

**LAKESHORE
MIDGET
FOOTBALL
LEAGUE
BYLAWS &
RULES**

**REVISED
June 2008**

LEAGUE BYLAWS

ORGANIZATION

OBJECTIVE

Set up a program of supervised football and cheerleading for Boys and Girls alike without discrimination of gender in the 9 to 13 year age group.

GOALS

- 1) To teach youngsters how to play the game of football and the activity of cheerleading according to social and hygienic standards established by the teams and in accordance with league standards.
- 2) To cultivate the qualities of good sportsmanship, leadership and team spirit.
- 3) It is the responsibility of the Head coach and Team Presidents/Directors to monitor and teach proper training techniques and good sound football & cheerleading fundamentals. With the thought that SAFETY is always FIRST and foremost!

GOVERNMENT

ALL PARTIES OF GOVERNMENT AND COACHING STAFF MUST BE AT LEAST 21 YEARS OF AGE. (Assistant Coaches must be at least 18 years of age)

The Lakeshore Midget Football League shall consist of the following:

1. Board of Directors
2. Team Representatives
3. Team Commissioners

1. Board of Directors shall consist of the following:

- a) President
- b) Vice President
- c) Secretary and/or Treasurer
- d) Cheerleading Coordinator
- e) Representative from each team

The above mentioned positions shall be elected at the second annual meeting of each year (nominations for these positions will be at the first meeting of the year-January) and may succeed themselves indefinitely. These positions should be advertised in the newspaper.

The purpose of the Board of Directors shall be to enforce the rules of the league and resolve all discipline and rule violations in the LMFL.

2. The Team Representatives shall consist of the following:

2 adult coaches or team officials (coach, board member, commissioner, or team representative) from each team in the League.

Voting privileges are limited to:

Coaches and/or Team officials that have been previously approved and voted in and have attended no less than 2 LMFL regularly scheduled meetings. Giving all teams no more than 2 votes in each and all business matters brought before the Board of Directors.

In any matters brought before the Board of Directors, the teams in question have NO VOTE.

3. The Team Commissioners shall consist of the following:

Each team will appoint two team commissioners (2 Parents or Volunteers from each Teams Community who will be at games.) Commissioners must be at least 21 years of age. At least one commissioner will be present at each game. The commissioners will be expected to attend at least one meeting for rule orientation.

RESPONSIBILITY/LIMITATIONS OF THE BOARDS:

1. Board of Directors

The President/Vice President shall preside over all LMFL meetings and have no vote other than to cast a deciding vote in the case of a tie vote.

The President/Vice President shall review all business to be brought before the league 48 hours prior to the meeting and are to determine whether or not it would have a direct bearing on the league. If such determination should be negative they shall have the right and power to dismiss it.

Should a parent or Organization have any problems or misconduct with any Head Coach, it shall be brought before the Board of Directors of this league. Only after both sides have been heard, a vote will be taken on what type of action is to be brought about, with possible appeal to the Board of Representatives and the Board of Commissioners.

The Board of Directors can suspend a coach after a review.

The President of the league can authorize a telephone vote when a quorum is not reached at a meeting and a vote needs to be taken due to an emergent issue and can not wait until next meeting. Voting privileges are restricted to those described in "Government – Section 2.

2. Team Representatives

Can appeal the decisions made by the Board of Directors.

3. Team Commissioners

The commissioner will act as a liaison between the team they represent and the opposing team's commissioner when a rule violation is observed. The apparent violation will be addressed with the opposing team's commissioner. The opposing team's commissioner will address the violation with his/her coach, and respond to the complaining commissioner.

The commissioner will be responsible for having knowledge of league and team rules. He/She will assist in interpretation of league rules (e.g., 18 point rule, player weight/position limitations, minimum number of plays per player, two-way player rule, etc.).

