the NFYL within the playing season (usually August through the Superbowl/Mega Cheer in November).
- E. No Head Coach or Assistant Coach of a Franchise shall receive remuneration, monetary or otherwise for services rendered to the Franchise.
- F. Each coach will sign and adhere to the NYFL Coaches Code of Conduct which will be placed in each team's registration book.

2.4 Banned Items

There will be no alcoholic beverages or any controlled substances (illegal drugs) permitted anywhere on the game or practice premises.

There will be no weapons allowed on the game or practice premises, with the exception of properly licensed uniformed officers or uniformed security guards or non-uniformed police officers as covered by State Law.

3 FRANCHISE REQUIREMENTS

3.1 Franchise Accountability

Franchises shall be held accountable for all the actions of Coaches, Players, Cheerleaders, game day volunteers and parents on the game field and at practice.

3.2 Open Registration

Franchises can have early registration for returning players but all Franchises of the NYFL must have advertised open registration dates for their respective communities. Registration must be on a first-come-first-served basis. Tryouts are strictly forbidden. Registration shall take place prior to June 1st of the current year.

3.2.1 Penalty for Violating Open Registration

Any franchise that does not hold open registration on a first-come-first-served basis or is found to have conducted tryouts or turned away an athlete due to not have a certain skill set, for registration purposes will be fined \$1,000.00 and the franchise will lose their voting rights at the NYFL for the current season and all their teams will be ineligible to play in any playoff games during the current season.

3.3 Franchise Merging

No Franchise may merge with any other NYFL franchise, recreational league, community league or other football franchise without the prior approval of the NYFL Board of Directors.

3.4 Franchise Splitting

Franchises may not split teams, at any level, into multiple teams without prior approval from the NYFL Executive Board. The method used to split teams will not be influenced by the NYFL.

3.5 Franchise Declaration of Teams

Each Franchise is required to declare the number of teams, per division (i.e. Freshman and JV), they will field for the current season. Each team must have a minimum of eleven (11) players present and eligible at game time for an official game to be played. If the requirement is not met, it is considered forfeiture of the game. Team declaration information must be submitted to the NYFL GM of Football on or before June 1 of the current season.

3.5.1 Increase Teams After Declaration

Any Franchise that desires to field more teams than the number of teams they declared must obtain approval from the NYFL Executive Board to increase their number of declared teams.

3.5.2 Penalty for Violating Declaration of Teams

Any Franchise that fields an actual number of teams that is less than the number of teams they declared will be subject to a \$500.00 fine per team not fielded and their remaining teams may be assigned any required 'byes' at the start of the season or before/after the Labor Day holiday.

3.6 Franchise Declaration of Season Information

Each Franchise is required to send the following information to the NYFL GM of Football on or before June 1st of the current year.

- a) Your Franchises designated home field.
- b) Your Franchises designated practice location, including normal practice days and times.

3.6.1 Penalty for Violating Declaration on Season Information

Any Franchise that does not submit the required season information by the deadline will be subject to a \$250.00 fine.

4 SEASON INFORMATION

4.1 Season Length

The official start date of the NYFL season is to coordinate with the MHSAA High School Football season start day. The official ending of the season ends following the last NYFL athletic event Superbowl/Mega Cheer.

4.2 Season Schedule

The NYFL GM of Football shall establish the season schedule, after the NYFL's official team declaration board meeting, using numbers to represent team slots. At the team declaration board meeting there will be a blind draw of Franchise teams with the 1st name drawn getting the team #1 slot on the schedule and so on until all teams are assigned at which time the schedule shall be considered final.

4.2.1 Assignment and Multiple Team Franchises

Each Franchise team will be assigned to their opponent by a blind draw at the NYFL May board meeting. The league will draw to eliminate inter-franchise games unless faced with a bye week to keep same franchise teams from playing each other during regular season. If an inter-franchise team is drawn by each other, another draw must be completed, unless otherwise deemed required by the NYFL. If the season results in an uneven number of teams, a bye week may be incorporated into the blind draw. Franchises with more than one team, the same team should not get the bye week as the year previous.

4.2.2 Schedule Change Request

Once the schedule is considered final any requests to modify the schedule must be approved by the NYFL GM of Football and the President of any Franchises that would be affected by such change.

4.2.3 Number of Games

The season schedule will consist of a minimum of seven (7) regular season games and three (3) playoff rounds to be played by teams according to final standings. If there is an odd number of teams a bye week would be required. The season will extend one week later to November 9-10th so there would be seven (7) regular season games within eight (8) regular season weeks and three (3) playoff games to be played by teams according to the final standings. Freshman and JV level to be determined independent of each other.

4.3 Scheduling Home Games

Each Franchise is responsible for scheduling their home games and must have their home game schedule published on their website and their complete home game schedule submitted to the NYFL GM of Football by

August 1st of the current year. The home game schedule must include the date, time and location of each home game.

4.3.1 Change to Home Game Schedule

In the event a Franchise needs to change a regular season home game time or location, after their home game schedule is submitted to the NYFL, the Franchise is responsible for notifying the NYFL GM of Football and the scheduled opposing Franchise at least forty-eight (48) hours prior to the game time.

Once a Franchises regular season home game dates are submitted to the NYFL GM of Football the dates cannot be changed without prior approval of the NYFL GM of Football.

4.4 Regular Season Game Times and Game Order

Regular season games are to be scheduled on the weekend. Saturday regular season games may not be scheduled prior to 11:00 am or later than 7:30pm. Sunday regular season games may not be scheduled prior to 11:00 am or later than 6:00pm. The order of all regular season games shall be Freshman and then JV unless a change in the game order is agreed to by the Presidents of the Franchises involved and the NYFL GM of Football.

4.5 Rescheduling Games

In the event a regular season or playoff game must be rescheduled, the NYFL GM of Football must approve the proposed rescheduled date. In the event the proposed rescheduled game date is on a weekday (i.e. Monday – Friday), the Presidents of both Franchises involved must approve the proposed rescheduled date.

4.6 Labor Day Restriction

Franchises may not schedule any games on Saturday or Sunday of the Labor Day weekend. Franchises may not schedule practices on the Friday before or the Monday after Labor Day weekend.

5 SUMMER CAMPS

5.1 Summer Camps

Each franchise will be allowed to have a total of no more than forty-two (42) hours of summer camps and an additional 2 weekend “events/camps” during the off season to be open to the public, and limited to 3 hours per event. All camp hours must be scheduled and provided to the GM of football prior to April 1st for approval.

Once the camp schedule is approved, camp activities may commence immediately and must conclude before the opening week of the season.

5.1.1 Body Contact-Summer Camps

There will be no body contact between players at any summer camp. Blocking devices may be used for technique purposes only. Players are not allowed to wear shoulder pads at any summer camps. Franchises may elect to have players wear their helmet at summer camps.

