

GREATER CINCINNATI YOUTH **FOOTBALL LEAGUE**

2018 **RULES & REGULATIONS**

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GCYFL Mission Statement

The Greater Cincinnati Youth Football League (GCYFL) is a community-based league. We are dedicated to providing our youth the opportunity to learn, develop, and play/cheer in an atmosphere of sportsmanship. We empower each of our organizations to add value to their players, cheerleaders, and their families. This is accomplished by promoting our leagues core values of discipline, teamwork, safety, respect and integrity.

GCYFL Vision:

Our vision is simple. The GCYFL is a league developed to offer every type of organization a place to call home. We have structured divisions that each organization has the opportunity to compete at the level they fit, while allowing the boys and girls a chance to enjoy themselves. Along with our vision the GCYFL goal is to help each organization prosper in all facets so they experience continued growth, and success within the GCYFL.

Definitions
(alphabetical order)

Board of Directors – A group of individuals elected by the Governing Panel to conduct the daily business of the GCYFL.

League Representative – a representative, one from each Organization, who sits on the Governing Panel.

Field Administrator – an individual designated by an Organization to administer GCYFL Rules on Game Days.

School District – refers to a geographical area whose residents are designated to attend a particular High School.

GCYFL – means the "Greater Cincinnati Youth Football Conference".

Governing Panel – the governing committee of the GCYFL, comprised of Organization League Representatives excluding the Board of Directors.

Limited Weight Positions – those positions on Offense for which weight restrictions apply.

Legal Guardian – A documented court appointed guardian of a player participating in the GCYFL.

LOS – means "Line of Scrimmage".

Officials – refers to any Game Officials assigned to officiate GCYFL games.

OHSAA – the Ohio High School Athletic Association.

Open Enrollment – The ability for a School District to accept students from another school district.

Organization – a Youth Organization representing a School District that is an approved member of the GCYFL.

Pod – a Group of teams, typically in grades K1 through 6th, entered for play by an Organization.

Unlimited Weight Players - players whose official weight exceeds that allowed for Limited Weight Positions on Offense.

Inaugural Member – Anderson Wildcats, Colerain Little Cards, Edgewood Cougars, Fairfield Indians, Kings Knights, Lakota Tomahawks, Little Miami Panthers, Loveland Tigers, Mason Comets, Northwest Mighty Knights, Oak Hills Little Highlanders, Ross Rams, Sycamore Aves, Talawanda Braves

League Fees

League fees are \$500 for 2018 season with no refund of the organizational deposit until all 2018 expenses are paid. All fund will be evenly distributed to organizations in good standing less \$500 after 2018 League expenses are paid.

Player Eligibility

Exemptions

1. Specific exemptions to the following Residency or Grade Level rules may exist in accordance with the By-Laws, or Resolutions, of the GCYFL.
2. All player eligibility exemptions must be filed with the GCYFL no later than the second weigh-in.

2017 Rosters

Any player on a 2017 roster is permitted to continue to play for that organization in succeeding seasons without restriction as long as the player continues to play for that organization. If a player does not play for one season, all eligibility rules mentioned herein apply. For example; if a player was rostered on a team in 2017 and does not meet the criteria listed herein, the player will be able to continue to play in 2018 and beyond. However, if the player does not play in 2018, the player will be an Exempted Player and all rules related to Exempted Players shall apply in 2019. Exempted Player limits apply to all Rosters. However, no team shall be required to eliminate players from 2017 Rosters to be compliant. All 2017 Rosters shall be provided to the Board of Directors and maintained by the Secretary. The GCYFL shall certify the Rosters for accountability purposes and provide each organization with a copy that has the GCYFL seal on it. The certified Roster shall be kept in the Field Book each year until the team completes 6th grade.

If an Organization has multiple teams in a grade, players are required to continue to play for that team if they are going to continue to play for the Organization in succeeding seasons. If a player wants to switch teams within the Organization, the President of the Organization must petition the Board for approval. The Board may approve the move by a majority vote. No player shall be granted more than one move. The intent of this section is to keep an organization from sweeping multiple quality players to one team. This does not apply to a player who does not play for one season and returns to football. Leniency will be given when an Organization is creating a new team due to an influx in registrations or eliminating a team due to a decrease in registrations.