The commissioner will also monitor the behavior of the coaching staff. Inappropriate behavior of a coach will be brought to that coach's attention as soon as practical. If it is deemed necessary for the Board to take disciplinary action against a coach, the commissioner will act as witness for the board and/or coach. The commissioner will also verify coaches certification

badges.

The HOME TEAM will be responsible for supplying two way radios with ear buds for each commissioner covering the game in process.

Power of the Commissioner:

The team commissioner(s) does not have authority over the coaches, game officials or the league board. He/She will act in the capacity of a communicator for His/Her team and the league.

LMFL MEETINGS

1. Meetings will be scheduled on a Monthly or Bi-monthly basis.
2. Mandatory attendance at regular scheduled meetings shall be a minimum of 1 representative per team. A fine will be imposed on a team if there is no representation at Scheduled meetings.

Fines:

- a) Missing (1) meeting is a \$10.00 fine
- b) Missing (2) consecutive meetings is a \$25.00 fine
- c) Missing (3) consecutive meetings is a \$50.00 fine

Penalties and fines will be assessed immediately and payment shall be made by or at the next scheduled meeting.

TEAM GOVERNMENT

1. Each team will register an adult group of officers consisting of the following:

- a) A Director/President
- b) A Assistant Director/Vice President
- c) A Secretary
- d) A Treasurer
- e) Head Coaches
 - 1 Heavyweight
 - 1 Lightweight
 - 1 Cheerleading
- f) 2 Commissioners

All Coaches are required to attend a 4-hour Certification Class. This will provide them with Liability Insurance. The cost is \$20.00 a year. Certification must be completed by the first game. All certified personnel must display their certification card at all times on the sideline.

All coaches both Football & Cheerleading must coach for the team in their hometown (if there is a team from our League in their hometown) unless Hardship can be proven to the League and approval is granted by a majority vote at a League Meeting.

Any Coach found to be cutting or discouraging, from playing football in our league, a person from within their boundaries who meets the age and eligibility standards shall be brought before the Board of Directors and will be subject to dismissal if found guilty of such a violation.

A complete list of each teams government and team bylaws must be submitted to the league prior to August 1st of each year.

The President/Director from each team shall be responsible to keep and submit copies of youngsters Parental/Waiver form, Proof of age, and Proof of Physical Examination to the Board of Directors of the league prior to or at the Roster Meeting. This must happen before they can participate in league functions, other than four (4) non-contact practices. Failure to do so will cause suspension of the youngster until submitted.

VOTING

A quorum will be at least 1 representative from 3 of the 5 teams.

If the voting representative for any team is other than the Head Coach, He/she will need to report to the President or his representative prior to the start of the meeting and must also meet the voting privileges stated in Government: Section 2, Team Representatives section.

INSURANCE

A limited Insurance coverage is provided for the protection of all squad members of each team.

The League will carry two forms of Insurance:

Sports Accident – It provides definite, specified, but limited coverage for specific injuries. It is considered a secondary policy, which means it takes effect only after the families health insurance is used and there is a \$150 deductible.

Liability – It provides coverage on all other participants at the playing field.

A Spiral Notebook provided to each team by the League will be kept with team's Medical kit for documentation of injuries and used for reporting said injuries to insurance for claims.

MISCELLANEOUS

1. EACH TEAM WILL PAY AN ANNUAL MEMBERSHIP FEE OF \$300.00. THIS WILL BE PAYABLE AT THE SECOND ANNUAL MEETING OF THE LEAGUE (which is held in February).

2. INDIVIDUAL TEAM AND ORGANIZATIONS MUST ABIDE BY LMFL RULES

3. ALL LMFL RULES OVERRIDE ALL INDIVIDUAL TEAM RULES, IF THERE IS A CONFLICT BETWEEN THE TWO. FAILURE TO DO SO COULD MEAN SUSPENSION BY A 2/3 MAJORITY VOTE OF THE LEAGUE GOVERNMENT.

