

TRI-COUNTY YOUTH SPORTS

FOOTBALL RULES

Revised May 16, 2011

This Club is governed under the Articles 501 (C-7), of the Internal Revenue Code.

MISSION

To provide and establish a wholesome youth tackle football league that promotes sportsmanship and fair play. Where all players get an opportunity to play each game and the emphasis is on teaching character, athletic and social skills, and a healthy attitude. That winning is not the most important objective. Where coaches teach and lead through example.

PHILOSOPHY

The Tri-County Youth Sports Football League is established to promote a healthy, typical learning environment thru contact football, without winning being the emphasis. For this reason, there are no championships, playoffs, no individual player awards or recognitions. This program places emphasis on good sportsmanship, teamwork, and team discipline. The desire to win at any cost is de-emphasized in our program. We will invest in our youth to promote pride in the players, coaches, and parents. Who in turn can take pride in the programs that they have developed, within their communities.

NON-DISCRIMINATION CLAUSE

Tri-County Youth Sports does not discriminate based on religion, race, sex, creed, color, disability, citizenship, and national origin. Membership in this club is by invitation only.

INSURANCE

On an annual basis the Board of Directors will approve the level of insurance required for the preservation of the League. The Board will secure a policy annually that prescribes to the minimal level defined by the board. All Communities will be required to participate in the league insurance plan, without exception. Any Community who refuses to participate, will be deemed not eligible for participation.

COACHES & SIDELINE VOLUNTEERS (excluding yardage marker crews)

All persons who wish to coach in the Tri-County Youth Sports Football League must be dedicated to our mission and philosophy and must abide by all rules and regulations set forth by the Board of Directors. Annually, Tri-County Youth Sports requires all coaches to have a criminal history check through the Michigan State Police. The Community Representatives to the board are responsible for ensuring that this screening takes place for all coaches leading their teams. Coaches with a criminal record, depending on the violation, could be ineligible to coach, subject to board review.

Tri-County Youth Sports reserves the right to discipline, suspend, or ban a coach from coaching for any violation of un-sportsmanlike conduct, misbehavior, or any violation of the rules.

Each Community will be responsible for executing criminal history checks for their coaches and volunteer staff. All Risk Management programs and training will be the responsibility of each Community to provide for their coaches and volunteer staff. Tri-County Youth Sports assumes no responsibility, or liability for these programs, participation, or completion. Coaches are required to wear hats, shirts, or other garments that easily identify them with their teams. Negative coaching (swearing, striking, grabbing facemasks) is not acceptable behavior for practice or games. At practice, coaches will not make contact with players during drills except to hold arm shields or dummies.

GRIEVANCE PROCEDURE

Tri-County Youth Sports desires the officials to feel that they are an integral part of our instructional staff, both in technical and sportsmanship aspects of the game. Grievances, comments, and suggestions put forward by officials should be directed to the Director of Officials. Tri-County Youth Sports also wants the parents of players to feel comfortable that its' board members will listen to any ideas or concerns that they may have as well as any suggestions for improvement in the operation of the league. Parents may direct their concerns to any member of the Board, their Community Rep, or the Director of the league.

COMMITTEES

The Board of the Tri-County Youth Sports Football League will establish four standing committees, who will assist in the administration of the league rules, and policies. Each of these committees will consist of three members of the board, excluding the director. One person on each of these committees will serve as the chairperson. These committees are as follows:

Rules Committee – Rich Monti (chair), Jim Baker, Chip Downs

Disciplinary Committee – Tom Crawford (chair), Marcie Robinson-Caughey, Fred Thomas

Scheduling Committee – Paula Lonberry (chair), Dave Turner, Rich Monti

Officials Committee – Chip Downs (chair), Joe Joseph, Terry Gimney

Length of service shall be for a two year period. Board members may serve on more than one committee at a time. No board member may hold the Chairmanship of more than one committee at a time.

The Rules Committee will review all infractions of the rules, and administer the initial disciplinary action.

The Disciplinary Committee will review all contested actions of the Rules Committee that have resulted in the suspension of a coach or player for one or more games or indefinitely.