Player Eligibility

1. All players must meet one of the two following criteria to play for an Organization.
 - a. reside within the official residential boundaries of a School District that is representative of a football participating member of the GCYFL.
 - b. attend a school, public or private, located within the Organization's District.
2. Any other player shall be considered an Exempted Player.
3. If a player meets the above criteria while playing for an Organization, and in a succeeding year no longer meets the criteria, such player shall be considered an Exemption. The cut off shall be their weigh-in. For example, if a player moves before they weigh-in, they will count as an Exempted Player. If a player moves after they weigh-in, they will not count as an Exempted Player.

Residency

1. Residency can be determined in the following manner.
 - a. address on file with the School District. Supporting documentation must be provided.
 - b. in the case of Kindergarteners, a utility bill of the Parent or Legal Guardian is acceptable.
2. Player eligibility can also be established when a custodial Parent or Legal Guardian resides in the School District of an Organization. Proof of residency can be established by providing two documents such as a lease and a utility bill.
3. Proof of guardianship shall be provided and kept in the Player's section of the Team Book if requested by the Board of Directors or Governing Panel.
4. Talawanda's residential district shall include the Talawanda School District and the Union County College Corner Joint School District.
5. Anderson's residential district shall include the Forest Hills School District and the neighborhood of Mount Washington.
6. Sycamore's residential district shall include Deer Park.

Team Exemption Limits

1. Exempted Players are defined above in *Player Eligibility*.
2. No team may have on a single roster, more than 15% exempted players.
3. When calculating the 15%, numbers must always be rounded down. For example; 15% of a 30 player roster is 4.5 players. The 4.5 must be rounded down to a maximum of 4 exempted players on a 30 player roster.
4. Exempted Players must have a Player Exemption Form completed and signed by a member of the Board of Directors. The completed Player Exemption Form will be kept with the rest of the Player's paperwork in the Team Book.
5. No player may play for one Organization and reside in another Organization's district unless otherwise mentioned in the Rules.
6. Exempted Player limits apply to all Rosters. However, no team shall be required to eliminate players from 2017 Rosters to be compliant. If the number of 2017 players meet or exceed the limit of 15%, a team may not add additional exempted players.

Player Grade Level:

1. Teams competing within the GCYFL shall be Grade Level based and shall be solely comprised of players entering scholastic grades K1, 2nd, 3rd, 4th, 5th or 6th.
2. Verification of Grade Level for each player is required. For eligibility purposes, players may attend any public, parochial, private, or charter school, or be home schooled.
3. No player may play down a Grade Level. Whenever a team is comprised of players of multiple Grade Levels, such team must compete at the higher Grade Level. **EXAMPLE:** if a team is comprised of 3rd, 4th and 5th graders, it must compete at the 5th Grade Level.
4. Any player, at the discretion of his Organization, may play up one or more Grade Levels. However, once game play commences, such player must continue to participate at the assigned Grade Level and shall not be permitted to change Grade Levels or teams.
5. No player promoted to seventh grade shall play football as a sixth grader if the Player's parents choose to have the Player repeat sixth grade.
6. Due to the make-up of the New Miami community, the Board shall decide where their combined 1st/2nd, 3rd/4th and 5th/6th Grade teams will play.

Player Age

1. August 1st of each year shall be the “Cut-Off” date to determine maximum age eligibility for each Grade Level participating in the GCYFL, as follows:
 - a. Grade K1 - cannot turn Age 8 prior to August 1
 - b. 2nd Grade - cannot turn Age 9 prior to August 1
 - c. 3rd Grade - cannot turn Age 10 prior to August 1
 - d. 4th Grade - cannot turn Age 11 prior to August 1
 - e. 5th Grade - cannot turn Age 12 prior to August 1
 - f. 6th Grade - cannot turn Age 13 prior to August 1
2. Examples:
 - a. If a K1 player turns Age 8 prior to August 1, player will have to play up at the 2nd Grade level.
 - b. If a 6th Grade player turns Age 13 prior to August 1, player is not eligible to participate in the GCYFL.