4. EACH TEAM SHOULD HAVE ITS OWN SET OF BYLAWS. COPY OF THESE BYLAWS MUST BE FILED WITH THE LEAGUE BY SEPTEMBER 1ST OF EACH YEAR.

LEAGUE RULES

PLAYERS/PARTICIPANTS

Participants are allowed to play in only one organized football league at a time. They cannot play Midget league and Jr. High/Jr. Varsity in the same year.

To register for a team in their area, a youngster must attend the school district that the team is in unless agreed to by a quorum of league officers. If a player moves during the season, the affected coaches must involve the league board.

The youngster must meet the eligible weight requirement (maximum 145 lbs. Heavyweights or 140 lbs. Lightweights) and age requirements (9 by December 1st and 14 after August 1st of the playing year). Proof of age (Birth Certificate or Certificate of age) is required. No youngster can play or practice who is under or over age.

Each youngster shall have a Parental/Waiver form signed by his or her parents or guardian. The parent or guardian must waive all claims for injuries exclusive of the terms of the insurance of the league. This must be written into the Parental/Waiver form.

Each youngster shall be required to have a Physical examination at the beginning of the season and before any contact. A copy of the Physical Examination certificate shall be required.

Any participants under 8 years of age (Water boys, Mascots, and Ball boys) must have a special Waiver form signed and notarized.

Parental/Waiver form, Proof of age, and Physical Examination Certificate shall be filed with Director of each team and Board of Directors of the LMFL.

Lightweights – Will consist of 9 to 11 year olds.

11 year olds 115 lbs. and under

If a youngster 11 years of age is 115 lbs. or under, at the Head coaches discretion, and with Parent and League approval he may be moved to the Heavyweight team.

Heavyweights – Will consist of 12 & 13 year olds.

Any player moved up to the Heavyweight team must remain and cannot be returned to other team.

Any transfer such as these must be reported to the League President prior to transferred player's participation in a game.

A notarized form from the Parent or Guardian permitting said move must be given to the President before transferred player may participate in a game.

The President must give Verbal permission for the player to participate in practices.

Written permission must be given to the President within (3) days of the verbal approval.

ALL CHANGES MUST BE REPORTED TO ALL LEAGUE COACHES BEFORE SAID PLAYERS PARTICIPATION.

ROSTERS

MUST INCLUDE THE FOLLOWING INFORMATION

Jersey number in numerical order

Name

Age

Date of Birth

Actual weight

Position

Coaching Staff

Each team will roster for the season as many players as they wish to include in there insurance package.

No additions to your team roster will be permitted after the final roster check (1 week before the first game) without majority league approval.

Any additions to the roster must be filed with the Board of Directors/President before the new player may participate in a practice.

Ten (10) copies of a complete roster must be filed by all Head coaches with the Board of Directors of the league at roster meeting. Failure to do so means suspension of the Head Coach for the first and any game thereafter until such rosters are filed with the Board.

Final rosters must be submitted to the Board of Directors/President after the second (2nd) scheduled game. Failure to do so is a Fifty (50) dollar fine.

Up to date rosters are to be given to the Board of Directors at each scheduled weight in. No exceptions permitted.

Approved league game rosters forms will be used to list players for each game. Two-way players will be noted on the forms.

Prior to games, coaches shall provide game rosters to League officials to be used for information.

PLAYER WEIGHT

Violation of weight and or age rules will result in a one- (1) week's suspension of the Head Coach, or Coaches in charge, from all league functions and duties.

Participation of players with the respect to weight shall be determined as follows:

HEAVYWEIGHTS

Tackles, guards, lineman and centers - maximum weight 145 lbs.

Maximum weight will increase 2 lbs. for lineman only after mid-season.

Backfield, linebackers, punters & offensive ends--maximum weight 130 lbs.
Defensive ends – maximum weight 136.

On Kick Return teams, only the front 5 players can weigh over 130 lbs.