The Scheduling Committee will handle all issues related to scheduling. The Officials Committee will handle all issues related to league officials.

GENERAL RULES

1A. The games will begin the first Saturday prior to Labor Day for the 7th and 8th grade programs. The 4th/5th, and 6th grade programs begin the first Saturday after Labor Day.

2A. Each community must submit their final number of teams, by division, in writing for scheduling by AUGUST 1ST. The cut off date for adding new players is up to each community keeping in mind conditioning requirements, and team sizes.

3A. Requests to add teams after the cut off date are not permitted. Any requests for changes after the deadline must be brought to the attention of the director immediately. Scheduling issues will be resolved by the director primarily, the Scheduling Committee secondarily, and then the board if final resolution is required. **Once the completed schedule is distributed, any requests for changes must be submitted to the Director by the Community Rep.**

4A. Rosters – The Community Board Representative, will be responsible for gathering and maintaining completed roster information for all teams registered to participate in the Tri-County Sports Youth Football League. Each roster must list the players', name, address, grade, date of birth, school and a statement verifying that the players, to the best of your knowledge, attend that school and are in the grades listed, and that all other information is accurate. All the information on the roster must be written in ink or typed, and cannot be changed in any manner. New roster submission is required if mistakes are made. The community representative is to retain the completed rosters. Accusations of roster violations will be reviewed by the Disciplinary Committee.

5A. Waiver & Emergency Forms– All coaches must have a signed Emergency Form for each of their players. A copy of each players Waiver form must be returned to the Community Rep to ensure that they have their parents consent to participate in the league. Each Community Rep is responsible for sending a copy of each players Waiver form to the director, for insurance registration.

6A. Mandatory Coaches Meeting – Each community is required to conduct a mandatory meeting for all coaches (head and assistant, new and returning). **Each Community Rep is required to submit a list of all coaches who attended the meeting to the Rules Committee Chairperson before the first game. Verification will be made to ensure that all coaches have attended the mandatory meetings. Failure to meet the above criteria can be cause for opening game suspension, or forfeiture.**

7A. No children permitted to attend a Board of Directors meeting unless invited.

8A. Any changes in these Articles of Association and their approved amendments requires that a minimum of seven (7) Board members to be present. If seven members are present, the majority vote rules. A Board member may assign his vote to a representative of his choice who will attend on his/her behalf or he may vote via proxy vote. If seven members are in attendance during the meeting his/her vote is to be counted.

9A. Rule Changes – Rule changes may be implemented at any time.

10A. No team or individual players' trophies, awards or statistics bearing the name or likeness of the Tri-County Youth Sports Football League or Tri-County Youth Sports will not be given out at the end of

the year nor will any statistics or individual player recognition be posted in the newspaper or in any other publication by individuals associated with the player.

11A. No admission and/or Parking fees may be charged to Tri-County Sports Football games.

12A. Tri-County Youth Sports Football League prohibits the use of all type of communications devices by all coaching staff and sideline personnel during their game. Violation of this rule will result in forfeit of the game. Accusations of violations will be addressed by the Rules Committee.

13A. No Tri-County Youth Sports Football team can participate in another league during the season. No registered coach of the Tri-County Youth Sports Football League can coach a team outside of the Tri-County Youth Sports Football League during the season that contains players from their Tri-County team.

GENERAL TEAM RULES

1B. PLAYER ELIGIBILITY - The program is open to all students in the 4th, 5th, 6th, 7th, and 8th grades. Divisions will consist of 4th/5th combined, 6th, 7th, and 8th grades.

Players must attend a school in the district for which they play. THERE ARE NO EXCEPTIONS. If no team exists in a district, students must play on a team in the school district in which they reside. Players must play in the division for the grade they are in unless the community or League determines, for safety reasons; the player should be moved up one division. Players may not be moved down a division.

Players who are **9 years old** on or before September 1st or in 4th grade of the current year will play in at least the 4th/5th grade division. Players who are **12 years old** before September 1st must play in at least the 6th grade division. Players who are **13 years old** must play in at least the 7th grade division. Players who are **14** must play in the 8th grade division. No player who reaches the age of **15 before September 1st** shall play.