6 PRACTICES

6.1 Practice Hours

Each Franchise shall determine their practice schedule/hours. Practices shall last no longer than three (3) hours per day.

6.2 Practices Per Week

Franchises shall be limited to a maximum of five (5) events per week, with an event being defined as practice, scrimmage game, or official scheduled game. At no time before or during the season are there to be a scrimmage and official scheduled game in the same week. An example would be if a team scrimmages another team during the week they would need to cancel one practice day during the week to meet the five (5) events for one week.

6.3 Weekend Restriction

Franchises are not allowed to hold practices on Saturday or Sunday.

6.4 Body Contact - Practice

The opening week of the season, Monday through Wednesday will be for conditioning purposes, there will be no contact with other players. Blocking devices may be used for technique purposes only. Players are only allowed to wear helmets for the first 3 days of the start of season. Full pads and equipment will be allowed on Thursday of the opening week of the season and from there on, and body contact with players will be allowed. If a player signs up late, starts the season late or misses a day during the first three days of practice they still have to complete the three days of no contact practice before they can dress in full pads.

6.4.1 In Season Contact Allowance

Contact practices are in accordance with the MHSAA rules. In the case of a bye week where no scrimmage or official games are scheduled, a team may hold 3 contact practices.

6.5 Prohibited Practices (Offseason) — Clarifications for Workouts, Flag & 7-on-7

6.5.1 Offseason Defined

The NYFL offseason is defined as the period after the final NYFL event of a year (e.g., Super Bowl / Mega Cheer) and before the opening week of the following Season.

6.5.2 Prohibited Offseason Team Football Activities

During the offseason, no Franchise or Franchise coach shall hold, organize, direct, or represent as Franchise/NYFL-related any tackle-football practices, practice games, scrimmages, or football conditioning programs intended as tackle-football preparation, except scheduled Franchise summer camps approved by the league.

6.5.3 Permitted Optional Offseason Workouts (Conditioning)

Franchises may conduct optional offseason workouts/conditioning provided they are position-neutral, non-scheme, and non-contact, and do not include installation of playbooks, formations, or team schemes.

For purposes of this rule, “workouts” and “conditioning” are defined as general

athletic development activities that are not football-scheme instruction. These may

include, but are not limited to:

- **Speed and agility drills**
- **Footwork and ladder work**
- **Core strength development**
- **Flexibility and mobility training**
- **Explosive movement exercises**
- **Hand–eye coordination drills**
- **Position-neutral skills development that does not involve playbooks,**

formations, or scheme instruction

6.5.4 Permitted Participation in Non-Contact Flag & Non-Contact 7-on-7 (Offseason)

Participation in non-contact flag football and/or non-contact 7-on-7 football during the offseason shall not constitute a violation of this rule, even if the team

includes players from the same NYFL Franchise and/or is coached by a current

Franchise coach, provided the activity remains non-contact and is not operated,

represented, or used as a substitute for NYFL offseason tackle practice or Conditioning.

6.5.5 Bright-Line Non-Contact Standard (Anti-Loophole)

Any offseason activity that includes tackling, blocking, contact drills, or mandatory football-specific conditioning intended for tackle football shall be deemed a prohibited offseason practice regardless of how it is labeled.

6.5.6 Intent

This rule is intended to (a) preserve NYFL's prohibition on offseason tackle practices

and disguised tackle preparation outside approved summer camps, while (b) allowing youth athletes to participate in other sports and offseason opportunities,

including optional conditioning, non-contact flag, and non-contact 7-on-7.

6.5.7 Enforcement

Violations of this rule are as follows:

First offense - \$500 fine paid to the NYFL.

Second offense - All participating coaching staff and players are suspended for the

first game of the season.

Repeated or egregious violations may result in sanctions up to and including loss of

playoff eligibility for teams within the violating Franchise.

7 OFFICIALS (Referees)

7.1 Number of Officials per Game

All games should be administered or supervised by four (4) Officials. A minimum of three (3) officials are required to be present to play either a Freshman or a JV game. The Head official administering the game will determine how pay will be distributed to the officiating crew.

7.2 Arrival Time for Officials

Officials shall be at the game field at least **fifteen (15) minutes** prior to the scheduled starting time of the first game.

7.3 Monitoring of Officials

The NYFL GM of Football will monitor the Officials performance throughout the season per weekly game reports and Officials evaluation forms submitted by Franchises.

7.4 Officials Fee

The hosting franchise will be responsible for all Officials fees due on game day, all fees are to be paid to the Head official during the intermission after the second (2nd) quarter of the 2nd game.

The NYFL shall determine the fees for Officials and Franchise payment terms prior to the start of the season (see Appendix 'A'-Season Specific Information). Franchises shall remit their portion of the fees to the NYFL Treasurer.

7.5 Officials Fees for Suspended or Make Up Games

Once a game is started the officials are paid for that game regardless if it was completed.

If you start a game and don't finish it, the refs are owed the full amount for that game. If the game is rescheduled the officials are paid the full amount to complete the unfinished game. The home team is responsible for all official's fees which are to be paid at the established amount per game.

7.6 Officials Meeting

The NYFL GM of Football shall have a mandatory meeting prior to the start of each season to review the NYFL official rules. Mandatory attendees to the meeting shall be the NYFL Board, all Franchise Head Coaches and the leagues Head Official or contracted Official Assignor.

7.7 Delivery of Rules to the Officials

The NYFL GM of Football will furnish a copy of the official NYFL rules and any changes for the current season to the Head Official each year prior to

the start of the regular season games. The Head Official must ensure all other officials have a copy of the rules, as well as an understanding of them.

7.8 Head Official/Assignor

Shall attend all NYFL in season Football meetings.

8 PLAYER ELIGIBILITY AND PARTICIPATION

8.1 Team Rosters

Each Franchise shall fill its team rosters in the manner of its choosing, subject to the following limitations:

8.1.1 Player Sign Up

Franchises shall conduct an open registration and accept players on a first-come first-served basis, there shall be no cuts or try-outs for any players.

8.1.2 No Recruiting

Franchises shall not, either formally or informally, recruit players from other NYFL franchises.

8.1.3 Eligibility

Each player listed on a team's roster shall meet the Roster Eligibility Requirements defined herein.

8.1.4 No Dual Participation

Youths who participate in any non-NYFL organized football program are not allowed to simultaneously participate in the NYFL program. Each franchise must undertake reasonable efforts to enforce this rule. If, following a NYFL board investigation, the board determines (by a majority vote of Franchise Presidents) that a player has simultaneously participated, or is simultaneously participating, in another organized football program, regardless if it with a public or private organization, the player shall immediately be suspended from NYFL games and practices for the remainder of the season. Further, if it is determined that the franchise knew or reasonably should have known about such dual participation, the NYFL board may in its sole discretion require such franchise to (1) forfeit all wins recorded during the period of such dual participation, and/or (2) suspend such team from further play, and/or (3) fine the franchise up to \$500.00, and/or (4) remove the franchise from the NYFL. Takes effect by official season start.