Overweight players shall be allowed to practice with their team but will not be allowed to participate in any contact drills with other players until they lose the weight.

LIGHTWEIGHTS

Tackles, guards, lineman and centers--maximum weight 140 lbs.

Maximum weight will increase 2 lbs. for lineman only after mid-season.

Backfield, linebackers, punters & defensive/offensive ends--maximum weight 120 lbs.

On Kick Return teams, only the front 5 players can weigh over 120 lbs.

Overweight players shall be allowed to practice with their team but will not be allowed to participate in any contact drills with other players until they lose the weight.

WEIGH-INS

Weigh-Ins will be conducted before every game. Coaches need to be present for Weigh Ins. Lightweights will be weighed in 45 minutes before the scheduled game. Heavyweights will be weighed at half time of the Lightweight game.

All weight limits are non-negotiable.

Each Home Team will provide a scale and three 50 lb metal weights to verify accuracy of the scale.

Players shall weigh in wearing any type of shorts.

Players must have game jersey with them to verify number.

GAMES AND PRACTICES

First Aid assistance shall be provided at each game.

At the end if two teams are tied for first place, the board of directors will declare Co-Champs.

All practice periods shall be under the supervision of a coach. It is desirable to have a qualified first aid person at all practices.

The start of Practice sessions, will be determined yearly (including skull sessions or calisthenics). The first five practices should be with pads but no scrimmaging.

Light Contact Drills Only!!

Each player must have TEN workouts before their participation in his or her first game.

First 5 Practices No SCRIMMAGING

Next 5 Practices - Full Contact is Allowed

No youngster may participate in any organized practice until he or she has passed a physical examination. A school physical is acceptable.

A regulation size football field is used with the basic high school rules.

All players on the roster must have played six (6) plays by the end of the game, subject to review by the President or commissioners.

Prior to the start of each game opposing coaches will confer regarding disciplinary action, injuries or other reasons why any person on his roster will not be playing.

Violation of any of the above four rules will constitute un-sportsmanlike conduct and result in disciplinary action against the head coach of said team.

A team must be able to field eleven (11) players to start the game. Failure to do so will result in immediate forfeiture of said game.

A team representative failing to appear after the starting time of a league game will cause forfeiture of said game. Said team will be assessed a fine at the paying rate of officials.

In the event a game must be postponed, said coach of team must notify opposing coach and League President twenty four (24) hours prior to the start of said game.

The game is to be rescheduled at the discretion of the League President and the opposite coaches.

Games for both Heavyweight and Lightweight teams will consist of 4 ten minute quarters.

Each team is allowed three (3) time outs per half.

A Coach may ask for a time-out if a playing rule is violated. Officials will determine if a complaint is valid. If the complaint is valid:

- A. A 15 yard penalty from the line of scrimmage will be assessed.
- B. The time-out will NOT be charged against the complaining team.
- C. If not valid: the time-out will be charged against complaining team.

All games shall be played under N.Y.S. Section 6 Rules with the following exceptions:

1. The lightweight games will be played prior to the heavyweight games. Game like conditions and officials will be present.
2. If a coach asks a player to fake injury to stop the clock, Article 7 section II will be enforced.
3. All games will be composed of 4 ten minute quarters
4. No one on the bench or sideline except authorized personnel.
5. All coaches will be called "MR." "MRS" or "Coach".
6. An severely injured player may not return to the roster until a written consent is given by their doctor and filed with the President.