Miscellaneous Eligibility Rules:

1. All players must participate in the GCYFL Certification and Weigh-In process.
2. No player may participate in a GCYFL game until his eligibility is officially Certified.
3. No player may be added to a Team Roster after 8:00 PM on Sunday of the second week of GCYFL regular season games.
4. No player may play in the GCYFL while, during the same season, participating in another football program. Proof of such activity in another league must be provided which may consist of an official Team Roster and/or confirmation from that team's head coach or organization representative.

Falsification or misrepresentation of Player Eligibility, or the participation of an ineligible player, may result in the following:

1. *forfeit of all games in which the subject player participated*
2. *termination of the subject player and his immediate family from the GCYFL*
3. *termination of the Head Coach from the GCYFL*
4. *sanctions against the Organization.*

Player & Team Certification
Team Books

Player Documentation:

1. Each Head Coach shall assemble the following documentation for each Player on his team's roster:
 - a. Player Agreement – signed by parent or guardian
 - b. Player Photograph attached to Player Agreement – 3" x 3" showing Jersey number
 - c. Birth Certificate copy – highlight name & birth date, print jersey # in upper right corner
 - d. Grade Level Verification – highlight name & grade info, print jersey # in upper right corner
 - e. Proof of Residency if needed – highlight name and address.
2. No Player may participate in the GCYFL until certified. Missing or incomplete documentation, until remedied, will result in the Player being ruled ineligible to play.

Team Roster:

Using a GCYFL prescribed spreadsheet form, each Head Coach shall prepare an accurate and detailed Roster for his team, listing each Player in numeric order by jersey number. Failure to properly complete and present this form at Certification will result in his team being turned-away at Certification.

Certification Procedures:

1. The GCYFL shall conduct two official "Certification and Weigh-In" dates. The dates and locations shall be determined by the GCYFL Board of Directors.
2. The Certification and Weigh-In will be moderated by members of the Board of Directors and Governing Panel with the assistance of the Executive Board of each Organization. All Organizations must provide a reasonable amount of representatives to facilitate the process.
3. No Organization Representative may take part in a certification or weigh-in process for any player of their own organization.
4. Each team must have a minimum of 12 Players on its official roster to be Certified. Less than 12 Players may weigh-in at the first date, but the balance of 12 Players must weigh-in at the second weigh-in.
5. Head Coaches shall be provided the location and time to have their team assembled. Players are to be aligned in numerical order (by jersey number).
6. Head Coach must be present at the initial certification and weigh-in.
7. Either a Head Coach, Assistant Coach or Team Mom must be present at subsequent weigh-ins for players who missed the initial weigh-in.
8. Absent Players cannot be Certified.
9. For each Player, assemble documentation in the following order:
 - a. GCYFL Player Agreement (on top),
 - b. Birth Certificate
 - c. Grade Level Verification
 - d. Proof of Residency, unless included in the Grade Level Verification
 - e. Stapled the documents together in upper left corner. Print Player's jersey number in upper right corner of each document. Be sure to highlight areas as requested (see above).
10. Head Coaches shall organize and present Player Documentation in numerical order by jersey number to Organization Representatives. The player agreement, birth certificate, grade level verification and proof of residency will be checked for validation. A distinct mark will be made on the player agreement to notate compliance with the documentation requirement. The Team Roster shall reflect proof that valid documentation was provided.

11. Any team whose documentation is not prepared as listed above will be asked to step aside to properly prepare the documents. Delays attributable to a disorganized Head Coach may result in forfeiture of the first GCYFL game.
12. A Player Agreement is certified when the Player Agreement is stamped to indicate all documents have been reviewed and are in compliance and there is a seal imprinted onto the picture and Player Agreement.
13. The Team Roster shall remain at the site of the Certification and Weigh-In. Rosters will be distributed to teams after the Exempted Player calculation is done and the GCYFL imprinted seal is applied.
14. Organization Representatives shall have access to all Team Rosters.