8.2 Roster Eligibility Requirements

Each franchise is solely responsible for ensuring that each of the players

listed on its team's rosters meet all of the Roster Eligibility Requirements listed herein.

8.2.1 Eligibility Grade

A player may only appear on a team's roster if the player meets the grade requirements for that team. ***A player's grade for determining a player's eligibility shall be their grade as of the upcoming school year of the year concerned. Youth that are home schooled will default to their birth year. August 1st cut off.***

Freshman 3rd-4th grade

JV 5th-6th grade

8.2.2 Player Registration Information

A player may only appear on a teams' roster if the franchise has the following Registration Information for the player. The player Registration Information shall be available for inspection upon NYFL request. All players' Registration Information shall be available at every game.

8.2.2.1 Player Registration Card

Each football player must complete an official NYFL registration card that is to be signed by either their parent or legal guardian authorizing their participation. All Franchises must use the official NYFL registration card that has been sanctioned by the NYFL.

8.2.2.2 Proof of Age

Each football player shall furnish proof of their age. The only acceptable forms of proof are a government issued birth certificate or passport. All other forms or records, including but not limited to, school I.D. cards, hospital certificates, and baptismal certificates are specifically excluded for proof of age.

8.2.2.3 Physical

Each football player must have proof of a **current physical dated on or after April 15th of current season** by a licensed physician (i.e. MD or DO), physician assistant (PA), or nurse practitioner (NP), authorizing the players participation for the current year. Any player without a current physical is not allowed to practice, play a scrimmage game or participate in

any NYFL event until a current physical is obtained and proof provided. A **current physical** is one that is enforced during the season, if a physical expires during the season a player must provide an updated/current physical prior to resuming any practices or games.

8.2.2.4 Photograph

Each player must have a color photograph, taken during the current year, attached to the official NYFL registration form. For football players the photograph must show the player from the waist up, showing the player's face without a helmet and showing the player's jersey number clearly.

8.2.2.5 Proof of Age

Each player that will be playing under the NYFL must provide independent proof of grade to document their grade level during the season. Documentation can be a report card, powerschool screen shot, or other school ID. This is to include all home schooled athletes who will need to show documentation of their grade level.

8.2.2.6 Additional Documents

The NYFL GM of Football may require additional documentation in order to determine/validate a player's eligibility and shall be the final arbiter of the sufficiency of said records.

8.3 Game Participation

Subject to the limitations and restrictions of sections 12 and 13, a player listed on a team's roster may participate in that team's games.

8.4 Penalty for Eligibility Violation

Regardless of the intent or motivation, any time, a player listed on a team's roster is found not to meet the Roster Eligibility Requirements, then

- a. That player shall be suspended from NYFL games and practices for the remainder of the season.
- b. The player's team shall forfeit all games the player participated in.
- c. The offending franchise shall be fined \$500.00.

8.5 Penalty for Falsified Player Registration Information

Regardless of the intent or motivation, any time, a player listed on a team's roster is found to have falsified Player Registration Information:

- a. That player shall be suspended from NYFL games and practices for the remainder of the season.
- b. The player's team shall forfeit all games the player participated in.
- c. The offending franchise shall be fined \$1,000.00.
- d. The offending franchise shall lose their franchise voting rights for the remainder of the season.

8.6 No Eligibility Exceptions

The NYFL will not make any eligibility exceptions for any players. All players must play at the appropriate level based on their Eligibility Age and Weight regardless of any mental, physical or other impairment or disability. Players may play up a level/division with a signed waiver approved by the NYFL Executive Board.

9 ROSTERS

9.1 Roster Exchange Meeting

The NYFL GM of Football shall schedule the NYFL Roster Exchange meeting at least four (4) days prior to the season's first game. Any player whose Player Registration Information is found to be incorrect or incomplete shall be listed on an NYFL Roster Deficiency form and submitted to the NYFL GM of Football.

9.2 Roster Exchange - Ineligible Player

Any player whose Player Registration Information is found to be incorrect or incomplete shall be deemed ineligible to play in any game until those registration deficiencies are corrected.

Each Franchise shall be responsible for publishing and maintaining a deficiencies sheet in the front of their roster book listing any ineligible player(s) immediately following roster exchange. Each Franchise shall be responsible to provide satisfactory proof to the opposing Franchise representative that the registration deficiencies have been corrected; when satisfactory proof has been presented the opposing Franchise representative will sign off on the NYFL registration form and deficiencies sheet.

Copies of all deficiency sheets shall be submitted to the NYFL Football GM with the Game reports until all deficiencies have been corrected.

9.2.1 Roster Deficiency - Practice

Any player who is deemed ineligible after week 1 game reports is not

allowed to participate in practice until deficiencies are corrected. Each franchise will be penalized \$100.00 per day that an ineligible player participates in practice.

9.3 Roster Close Date

All Franchise football rosters shall be officially closed the day after Labor Day. No Franchise may add players to their team rosters after the rosters are declared closed. Rosters may only be held open or re-opened by approval of the NYFL Board of Directors. It will be determined at the roster exchange if rosters stay open for Freshmen. If a team has 18 or less players, then freshmen rosters stay open until the day after Labor Day for all Franchises.

9.3.1 Penalty for Violating Closed Roster

Any Franchise that adds players to their roster after the rosters are declared closed will be fined \$500.00 and any games that the ineligible player participated in will be forfeited.

9.4 Player Roster List

Each Franchise is required to prepare a roster list for each of their teams and provide all other Franchises and the NYFL GM of Football with a copy of the roster list for each of their teams at the scheduled Roster Exchange meeting. The roster list must be in a format substantially similar to the sample in Appendix 'B' and must contain the following information:

- a) Franchise Name
- b) Level (i.e. Freshman or JV)
- c) Team Color
- d) Head Coach
- e) Assistant Coaches
- f) Head Director
- g) Assistant Director

The roster list must also contain the following for each player on the team:

- h) Jersey #
- i) Last Name
- j) First Name
- k) Date of Birth
- l) Age as of August 1st of the current year
- m) Weight

9.5 Player Roster Book

Each Franchise is required to prepare a roster book for each of their teams and have completed roster books available for inspection at the Roster Exchange meeting and at every game. The roster books must contain the following information for each player on the team:

- a. Completed official NYFL registration card.
- b. Copy of player's birth certificate.
- c. Copy of previous year Report Card or current year student ID
- d. Current physical form.
- e. NYFL waiver, if required.
- f. Completed Heads up Concussion certificate
- g. For any player with a cast, written authorization from a licensed doctor authorizing the player to play in the game.