7. Each team will exercise 15 minutes minimum before each game.
8. In the event a team has an 18 point deficit, it may elect to kick or receive after each touchdown at any time of the game.
9. When a team obtains 18 point lead over his opponent:
 - a. The leading team must substitute 6 non-starting players (or players who have played very few plays) on BOTH offense and defense. If a team does not have 6 players on the bench, the maximum extent of his remaining bench who have not played or have played the least will enter the game.
 - b. The 6 starting players (or # of remaining players on the bench), selected by the opposing coach, will leave the game and must remain out of the game until the opposing team scores. (Barring injury or if special permission is granted by the opposing coach)
 - c. The coach of the team selecting players to sit out may change his selection as he sees fit as long it causes little delay.
10. Running or passing an extra point will count as 2 points, kicking will count as 2 points.
Any loose ball can be advanced.
11. Two coaches (and 3 players) can go inside the "coaches' box" from the 30-yard line to the goal line.
12. A Player can wear any Jersey Number at any Position
13. No interior offensive lineman is allowed to carry the ball on scrimmage plays.
14. A defensive lineman can advance the ball on fumbles and interceptions only.
15. No practice or games can proceed with the presence of lightning, thunderstorms. (20 Minutes between flashes)

GOALS

Goal posts are required. If no goal posts are available, said team shall forfeit game or games involved.

All goal posts must be padded, subject to league approval.

INJURIES

If a person is injured he must come out of the game for a minimum of one (1) play

Certified EMT's or an ambulance must be provided at all games.

SCORING

Touchdown six (6) points

Safety two (2) points

Field Goal three (3) points

Extra points:

- Run in/ Forward passes two (2) points
- Kick two (2) points

Scoring a safety:

- The ball will come out to the fifty (50) yard line.
- The team that scored the safety will commence on offense from that point.

START OF THE GAME

The ball placement shall be as follows:

Heavyweights

Will kick-off from the 40 yard line.

Lightweights

Will kick off from the 40 yard line at the beginning of the game and beginning of the second half. On all other occasions, (e.g. after a team scores) the ball is placed at the 35 yd. Line of the Offensive Team. For example, after a score by team "A" the ball will be placed on the thirty five (35) yard line for team "B". Offensive play by team "B" will commence at this point.

LIGHTWEIGHT ONLY

One coach can be on the field directing while play is progress.

The same 18-point rule applies to the lightweights.

The lightweights don't punt. On punts the offense must declare their intention after 3rd down to either go for it or punt. For the punt the official will move the ball 30 yards. Please declare immediately after 3rd down. NO Trickery! If a team punts, the ball cannot be placed inside the oppositions' 20 yard line.

Outside the 20 yard line

- **6 linemen maximum**
- **4 interior linemen must be down**
- **Defensive linebackers must be 2 yards behind the lineman's behind**
- **Inside defensive linemen's alignment must be no closer than in the gap between the offensive center and guard.**
- **NO BLITZING!**
 - **Blitzing is defined as forward movement of a player across the 1 yard mark behind the Defensive line at the snap of the ball**
 - **If a team blitzes:**
 - **1st Offense – Commissioners will record warning to coach on the field.**
 - **2nd Offense – There will be a Special meeting of the League President and Team Commissioners by Wednesday of the following week and the Coach may face a one game suspension. Note - Proof of this violation must be shown on video tape.**

EQUIPMENT

Mouth pieces, athletic supporters and protective cups are mandatory. Mouthpieces must be in good condition and can not be clear.

All players must wear proper football padding:

1. Helmet
2. Thigh pads
3. Knee pads

4. Hip pads
5. Butt pads
6. Shoulder pads
7. Cup

All other padding is optional. (Ex. arm pads, rib pads) Coaches violating this rule will be suspended pending a hearing by the Board of Directors.

Molded rubber cleats or turf shoes are Mandatory.

Prohibited are sneakers and metal screw-in spikes.

A center bar helmet is recommended.

All helmets must be NOCSAE approved every three (3) years.

Proper warning sticker must be affixed to the helmet. Officials will not allow players without them on their helmets to play.

Helmet face shields are not allowed unless medical reasons warrant them.

- a. Only clear shields may be used when warranted.
- b. Equipment managers may install the shield but there must be no drilling of the helmet.

Parent or guardian must be present at all practices and games to adjust female player's equipment.