If a city has more than one team in a combined division, the ratio of upper grade players to lower grade players must be close to the ratio of upper grade to lower grade on each team for that division. Any violation should be reported to the Rules Committee Chairperson immediately. If a community is found in violation, they will be required to re-split their teams with an equal number of upper to lower grade ratio for each team. Continued violation will result of disciplinary action determined by the Board.

2B. There shall be no conditioning or player participation in any program, until said player/s (individually and separately) has completed a recent physical examination by a licensed physician, who will certify said player/s is physically fit to participate. All physical cards must be on file with each city's Board of Directors **and be dated no earlier than April 15th of the current year.**

3B. Conditioning – The first full week of practice will be conditioning only. Helmets and footballs may be utilized during the first week of conditioning. Players in the 4/5th and the 6th grades must have a minimum of **8 hours** before they can start progressive live contact. **7th and 8th grade** must have **6 hours** of conditioning. The **maximum** conditioning/and or practice time any player can participate in a 24-hour period is 2 hours with a **total** of 8 hours in any calendar week. **When adding players late, they must complete their conditioning hours plus an equal number of hours of progressive contact prior to participating in games.**

4B. Player/Coach Contacts - The starting date shall be the date set by the MHSAA for High School football. No practice or contact of any kind may take place two weeks before the set start date.

5B. Clinics - Clinics being conducted by Tri-County member organizations must be offered to all other participating communities. Invitation to the Clinic must be sent a minimum of two weeks in advance of the Clinics date. Violation of the above regulations may result in the suspension or banning coaches, and/or other parties in violation.

6B. After Labor Day, no more than 2 hours of practice in a 24-hour period with a **total of 6 hours** per calendar week. For **8th grade**, this rule **does not** apply. The Board mandates that 8th grade practices CAN NOT exceed that of the High School schedule (game and practice).

7B. Player Injury – Players returning to practice from an injury must have a doctor’s statement and a coach’s evaluation stating they are game ready.

8B. Practice Adverse Weather Conditions: Practice should be postponed or cancelled in the face of adverse weather conditions. Adverse weather conditions include, but are limited to, weather initiating a weather warning by the local or national weather service, heavy rain, or any time when lightening or thunder is present, or when the weather conditions are considered a danger to the participants.

GENERAL RULES

1C. Game Rosters – Each head coach must turn in a game roster (typed on 8 ½ x 11 paper), to the press box and the opposing coach at least 15 minutes prior to the start of their game. The roster must include players’ names, weight, position (either ball handler or non ball handler), and playing status, (absent, injured, or disciplinary action) and **will be in jersey numerical order**. Failure to do so is a major infraction, unsportsmanlike conduct and is to be reported to the host city’s rep. The host city’s rep is responsible for reporting the violation to the League. Game rosters shall not include any information that is either derogatory or inflammatory. If the player’s weight is found to be greater than indicated on the roster, the roster will be adjusted, and the player’s position reassigned if necessary. The player and community in violation must be reported to the League. The player will be required to be weighed at the next contest. If the player’s weight is found to be over again, the head coach will be cited for unsportsmanlike conduct, and penalized at the start of the game.

2C. First Aid - All teams must provide and bring to each game a minor 1st aid kit (supplies to include ice packet, bandages, smelling salts, latex gloves, and any other necessary minor 1st aid products).

3C. Playing Shoes – 1/2” screw in plastic or rubber cleats are acceptable. No metal tip cleats are to be used in the 4th-7th grade divisions.

4C. Football Size - The 4th/5th grade use a "Junior"-(ages 9 to 12) football. The 6th and 7th grade use a "Youth"-(ages 11-14) football. The 8th grade may use a "Youth" football or "Regulation". Each home team is required to have a designated game ball. On change of possession, each team may use their own game ball.