9.5.1 Order of Roster Book

The player information will be ordered in the roster book as follows based on level:

Order of Roster Book	Freshman	JV
First Section	Deficiencies	Deficiencies
Second Section	Waivers	Waivers
Third Section	Remainder of team (in jersey # order)	Remainder of team (in jersey # order)

9.6 Franchise Certification of Information

Each Franchise is responsible for ensuring the accuracy of all its players information contained in their roster lists and roster books and that each of its players are eligible to play on the team they are assigned. Franchises must also complete the certification section of each of its players' NYFL Registration Card prior to the Roster Exchange meeting.

10 PARTICIPATION

10.1 Minimum Play Requirements

Every uniformed Freshman or JV football player for a game must play a minimum number of plays per half. Minimum plays will be determined based on the number of football players on a squad as follows:

Number of Players on a Squad Minimum Play Requirement FOR KIDS DRESSED TO PLAY DURING GAME
Thirty-one (31) or less players - 6 plays per half

Thirty-two (32) to forty-one (41) players - 4 plays per half
Forty (42) or more players - 3 plays per half

10.1.1 Play Definition

A play is considered a play as long as it is fully completed, regardless of penalty, unless it is a dead ball foul or one of the plays listed in the Ineligible Play for Minimum Play Requirements section.

10.1.1.1 Ineligible Play for Minimum Play Requirements

Although the plays listed below are legitimate football plays and can be used by a team, none of the following plays for the offensive team can be used to meet the minimum play requirement. The defensive team on the following plays would be included in the minimum play requirement.

- a) The offensive team taking a knee
- b) The offensive team spiking the football

10.1.2 Minimum Play Rules During Overtime

In the event a game goes into overtime, the minimum play rule is suspended during overtime.

10.1.3 Penalty for Violation of Minimum Play Requirement

Any team that has a player or players that do not receive the required minimum plays during a game will forfeit the game, their head coach will be suspended from participating in practices or games the following week, and the Franchise will be fined **\$300.00.**

If a question is raised by an opposing team regarding a player's minimum play time, any team that does not produce a signed spotter sheet as evidence will automatically receive the above penalty.

11 FOOTBALL AGES AND WEIGHTS

11.1 Official Weight

All players weigh in with game jerseys, game pants (with knee, thigh, tailbone and hip pads), cup, girdle, socks and cleats. No taking off any article of clothing or shoes for weigh-ins. *No Helmets or Shoulder Pads.*

No Offsite Weigh Ins allowed

No early weigh-ins, all players weigh in with their team.

All players, X-men and Non X-men may only weigh in one time and may not remove equipment or clothing to re-weigh.

11.2 Division Classification By Eligible Age & Weight

Allowable Weight Limits WITH Pants w/pads, girdle, cleats, and jersey

(NO HELMET and NO PADS)

Division	Eligibility Age Restriction	Weight Limit
Freshman	7, 8 or 9 years old (3rd-4th grade)	<131lbs
	7, 8, or 9 year olds (3rd-4th grade) - X-MAN	131.1-140 lbs
	7, 8, or 9 year olds (3rd-4th grade)- SUPER X-MAN	140.1<

Division	Eligibility Age Restriction	Weight Limit
JV	9,10,11 or 12 years old	<152 lbs
	9,10,11 or 12 years old X-MAN	152.1 - 162
	9,10,11 or 12 years old Super X-MAN	162.1lbs<

11.2.1 The 7-Year Old and 2nd Grade Exception

A Player with an eligibility age of 7-years old as Aug 1st and in 2nd grade may be granted permission to play on a franchise and player basis. Any such player must sign a waiver and such waiver must be approved by an NYFL Executive Board member.

11.2.2 The 4th Grade Exception

A Player with an eligibility grade of 4th grade may be granted permission to play up a level/division. Any such player must sign a waiver and the waiver must be approved by the NYFL Executive Board.

11.2.3 The 12-Year Old Exception

A player with an eligibility age of 12-years old as of Aug 1st, who will be entering the 6th grade during the current season, and who does not turn 13-years old on or before December 1st of the current season may play on a Junior Varsity team. There can only be a maximum of five (5), 12-year olds per Junior Varsity team. Each team will be required to keep the player's birth certificate and previous school years final report card in the team binder for verification of age and grade.

11.2.4 X-Man & Super X-Man Exceptions

1. X-Man must have a **red practice beanie** on their helmet.
2. Super X-Man must have an **orange practice beanie** on their helmet.
3. X-Man and Super X-Man must be positioned on the line between the tackles with their hand "in the dirt".
4. Super X-Man may only play on the offensive line between the tackles. ONLY 1 (one) SUPER X-MAN is allowed on field at any given time.
5. No carrying the ball, playing on kickoff or kick return.
6. Teams do not need to declare X-Man or Super X-Man ahead of time.
Players will play their positions as determined at weigh-in. *ONLY (2) TWO CAN PLAY AT ONE TIME (ie: 2 x-men or 1 super x-man and 1 x-man)*
7. Team directors will give the opposing team director a roster of players determined X-Man and Super X-Man after weigh-in is completed.
8. Penalty for violation of Section 11.2.5– Any team violating the X-Man & Super X-Man rule by having more than two (2) X-Man or more than one (1) X-Man and one (1) Super X-Man players on the field on the offensive line or

if a Super X-Man is on the defensive line during any play the team would be

penalized by the following:

First offense – Head coach is fined **\$500.00**

Second offense – Head coach is fined **\$500.00**, suspended for one game

and the game the second offense occurred in will be forfeited.

11.2.5 X-MEN/XX-MEN Designation

All X-men and XX-men players must wear a practice beanie on their helmet or Guardian Cap in the color of proper designation. **X-men** will wear **RED** beanie or Guardian Cap, and **Super X-men** will wear **ORANGE** beanie or Guardian Cap. The practice beanie must be worn during games for easy identification.

12 GAME DAY PLAYER CHECK-IN

The game day player check-in process is to review each team's roster books, verify player weight and equipment and ensure the spotter sheets are accurate. The following outlines the check-in process.

12.1 Weigh-In Scale

The home team must furnish a Digital/Electronic scale for official weigh-in purposes prior to the start of each game and must also furnish a certified calibration weight of 25lbs or 50lbs, for verifying the accuracy of the scale. All scales, including brand new scales, must be tested prior to each game utilizing a certified calibration weight and the test must be observed by each team's General Manager or their designee.

12.1.1 Facility

The hosting team must have an enclosed and private facility available for weigh-ins.

12.1.2 Penalty for Weigh-In Scale

Any home team that does not supply a scale, does not provide the appropriate scale as defined above, or does not have a certified calibration weight at their home game, their Franchise shall be fined **\$500.00**.

12.2 Check-In Time and Team Order (Weigh In)

Prior to each game, players are required to check-in. The check-in must start no later than sixty (60) minutes prior to the game. The home team will

check-in first followed immediately by the visiting team. During their turn to weigh in, each team will have X-Man weigh in first followed by the rest of the team in number order.