OFFICIALS

Three (3) accredited or league approved officials are required for the Lightweights and Three (3) for Heavyweights.

No officials or less than two (2) officials and said game will be rescheduled unless mutually agreed upon by both head coaches and the President or Commissioners if less than two (2) officials are present.

Officials or Commissioners will have the right to suspend players with out proper equipment.

SCHEDULE:

A league schedule will be drawn up in advance by the President.

League play will commence approximately the first Saturday in September or at the discretion of the league board.

Regularly scheduled games shall be played on Saturday afternoons @ 1:30 & 3:30 or evenings @ 6:00PM & 8:00PM at the discretion of the board.

No games or scrimmages will be permitted outside the scheduled league without notice to the league president.

The time and place of any scheduled game or games can be changed by mutual agreement of the head coaches involved, and has approval by the President of the League.

The League President shall be notified immediately of any changes in the schedule.

Playoffs to be determined.

Where applicable the Lightweight schedule will be counted toward a play off at the end season as well as the Heavyweight schedule.

CONDUCT AND DISCIPLINE

All participants in the operation of this league and the individual teams shall conduct themselves in a proper manner. Teams shall refrain from swearing and unsportsmanlike conduct.

Management Responsibility & Misconduct

It shall be understood the management of a team is the responsible for the actions of his team and fans. The coaches are subject to and responsible for league rules regarding the use of profanity, smoking and misconduct. Also note the liability issue.

Crowd control is the responsibility of each respective organization.

The use of alcohol, narcotics or other illegal substances (tobacco) is strictly forbidden at any games or practices.

Failure to respond properly can result in personal fines up to \$100 and/or suspension as agreed upon by the ad hoc panel of three chosen to review the grievance.

The complaint will be heard by league officers and if found valid the following steps will be taken. (The complaint must be submitted in writing to the league within one week after the incident. Phone within 72 hours).

FIRST OFFENSE - Anyone found guilty of misconduct by the league will be suspended for one game; also carrying a fine up to \$100.00 paid by the individual, not the team.

SECOND OFFENSE - Will result in termination of all league functions. This includes coaching, officiating, holding league office, team board. The league decisions are final and cannot be appealed.

Coaching Conduct

A coach will display proper conduct at all times. Keeping they're frustrations, anger and disappointment under control at all times. If they cannot control themselves, we as a league wish NOT to expose these people to our children, players, game officials or fellow coaches.

The league reserves the right to take a vote among the teams after a coach or a team official is found guilty of first offenses. At this time the teams of the league can vote on that person.

Player & Cheerleader Conduct

There will be no unsportsmanlike conduct on or off the field by Players or Cheerleaders.

- a) Officials may eject a Player or Cheerleader from the game for unsportsmanlike conduct.
- b) A person ejected from a game will not participate in the next game his/her team participates in.

There will be no head tackling or spiking of players.

Commissioners, coaches, players, cheerleaders, statisticians, EMT's and equipment managers are the only persons permitted beyond the restraining lines of the football field.

The number of statisticians per team will be a maximum of two (2), age's thirteen (13) years and up.

Cheerleaders must stay back three (3) yards or a reasonable distance from the sidelines of the football field.

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Cheerleaders are subject to placement by the President and Commissioners.

Cheerleader coaches are responsible for the safety and welfare of their cheerleaders during the game.

No Team Mascot's can cheer in an All Star Game

Violation of any Conduct or discipline rule shall be:

First (1st) offense is a fifty (50) dollar fine.

Second (2nd) offense is a one hundred (100) dollar fine.

Any other penalty deemed appropriate by the Board of Directors.

The violation of any conduct or discipline rule will be throwing of a penalty flag by official.

a. Said violation will be announced over the PA system to said organization involved.

b. Fine is due at the next regularly scheduled meeting.

Each assistant coach is answerable to his head coach and the head coach is empowered to discipline any assistant coach for his unsportsmanlike or other improper conduct.