5C. Game Officials – Four MHSAA registered officials are required for each game. The officials are responsible for enforcing the playing rules of the MHSAA and Tri-County Youth Sports Football League. **No games will be played with less than 3 MHSAA registered officials.** If only 2 registered officials are

present at the game start time, there will be a 15-minute delay. If during that 15-minute delay the official fails to show, result is the game(s) postponement and the Board of Directors will re-schedule. The Tri-County Youth Sports contract all officials. Officials are paid by each member city. The standard Officiating crew is four persons. If games are played with only 3 officials, the three officials are paid the same rate of four. Officials are paid for any games as defined under the MSHAA Rules.

6C. Game Adverse weather – When adverse weather conditions prevail, the game officials make the decision to continue or suspend play. MHSAA Rules will apply, without exception. The game official's decision will be final. The site director will make an announcement over the PA to all spectators. Under no circumstances will play continue if a weather warning has been issued and/or lightning or thunder is present. **Game Suspension** – First quarter suspension cannot exceed 40 minutes. After a delay, the game clock is continuous and half time is shortened to the 3-minute minimum. Second quarter and later, the game is suspended and will be rescheduled if possible. The last game of the day will have no more than two thirty minute delays, daylight permitting. If any team has more than one game to make up at the end of the season, only the first cancelled game of the scheduled season is available for make up. The Board will schedule any make up games.

7C. Injury delays – Injury delays of more than **20 minutes may suspend** the game unless it is the last game of the day. The shortening of half times, running of clocks, etc. to make up time can occur. The shortening of games can occur so they do not interfere with the scheduled start time for the next game. The intent of this rule is to stay on schedule and prevent game suspensions/cancellations. The Board will schedule any make up games.

8C. Spectators – Each city is requested to provide a designated spectator area. When this is not possible, spectators are to remain 30 feet or as far back as possible from the designated team area. It is the coaches' responsibility to ensure spectators remain in the designated area.

9C. Team Introductions – Team introductions must be started at least 5 minutes prior to the scheduled game and 10 minutes if the national anthem is played.

10C. Earlier Start in Bad Weather – The last game of the day could start 15 minutes prior to the scheduled start time if agreed to by both head coaches. This would allow for an earlier start in bad weather conditions out of consideration for the participants and spectators.

GAME RULES

1D. All playing rules will be the current year MHSAA approved rules and the rules listed here within. Also, see individual divisions for exceptions.

2D. Clock Management - Games will consist of four quarters using a stop clock. Teams shall be allowed three one minute time outs per half. Half time is 10 minutes unless shortened due to injury, weather delays, or to get the days schedule back on time. Communities can choose whether to place all 10 minutes on the clock, or split it 7 minutes and 3 minutes. Half time must be at least 3 minutes regardless of the above.

CLOCK WILL START:

ANY KICK OFF - When the ball is touched by the receiving team.

PUNTS – 4TH/5TH AND 6TH – When the ball is kicked.

AT THE BEGINNING OF THE 2ND AND 4TH QUARTER - On the snap of the ball.

AFTER A TIME OUT – On snap of the ball.

AFTER INCOMPLETE PASS – On snap of the ball.

ANY PLAY RESULTING IN A FIRST DOWN – On the set of the Chains, unless the ball handler went out of bounds. If out of bounds, the clock would start on the snap.

ANY PLAY ENDING OUT OF BOUNDS – On the snap of the ball.

ANY CHANGE OF POSSESSION – On the snap of the ball.

AFTER ANY PENALTY – If a dead ball penalty – on the snap of the ball. If a live ball penalty – on the spot of the ball.

3D. Weigh-In – Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/Designee or Tri-County Board member will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. Any margin over the designated weight is considered over weight, no exceptions. The Tri-County Director and/or any board member may perform random weight checks at any given time. Each city must provide a set of reputable scales at their game site. **If a player is not available for weigh-in, the player may not be a designated ball carrier.** Any player exceeding the weight limit must play a position from tackle to tackle when their team is in possession of the ball. Tackle eligible plays are legal as long as the eligible tackle does not violate the weight limit rule. **Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.**

4D. Playing time – All players (4th, 5th, 6th, 7th, and 8th grade) must receive a **minimum of 7 plays per half** unless being disciplined or injured. **Live kicking plays count as plays in all divisions.**

5D. Mercy rule - FOR ALL GRADES, IF A TEAM IS 35 OR MORE POINTS BEHIND, THERE WILL BE A RUNNING CLOCK. – See individual grade level for more Mercy Rule Information.