12.3 Check-In Personnel: Regular Season Games

The only personnel allowed in the Check-In area at regular season games are the team's General Manager or their designee, Head Director, NYFL Executive Board members, and Franchise presidents. Each team's General Manager or their designee shall be responsible to conduct the Check-In process ("Check-In Official"). Coaches are NOT allowed in the Check-In area during the Check-In process. Game Officials are not allowed to perform the Check-In process.

12.4 Check-In Personnel: Play-off Games

The only personnel allowed in the Check-In area at play-off games are NYFL Executive Board members, a team representative, the team's General Manager and Franchise presidents. The NYFL GM of Football shall designate the person responsible to conduct the Check-In process ("Check-In Official") for play-off games. Coaches are NOT allowed in the Check-In area during the Check-In process. Game Officials are not allowed to perform the Check-In process.

12.5 Spotter Sheets

Each team must have a spotter sheet for their team. The spotter sheet must be in a format substantially similar to the sample in Appendix 'C' and contain the following:

- a) Franchise Name
- b) Level (i.e. Freshman or JV)
- c) Team Color
- d) Game Date
- e) Players jersey number, first names and last name.
- f) All players on the team must be listed in numerical order by jersey number.
- g) Players must only be listed on the spotter sheet one time.

All teams must turn in their spotter sheets to the **NYFL GM of Football** with their game reports.

12.6 Check-In Procedure

- a) Each team must bring their team's official roster book and spotter sheet to Check-In.
- b) Each player must show up at Check-In with all equipment and uniform, which they will wear during the game, or they will

not be weighed in. A player's equipment must comply with the list of eligible player equipment contained herein.

- c) Each team's Check-In Official shall perform the Check-In for the opposing teams.
- d) The Check-In Official shall verify: i) each player's name and jersey number match that listed in the roster book, ii) that each player is wearing an athletic cup, iii) each player has a mouth guard, and iv) optionally weigh players to verify they meet eligibility weight.
- e) The Check-In Official shall update the team's spotter sheet for any ineligible players. Any players that are not eligible to play in the game must be crossed out and the reason documented on the back of the spotter sheet. Any player that is not eligible to play in the first half of the game must have that portion of the form crossed out for the player and the reason documented on the back of the spotter sheet.
- f) Spotter sheets must be exchanged at the conclusion of the Check-In process.
- g) Any player that does not complete or pass the Check-In process prior to the start of the game shall have the following choices i) the player shall be deemed ineligible to play in the game and must remove their helmet and shoulder pads for the duration of the game, or ii) the player shall be deemed a Late Player.

12.7 Late Player Check-In Process

Any player that does not complete or pass the Check-In process ("Late Player") at least 30 minutes prior to a game shall be ineligible to play during the first half (i.e. 1st and 2nd quarters) of the game and must remove their helmet and shoulder pads. A Late Player may go through a Check-In process at half-time to determine that player's eligibility to play during the second half of the game. Any Late Player that does not complete or pass the half-time Check-In process must remove their helmet and shoulder pads for the duration of the game.

12.8 Missing or Altered Equipment

Any player that is found during the Check-In process to be missing any mandatory Player Equipment may not play in the game until necessary equipment is provided and verified by opposing team's General Manager or their designee.

12.9 Additional items

No player shall wear any type of jewelry or adornment during a game. Especially any piercings, necklaces or bracelets.

13 TEAM GAME EQUIPMENT

13.1 Specification

Any football used in a game must be any brand made of either leather or composite material and of the appropriate size as defined in the chart below:
The size must be listed on the ball by the manufacturer.

Division Football Size

Freshman Football a K-2

Junior Varsity TDJ

13.2 Coaching Communication Devices

Electronic communication devices (phones, walkie-talkies, etc.) may be used to communicate with other coaches or game personnel. A team's field spotters or chain-gang personnel are not allowed to use any electronic communication devices while performing their duties during a game. The absence of electronic communication devices on one team does not preclude their opponent from using such devices. *See special restriction banning a player's use of electronic devices in the "Players Equipment" section.*

13.3 First-Aid Kit

Each team must have a First-Aid kit present at all practices and games.

14 PLAYERS EQUIPMENT

14.1 Footwear Requirement

All-purpose cleats, turf or gym shoes must be worn by all players. Shoes with removable cleats no longer than ½ inch are allowed. Removable cleats with any metal showing must be replaced. Shoes with metal cleats or removable metal tips are strictly prohibited. Players must wear one of the types of shoes at the official check in. The kicker may put on a kicking shoe while on the sideline.

14.1.1 Mouth Guard Requirement

All players must wear a mouthguard during all games or practices that involve contact between players. Mouth guards must be attached to the helmet and may not be clear or white in color. Any player using a special dental mouth guard must be brought to the attention of the Official prior to

the start of the game. The Official may request to see written authorization from a licensed dentist or doctor authorizing use of the special dental mouth guard.

14.2 Helmet Requirement

All helmets must have a valid N.O.C.S.A.E. approved stamp on the helmet. Cages or T-Bars are mandatory on all helmets. No single-bar masks are allowed. All eye shields/visors must be clear, no tinted eye shields/visors are allowed.

14.3 Athletic Cup

Every football player must wear a protective athletic cup and supporter during all games or any practice involving contact between players.

14.4 Jersey Numbers

There will be NO duplicate jersey numbers on the same team. Jersey numbers DO NOT have to match the position in which the player plays.

14.5 Unauthorized Equipment

Anytime a player is suspected of wearing altered or unauthorized equipment, the game will be stopped. The General Managers for each team and the Head Official will inspect the equipment in question for compliance with the MHSAA Rules and/or the NYFL Rules. Any equipment found not to be in compliance must be removed from the player immediately. If the player is caught a second time during the same game the player will be suspended from playing in the current game and the players next game. The Head Official shall be the final arbiter in determining if the equipment is unauthorized.

14.6 Mandatory Game Day Equipment

Each player, male or female, must have and wear the following equipment in order to be eligible to play in a game. The player must have all equipment with them during the pre-game check-in process. a) Jersey and Game pants

- a) Shoulder pads
- b) Thigh and knee pads
- c) Hip and tailbone pads
- d) Mouth Guard (see requirement above)
- e) Athletic cup (see requirement above)
- f) Approved footwear (see requirement above)

g) Approved helmet (see requirement above)

14.7 Optional Game Day Equipment

Players are allowed to wear the following optional game day equipment. The Head Official shall be the final arbiter in determining if the optional equipment is authorized.