If the head coach does not properly address any problem, he will receive one (1) warning in writing from the President and/or the Board of Directors, along with recommendations.

If any additional similar violations occur within one (1) year of the date of the warning, disciplinary action shall be taken against both the head coach and the assistant coach, as determined by the Board of Directors. Both coaches will be given written notice of a Board of Directors meeting. Before said meeting the President may suspend either or both coaches at his sole discretion.

Disciplinary action may include suspension, termination, and/or a fine.

PROTESTS

1. If protest is a result of a playing rule of the league, the coach shall notify the officials and the opposing coach that he is playing the game under protest.

2. All protests must be submitted, in writing, to the President within twenty-four (24) following the protested game.

3. The President and Commissioners shall have the power, at a closed meeting, to solve or rule invalid all protests filed.

4. After a decision is made on the protest, each party involved has the option to have the decision reviewed by the Board of Directors.

5. Judgment calls cannot be protested.

6. Game officials have complete control fifteen (15) minutes before the Lightweight game and up to the completion of the Heavyweight game.

- All protests of the league rule violations (except game playing rules, and items 7-15 inclusive) must be postmarked or filed with the league President within 72 hours by the Head coach or his assigned; in writing with \$25.00 protest fee. A phone call is recommended.
- The fee will be refunded if the protest is found valid otherwise the fee is turned over to the league treasurer.
- All protests must be noted in writing at the time a protest is declared signed by both coaches and a league official.

a) Penalties: the degree of penalty may vary depending on the degree of the violation.

b) Penalties may constitute a game loss, or more than one games loss with the possibility of fines not excluded.

c) A three person panel appointed by the league and approved by the board of advisors shall sit in judgment of all protests as outlined in ARTICLE THREE.

1. This panel will function only to determine if a violation of a rule has occurred, as presented to the panel by the president.

2. The panel's decision will be FINAL.

FOOTBALL GAMES (TIES):

Regular season games cannot end in a tie for **both** Lightweights and Heavyweights

In case of a tie:

a. A flip of a coin will determine who has the ball first.

- b. The offensive team will get four (4) plays from the ten (10) yard line.

- c. Teams are to go for the extra point after each score in over time as in regulation play.

- d. If team "A" scores in three plays, Team "B" still has four (4) plays to score to remain tied. If team "B" scores in two plays it is still a tie.

- e. What is looked for is the first team to score in a series when the other team doesn't score.

- f. This process will continue for two (2) series.

- g. If there is no score after the first series then on the second series, the Commissioners will measure the yardage gained of both teams.
 - In the second series, the team to score in the least number of downs or gain most amount of yardage in four (4) downs when neither team scores, is winner.

 - If both teams score in the same number of downs, in series two, this continues until there is a winner.

Measurement will be of positive yardage gained from the ten (10) yard line.

Any turnovers result in the loss of the ball and the end of that teams series of downs.

Each team will be allowed two (2) time outs during this period.

If in a championship game:

There is a tie after completion of the fourth (4th) quarter. Both teams will be declared co-champions of the league.

The league, upon receipt of league voucher will pay for all officiating fees for the playoffs and super bowls by league treasurer.

Blood Rule:

If a player is bleeding in any way, the injured person must leave the game for at least one play, or until the wound has been properly administered to. Blood on the uniform must be rinsed thoroughly with a disinfectant or replaced. Recommended the teams carry a solution of 1 part Clorox to 10 parts water. Proper disposal of contaminated goods is important!

AMENDMENT OF RULES

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These rules and regulations remain in effect indefinitely but may be amended in the following manner:

Amendment proposal shall be put on the floor and properly seconded.

Proposal shall automatically be tabled for thirty (30) days or until the next scheduled meeting where upon it will be re-introduced onto the floor by the President or the person in charge of the meeting.

After discussion, voting will be by the pre-described methods and the amendment must receive a 2/3-majority vote to be placed into these rules and regulations.