6D. Safeties – **When a safety occurs, 2 points are scored and a free kick is given.** The kick is from the **20-yard line.**

7D. Extra Points – successful kicks are worth 2 points and successful running/passing plays are worth 1 point. 4/5th grade snaps the ball from the **goal line when kicking and from the 3 yard line when running/passing.** All other grades snap the ball from the 3-yard line. **If a dead ball kick, the defense**

may move. If they cross the line of scrimmage, a penalty is called and the kicking team is awarded 2 points.

8D. Facemask penalty – Incidental facemask is a 5-yard penalty. If determined by officials to be a flagrant facemask, there will be a 15-yard penalty. If determined by officials to be a flagrant facemask with intent to injure, there will be a 15-yard penalty and ejection of the player from the game.

9D. Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game, and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player in the same game, that player is ejected/suspended for the next game and this carries over to the following year if the infraction occurs in the final game of a season.

10D. Tie Game – Tie games at the end of regulation time remain a tie. There is no overtime.

11D. Defensive formations should be teaching conventional alignments. (Not 11 man blitzes).

12D. When a team clearly indicates an intention to run out the clock by taking a knee, the opposing defense shall not rush the offensive team.

13D. BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

INDIVIDUAL DIVISION GAME RULES

4TH/5TH GRADE DIVISION

1E. Games – This division will play 6 games. Games consist of four 8-minute quarters. 30 seconds between plays is given. There are no playoff games.

2E. Weight restriction – Players that are ball handlers cannot exceed **120 lbs.** **Violation of this rule must be brought to the attention of the officials prior to the next snap of the ball. Violations of this rule should also be reported to the Rules Committee Chairperson.**

Confirmation of a violation will result the following actions:

- 1. 15 yard penalty.**
- 2. Immediate ejection of the Head Coach**
- 3. A Major Infraction issued against the Head Coach**

3E. Coaches on the field – **One coach** is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

4E. Field Goals and Extra Points - Field Goals and Extra Points are dead ball kicks with no contact allowed. **THERE SHALL BE NO FAKE KICKS.** Defensive players may jump up and down and make non-offensive noise.

5E.. Punts - On fourth down, the offensive team may elect to punt the ball, or elect to move the ball 20 yards down the field (not inside the opponent's 20 yard line). If electing to punt, the officials must be notified that you are going to punt the ball. The clock will stop and the defensive team must be allowed time to set up to receive the kick. Punts shall be live plays with live returns strictly adhering to conventional punt formations. There shall be **NO** rush allowed and no crossing the line of scrimmage, **until** the ball is punted. The receiving team will take possession of the ball where the punt returner is tackled or where the ball goes out of bounds. The ball is a live ball and can be recovered upon contact by the opposing team. The receiving team must line up with at least 7 players on the line of scrimmage. **THERE SHALL BE NO FAKE PUNTS.** Deep returners shall be subject to weight restrictions as they are considered ball handlers.

6E. Kick off and return – At the start of each half, the appropriate team shall kick off from their 45 yard line. Kick off and receive teams shall use conventional formations. The ball is a live ball and can be recovered. The receiving team must line up with at least **5** players on the line of scrimmage. If an “on-side” kick occurs, the ball handler is considered a defensive player and **weight restrictions do not apply.**

Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 4/5th grade.

7E. Mercy Rule – When a team scores and is still 13 or more points behind, they will remain on offense. When 13-17 points behind, the ball will be kicked from the 35 yard line. When 18 or more points behind, the ball will be kicked from the 25 yard line. When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half.

6TH GRADE DIVISION

1F. Games - This division will play 6 games. Games consist of four 8-minute quarters. 30 seconds between plays is given. There are no playoff games.