- a) Cold weather clothing
- b) Any gloves made for football use
- c) Un-altered manufactured elbow, forearm, hand and shin pads
- d) Rib pads
- e) Wrist coach
- f) Neck protector
- g) Ace bandages
- h) Medical tape (cloth) for injury prevention
- i) Arm casts between the wrist and elbow with appropriate foam protection as required by the MHSAA rules. The Head Official may also request to see written authorization from a licensed doctor authorizing the player to play in the game.

14.8 No Player Electronic Devices

No electronic device that allows communication with players may be worn by any player while on the playing field during a game.

14.8.1 Penalty for Violating Electronic Device Restriction

If a player is caught using an electronic communication device during a game, the head coach will be immediately banned from the NYFL for life and the Franchise will be fined \$1,000.00, forfeit said game, be placed on probation for one year, and have their voting rights revoked for the current year.

14.8.2 Medical exception to the No Player Electronic Device Rule

If a player has a medical reason to require wearing of any type of hearing &/or communication device, he/she may do so with a signed doctor's note. The doctor's note must be declared at roster exchange, approved by the NYFL GM and filed in the team roster book.

14.9 Non-Contact Practice Days Equipment

On non-hitting days, helmet and shoulder pads should be worn.

15 GAME RULES

15.1 Game Start Times

Franchises must make every effort to start games at their scheduled time. Subsequent games will start no earlier than the scheduled time; NOT upon completion of the prior game.

15.2 Game Length

The game shall be played in four (4) quarters and each quarter will be twelve (12) minutes in duration. Officials shall keep track of the playing time on the field.

15.2.1 Halftime

There will be a ten (10) minute intermission which includes two (2) minutes designated for warm ups after the conclusion of the second (2nd) quarter. Parent's day is the exception with a fifteen (15) minute intermission with two (2) minutes designated for warm ups after the conclusion of the second quarter or between games for special presentations.

15.3 Game Facilities

Each Franchise must provide an adequate football facility for games. Such a facility, at a minimum, shall have a scoreboard with clock, public address system, and adequate spectator seating. The NYFL GM of Football shall be the final arbiter in determining the adequacy of any facility. If the NYFL GM of Football determines a facility to be substandard, the Franchise must find an alternate location and any additional cost for use of such alternate facility shall be the responsibility of the scheduling Franchise.

15.4 The 6-Minute Warning

At approximately the 6-minute mark of the second (2nd) and fourth (4th) quarters there will be an Officials timeout to allow the teams to review and ensure their players have met the minimum play requirements.

15.5 Sideline Personnel

Each team will be allowed to have no more than fifteen (15) team personnel on their sidelines. The following personnel are not included in the fifteen limit; field spotters, chain-gang/first-down marker personnel, cheerleading coaches, cheerleading directors, water boys, and ball boys.

15.5.1 Sideline and Coaches Box Area

All players, coaches, directors and other team personnel shall remain on their sideline between the 25 yard lines. One (1) coach and one (1) player for offensive and defensive downs may go from end zone to end zone

along their sidelines only. Each team is allowed a maximum of five (5) coaches in the 'box' at any time. The "box" shall be the area between the 25-yard lines and six (6) feet out from the sideline. During live play players and coaches are not permitted within the restricted zone which is two (2) yards out from the sideline from the goal line to the goal line.

15.5.2 Other Teams Coaches

No coaches from other teams may be on the sideline during a game.

15.6 Medical-Aid Person

Each home team shall provide a medical-aid person on or near the field and who shall have complete authority to determine if an injured player is allowed to continue to play. The visiting team may waive use of the home team's medical-aid person ONLY IF they have their own medical-aide person on or near the field that they desire to use instead. Any medical-aid person must be a Licensed Physician, Registered Nurse, Licensed Practical Nurse, Emergency Medical Technician, a registered Paramedic or certified First Responder.

15.7 Injured Player During Game

Any player that is injured during the first half of a game and did not receive their required minimum plays may play in the second half of the game if cleared to play by the medical-aid person. A player injured during the first half and determined to be out for the first half must remove their shoulder pads for the remainder of the first half. If the injury occurs during the second half and they are out for the game they must remove their shoulder pads for the remainder of the game. The franchise will not be subject to sanctions related to the injured player not receiving their minimum plays in the first or second half.

15.8 The 35-Point Rule

No team may finish a game with a point difference of more than 35-points over their opponent, unless points were scored by the defense or special teams after the 35 point maximum difference in points had been reached. If this point differential is reached, the leading team should make efforts to sit their 1st team & play 2nd & 3rd team only.

15.8.1 40-Yard Line Instead of Kick-Off

When there is a 35-point or more difference during a game, the referee shall ask the losing team's head coach 'if they would like to accept the ball on the 40 yard line instead of receiving a kick-off' each time the losing team is eligible to receive a kick-off.

15.8.2 Running Clock

After one team reaches the 30-point maximum difference during a game and both teams players have received their minimum plays, the referee shall go to a running clock'. (Next score pushes teams over the 35 point rule) 5TD = 30pts

15.8.3 40-Yard Line on Possession turnover.

When there is a 35-point or more difference during a game, the referee shall ask the losing team's head coach if they would like to accept the ball on the 40-yard line when the losing team is eligible to take possession on downs or punt receive.

15.8.4 Penalty for Violation of the 35-point

Any team that violates the 35-point rule will result in a Franchise fine and suspension of the team's head coach according to the schedule below. Franchises and head coaches will not be held responsible for margin over 35 points when the difference was created by a defensive or special teams score.

- a) First Offense by Team: The team's head coach shall be suspended for the next game including all practices leading up to the game. The Franchise shall be fined \$300.
- b) Second Offense by Same Team: The team's head coach shall be suspended for the next two (2) games including all practices leading up to both games. The Franchise shall be fined \$500.
- c) Third Offense by Same Team: The team's head coach shall be suspended for the remainder of the current season and banned from coaching the following season. The Franchise shall be fined \$700.

15.9 Extra Point Attempts

Any team that attempts an extra point shall be awarded two (2) points for a successful PASS or KICK and one (1) point for a successful RUN.

15.9.1 Onside Kick Rule

There shall be no onside kick offs unless there is two minutes or less left in the half or end of the game and the team is behind in points. The ball must go 10 yards in the air to be a legal kick off, if it does not then the receiving team takes possession at the spot of recovery.

15.10 No Ties

The NYFL abides by the MHSAA Rules for a tie game (i.e. NO TIES, WIN OR LOSE ONLY). If a game is tied and stopped due to inclement weather the 'Unfinished Game' rules herein shall apply.

15.11 Unfinished Games

In the event a game is stopped due to inclement weather, the NYFL GM of Football shall determine if the game shall be rescheduled or if the score at the time the game was stopped shall stand as the final score for the game. See 'Rescheduling Games' section for more information.

15.12 Game Outcome Final

At the conclusion of a completed game the score shall be final and cannot be appealed or overturned, except for forfeiture of a game as outlined in the NYFL rules for specific rules violations.

15.13 Filing Game Reports and Spotter Sheets

Franchises are responsible for submitting a game summary/official evaluation form ("Game Report") and Spotter Sheet for each game played. The Franchise must use the Game Report form approved by the NYFL GM of Football. Game Reports and Spotter Sheets must be submitted to the NYFL GM of Football by 8:00pm on the Monday following each game.

15.13.1 Penalty for Not Filing Game Reports

Any Franchise that does not file a Game Report and/or Spotter Sheet as required will be fined \$50.

15.14 Ejection of Team Staff

If any Franchise team personnel, such as, coaches, directors, spotters, chain-gang personnel, etc. are removed, ejected or asked to leave the game field by the officials/referees or an NYFL executive board member, the person and franchise shall be subject to the following sanctions:

Anyone ejected has to take their player/s with them from the game and the player/s is subject to the same discipline.

First offense during season by ejected person: The ejected person and their associated player/s shall be suspended from attending the next scheduled game for their team and all practices leading up to the game. If the ejection occurs at the end of the season with no more scheduled games, the franchise shall be fined \$200.00.

Second offense during season by ejected person: The ejected person

and their associated player/s shall be suspended from attending the next two (2) scheduled games for their team and all practices leading up to the game. If the ejection occurs at the end of the season with no more scheduled games, the franchise shall be fined \$400.00.

Third offense during season by ejected person: The ejected person and their associated player/s and their associated player/s shall be subject to sanctions up to being permanently banned from NYFL activities as determined by the NYFL GM of Football. The franchise may also be subject to sanctions as determined by the NYFL GM of Football.

15.15 Targeting

When an intentional helmet to helmet penalty is called, the following will occur:

First offense: a warning and a 15-yard penalty (an automatic first down), pull player for 1 play.

Second offense: Ejection for remainder of half (in addition to 15 yd and automatic first down). The ejection must be reported to the league.

Third offense: If the same player is ejected in another game, he sits out for the rest of that game and the 15 yd penalty and automatic first down) and he sits out the next game. The coach is also suspended from the next game.

16 SPOTTERS & CHAIN-GANG

16.1 Number of Spotters

Each Franchise must have at least one (1) spotter but no more than two (2) spotters on each side of the field.

16.2 Number of Chain-Gang Personnel

The home team is responsible for supplying two (2) people to manage the first-down chain and the visiting team is responsible for supplying one (1) person to manage the down-box marker.

16.3 Spotter & Chain-Gang Present to Start Game

Officials cannot start a game unless spotters and chain-gang personnel are on the field.

16.4 Ineligible Spotter & Chain-Gang Personnel

Spotters and chain-gang personnel should be parents or non-interested third parties. Spotters and chain-gang personnel are not allowed to be individuals that make up the playing teams management (i.e. coaches, directors, etc.) or coaches from other teams within the same Franchise. Franchise management personnel are allowed to be spotters & chain-gang personnel as long as they are not a coach or director for the team playing.

16.5 Spotter & Chain-Gang Requirements

- a.) Must be at least sixteen (16) years years old
- b.) Are not allowed to coach while performing their game day duties.
- c.) Phone use is not allowed in any form.

16.6 Spotter Duties During Game

- a) Spotters will verify that each player receives their required minimum number of plays based on their team size.
- b) The spotter from the opposing team is required to record information on the spotter sheet while the team's own spotter is to observe and help locate players on the field.
- c) At each 6-minute warning official time-out, spotters are required to notify the team's General Manager and/or Head Coach of any players that have not received their minimum number of plays.
- d) Spotters are required to document any problems or discrepancies on the bottom of the spotter sheet and both spotters are required to sign the spotter sheet at the conclusion of the game.
- e) The spotter from the opposing team is to provide the completed spotter sheet to the team's General Manager or Head Director.
- f) Phone use is not allowed in any form.

17 PLAYOFF/SUPER BOWL INFORMATION

17.1 Playoff/Super Bowl Game Times

Playoff/Super Bowl games must be scheduled on the weekend. Saturday playoff/Super Bowl games may not be scheduled prior to 11:00 am or later than 7:30pm. Sunday playoff/Super Bowl games may not be scheduled prior to 11:00 am or later than 6:00pm. There can be no weekday (i.e. Monday – Friday) Playoff/Super Bowl games unless approved by the NYFL GM of

Football.

17.1.1 Freshman Playoff Bracket (A & B Bracket Format) - *Rule subject to number of freshman teams that are declared at June meeting*

Freshman Playoff Bracket – A & B Bracket Format

a) Playoff Qualification & Seeding

Teams shall qualify for the postseason and be seeded based on final regular season standings, utilizing the tie-breaking procedures outlined in Section 17.3.

b) Bracket Structure

The postseason shall be divided into two brackets:

- A Bracket (Championship Bracket):
- B Bracket (Developmental/Consolation Bracket):

c) A Bracket (Championship Path)

The A Bracket shall determine the Freshman Division Champion.

- Winners advance to subsequent rounds as scheduled, with the final

A Bracket

winner declared Freshman Champion in accordance with Section 17.2.

d) B Bracket (Consolation Path)

The B Bracket shall provide additional postseason competition opportunities but shall not determine the division champion.

- Winners advance within the B Bracket to determine final placement.

e) General Provisions

- All playoff games shall adhere to the scheduling requirements outlined in Section 17.1.
- Bracket formats, game counts, and scheduling are subject to adjustment only with approval from the NYFL GM of Football.
- No crossover games between A and B brackets shall occur once playoff brackets are set.

17.2 Champion

The first-place team at each level (i.e. Freshman and JV) at the end of the post season will be designated champion.

17.3 Tie-Breaking Rule

The tie-breaking rule for determining final standings and playoff seeding position will be the following:

- A. Head to head record

B. Overall season record

C. Coin flip

1. Two teams involved: The NYFL President will flip a coin and select one team to call heads or tails. If the coin face after the flip is what was called the team that called it wins otherwise the other team wins.
2. Three teams involved: All three teams flip a coin. If there is only one spot to fill the team with the odd coin face wins. If there are two spots to fill the team with the odd coin face are out.
3. Required to be completed the first Sunday following regular season games with NYFL Director and one representative from each team present.

17.4 Playoff Format

- A. The NYFL GM of Football shall present the playoff format to the Board of Directors for approval when the schedule is presented.
- B. The highest seeded team at any playoff game is considered the 'home team'. The order of games for all playoff games shall be Freshman and JV unless a change in the Playoff game order is agreed to by the Presidents of the Franchises involved and the NYFL GM of Football.
- C. There will be four (4) Officials for each playoff game.
- D. Playoff games shall be subject to all NYFL rules contained herein.