2F. Weight restriction – Players that are ball handlers cannot exceed **140 lbs.** **Violation of this rule must be brought to the attention of the officials prior to the next snap of the ball. Violations of this rule should also be reported to the Rules Committee Chairperson.**

Confirmation of a violation will result the following actions:

- 4. 15 yard penalty.**
- 5. Immediate ejection of the Head Coach**
- 6. A Major Infraction issued against the Head Coach**

3F. Coaches on the field - One coach is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

4F. Field Goals and Extra Points - Field Goals and Extra Points are dead ball kicks, with no contact allowed. **THERE SHALL BE NO FAKE KICKS.** Defensive players may jump up and down, and make non-offensive noise.

5F.. Punts - On fourth down, the offensive team may elect to punt the ball, or elect to move the ball 20 yards down the field (not inside the opponent's 20 yard line). If electing to punt, the officials must be notified that you are going to punt the ball. The clock will stop and the defensive team must be allowed time to set up to receive the kick. Punts shall be live plays, with live returns, strictly adhering to conventional punt formations. There shall be **NO** rush allowed and no crossing the line of scrimmage **until** the ball is punted. The receiving team will take possession of the ball where the punt returner ends up or where the ball goes out of bounds. The receiving team must line up with at least 7 players on the line of scrimmage. **THERE SHALL BE NO FAKE PUNTS.** Deep returners shall be subject to weight restrictions as they are considered ball handlers.

6F. Kick off and return – At the start of each half, the appropriate team shall kick off from their 45 yard line. Kick off and receive teams shall use conventional formations. The ball is a live ball and can be recovered. The receiving team must line up with at least **5** players on the line of scrimmage. If an “on-side” kick occurs, the ball handler is considered a defensive player and weight restrictions do not apply.

Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 6th grade.

7F. Mercy Rule – When a team scores and is still 13 or more points behind, they will remain on offense. When 13-17 points behind, the ball will be kicked from the 35 yard line. When 18 or more points behind, the ball will be kicked from the 25 yard line. When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half.

7TH GRADE DIVISION

1G. Games - This division will play 7 games. Games consist of four 8-minute quarters. 30 seconds between plays is given. There are no playoff games.

2G. Weight restriction – Players that are ball handlers cannot exceed 160 lbs. **The punter, the holder, and the field goal/extra point kicker weight restriction is 160 lbs. Violation of this rule must be brought to the attention of the officials prior to the next snap of the ball. Violations of this rule should also be reported to the Rules Committee Chairperson.**

Confirmation of a violation will result the following actions:

- 7. 15 yard penalty.**
- 8. Immediate ejection of the Head Coach**
- 9. A Major Infraction issued against the Head Coach**

3G. Coaches are not permitted on the field.

4G. Mercy Rule – When a team scores and remains 18 or more point behind, that team receives the kickoff. When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half.

8TH GRADE DIVISION

1H. Games – This division will play 8 games. Games consist of four 10-minute quarters. 30 seconds between plays is given. There are no playoff games.

2H. Weight restriction – Players that are ball handlers cannot exceed 180 lbs. **The punter, the holder, and the field goal/extra point kicker weight restriction is 180 lbs. Violation of this rule must be brought to the attention of the officials prior to the next snap of the ball. Violations of this rule should also be reported to the Rules Committee Chairperson.**

Confirmation of a violation will result the following actions:

- 10. 15 yard penalty.**
- 11. Immediate ejection of the Head Coach**
- 12. A Major Infraction issued against the Head Coach**

3H. Coaches are not permitted on the field.

4H. Mercy Rule – When a team scores and remains 18 or more point behind, that team receives the kickoff. When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half.

PENALTIES FOR VIOLATIONS

1I. Major infractions – Major infractions will proceed under the following disciplinary path.

1st Violation – One-week suspension

2nd Violation – Season suspension

3rd Violation – Life suspension

2I. Minor infraction – Minor infractions will proceed under the following disciplinary path.

1st Violation – Written warning

2nd Violation – One-week suspension

3rd Violation – Season suspension

4th Violation – Life suspension

3I. Penalties may differ from above at the discretion of the Board of Directors.

4I. Any coach and/or player who is ejected from a game will be suspended the following **one (1) game**. The suspension will carry over into the next season if the infraction occurs in the final game of the season.

5I. The Board reserves the right to identify a violation, and determine the penalty, for all infractions, not previously defined in this document.