17.5 Entry Fees for Playoff/Super Bowl Games

- A. Playoff Games – the entry fee for playoff games will be:
 - \$3 per person (children 6 years old and younger are free)
 - \$10 for family of 6 people (immediate family members only)
 - NYFL athletes in a current year jersey or cheerleading shirt are free
- B. Super Bowl Games – the entry fee for Super Bowl games will be:
 - \$5 per person (children 6 years old and younger are free)
 - \$15 for family of 6 people (immediate family members only)
- C. Each team playing in the playoffs or Super Bowl may designate fifteen (15) people (i.e. football/cheerleading coaches, football/cheerleading directors, spotters, etc.) who shall receive free entry into the playoff event.
- D. NYFL Executive Board members and Franchise Presidents shall receive free entry.

17.6 Super Bowl Specific Rules

- A. The highest seeded team is considered the 'home' team.
- B. The NYFL will not subsidize any expenses related to a Franchise

- hosting the Super Bowl.
- C. Spectators must be separated from each other by Franchise.
 - D. Hosting Franchise will provide the NYFL with a detailed agenda for the event and a description of how the event will be run.
 - E. There will be four (4) Officials for each Super Bowl game.
 - F. Hosting Franchise will be responsible for all fees for the game Officials.
 - G. Hosting Franchise may have uniformed law enforcement officers at the game.
 - H. Super Bowl games shall be subject to all NYFL rules contained herein.
 - I. The Super Bowl hosting Franchise will be determined by a blind draw. Once a Franchise is drawn they may not host another Super Bowl until all other Franchises have hosted the event.

17.7 Play-Off Locations and Dates

Prior to the start of the season, the NYFL shall determine the franchises that will host the play-off events and the date for such events (see Appendix 'A'-Season Specific Information).

17.8 Playoff Meeting

As soon as possible following the end of the regular season, the NYFL Board of Directors shall hold a Playoff meeting. At the Playoff Meeting, the following shall occur:

17.8.1 Playoff Report

The NYFL GM of Football shall submit a Playoff Report on the following:

- A. Final Standings: The final standings at the end of the regular season
- B. Playoff Seeds: The identification of playoff seeds determined in accordance with the rules contained herein
- C. Ties: The identification of all ties for playoff seeds that must be resolved before playoff seeds can be finalized.

17.8.2 Resolution of Ties

The NYFL GM of Football shall resolve all ties for and playoff seeds in accordance with the rules contained herein.

17.8.3 Champions and Playoff Seeds Final

Upon the NYFL Board of Directors' acceptance of the Playoff Report and Resolution of Ties, the identification of the playoff seeds shall be final. Once the playoff seeds are final, no

re-seeding of playoff teams may occur.

17.9 Effect of Eligibility Violation on Playoffs

If, after the playoff seeds are final under section 17.8.3 above, a claim is made that a player listed on a playoff team's roster does not to meet the Roster Eligibility Requirements, the following shall apply:

17.9.1 Claims of Eligibility Issues during Playoffs

Any claim that a player does not meet the Roster Eligibility Requirements must identify the specific player or players and the specific violations claimed in order to be considered by the NYFL. The claim must be submitted in writing to the NYFL GM of Football or his/her designee and signed by the claimant. The NYFL GM of Football shall be the sole arbiter as to whether the claim meets the minimum requirements to be considered by the NYFL.

17.9.2 Investigation

Upon receipt of a claim meeting the minimum requirements, the NYFL GM of Football shall investigate the matter and report to the NYFL Executive Board. If the NYFL Executive Board determines that a team may have used a player in violation of the Roster Eligibility Requirements, the NYFL President shall call a meeting of the NYFL Board of Directors to address the matter.

17.9.3 NYFL Board of Directors Action

At the meeting of the NYFL Board of Directors, the NYFL GM of Football shall present the matter to the Board. The team subject to the claim shall be provided an opportunity to be heard on the matter and provide any explanations or evidence it deems appropriate. If, upon vote of a majority of the Board of Directors in attendance, the NYFL Board of Directors determines that a player listed on a playoff team's roster does not to meet the Roster Eligibility Requirements, the following shall apply:

17.9.3.1 Forfeit of Regular Season Games

The team shall be deemed to have forfeited all regular season games in which the player participated. If, as a result of the forfeits, that team no longer qualifies for the playoffs, the team shall be removed from the playoffs and the team it is next scheduled to play shall receive a bye.

17.9.3.2 Forfeit of Playoff Games

The team shall forfeit all playoff games in which the player participated and the team it is next scheduled to play shall receive a bye.

17.9.4 Timing Issues

During the playoffs, the NYFL shall endeavor to resolve all issues related to a team's use of a player not meeting the Roster Eligibility Requirements as quickly as possible. However, such a determination shall not be made without providing all affected parties the opportunity to be heard on the matter. If the matter cannot be resolved at least 24 hours prior to the start of a scheduled playoff game involving the subject team, the following procedure shall be followed:

- A. Play the Game: The scheduled playoff game shall be played.
- B. Subject Team Loses: If the subject team loses the playoff game, the claim is dismissed and the result of the game is final.
- C. Subject Team Wins: If the subject team wins the playoff game, the result of the game is held in abeyance until the NYFL resolves the matter. The losing team will be awarded a win and allowed to continue in the playoffs only if the NYFL resolves the matter against the winning team.

17.9.4.1 Forfeit of Playoff Games

The provisions of section 17.9.4 shall only be available for claims that are properly submitted prior to the end of the pre-game player check-in. Once pre-game player check-in ends, the game will be played and the results final.

18 ASSESSMENT OF PENALTIES

The NYFL GM of Football shall be responsible for assessing penalties for rule infractions. If a rule does not have a specifically defined penalty the NYFL GM of Football shall determine the penalty which can include, but is not limited to, monetary fines or suspension of a team's players, coaches, directors or spectators. Any appeals are subject to the appeals process outlined in the NYFL By-Laws.

19 PAYMENT OF FINES

All fines assessed to a Franchise are to be paid according to the payment requirements defined in the NYFL Bylaws.

20 MODIFYING NYFL RULES

These rules shall be in effect for the season indicated. Once the rules are

approved by the Franchises at the NYFL Rules Meeting they may only be amended, altered, changed, or repealed for emergency purposes that affect the health and safety of our athletes, or a change comes directly from the MHSAA at a properly noticed NYFL meeting. Any proposed emergency rule amendment, alteration, change, or repeal requires a two-thirds (2/3) majority vote of the NYFL Board of Directors in attendance to approve.

Appendix ‘A’ – Season Specific Information

Date for the Start of the Season

The official date for the start of the 2026 NYFL season shall be determined at the June meeting when teams are declared

Officials Fees

The fees for Officials (i.e. referees) shall be determined at the ref meeting in July

Round #1 Playoffs (semi-final) Locations & Date

The first and second round Playoffs hosts and
dates will be determined at the June
meeting

Super Bowl Location & Date

The Super Bowl shall be determined at the June meeting