Weigh-In Policy:

1. Upon completing the above process, players will be weighed-in. No Player will be weighed if documentation is missing or incomplete.
2. Only a scale approved by the GCYFL shall be used.
3. Organization Representatives will verify the Player pictured on the Player Agreement is the player stepping on the scale. If so, the Organization Representative will use a stamp that partially leaves an impression on the picture and partially leaves an impression on the player agreement.
4. Players may be in street clothes. Shoes are not required, but Players may not step on the scale barefoot.
5. Players will be allowed only ONE opportunity to weigh-in. The recorded weight will become official and will be applicable until the Supplemental Weigh-in during the final weekend of regular season league play. No secondary pre-season weigh-ins shall be permitted.
6. 6th Graders are required to weigh-in, the weights are recorded for statistical purposes.
7. The player weight shall be recorded on the Player Agreement and Team Roster.
8. Roster Players not certified on either official date for Certification and Weigh-In, regardless of reason, will be ruled ineligible to play "Limited Weight Positions", as defined in these rules, for the entire season. The Player's apparent size will have no bearing on this ruling, and no subsequent weigh-in shall be permitted.

Supplemental Weigh-In Policy:

1. A secondary weigh-in shall occur one hour prior to the last game of the regular season; prior to post-season play.
2. The weigh-in will occur at least 30 minutes prior to the scheduled start of the game.
3. A member of the Board of Directors or Governing Panel shall oversee the weigh-in as long as they do not belong to the Organization that is being weighed in. The member can be assisted by one other person, not a member of the Organization's team that is weighing in.
4. Only a scale approved by the GCYFL shall be used.
5. There will be a one-time weigh-in with no make-up.
6. No player may check their weight prior to the team weigh-in.
7. Each grade shall have 5 lbs added to the weights listed below for the Supplemental Weigh-In.
8. The picture on the Player Agreement shall be compared to the Player being weighed to ensure they are the same. The imprinted seal should be verified as well.
9. The weight will be marked on the Player Agreement and Team Roster.
10. Any player who misses the weigh-in will be listed as an Unlimited Weight Player. There is no need for 6th Grade to weigh in.

Falsification or misrepresentation of Player Eligibility, or the participation of an ineligible player, may result in the following:

1. *forfeit of all games in which the subject player participated*
2. *termination of the subject player and his immediate family from the GCYFL*
3. *termination of the Head Coach from the GCYFL*
4. *sanctions against the Organization.*

General Provisions:

1. Weight Restrictions apply only to Offense participation in Grades K1 through 5th.
2. No Weight Restrictions apply to participation in 6th Grade.

Limited Weight Positions - Defined:

1. "Limited Weight Positions" apply to Offense only, and shall include all Backfield positions, plus any Wing, Flanker, Slot Back, Wide Receiver, Split End, Punter, Kicker or Holder positions.
2. There shall be no "Limited Weight Positions" or weight restrictions for Defense.
3. The maximum weight, per grade level, for "Limited Weight Positions" shall be as follows:
 - a. Grade K1 – 80 pounds
 - b. 2nd Grade – 90 pounds
 - c. 3rd Grade – 105 pounds
 - d. 4th Grade – 115 pounds
 - e. 5th Grade – 125 pounds
 - f. 6th Grade – Not Restricted

Unlimited Weight Players

1. Defined:
 - a. "Unlimited Weight Players" are those players whose official recorded weight exceeds the maximum allowed to play the "Limited Weight Positions", for their grade level, as defined above.
2. Participation Restrictions on Offense:
 - a. May not play, align in, motion to, or shift to that of any "Limited Weight Position".
 - b. Must align on the Line of Scrimmage as an Offensive Lineman or Tight End, and with a split (or separation) no greater than two yards from the alignment of the nearest Lineman to either side.
 - c. Are not permitted to advance any ball when possession results a handoff or a pass. The play shall be blown dead at the spot of possession. However, a Tight End as defined in 2b may catch a forward pass beyond the line of scrimmage and advance the ball.
 - d. May possess or advance a loose ball, but only if the ball first touches the ground.
 - e. May not line up as a punter and/or attempt to punt the ball.
3. Participation Restrictions on Defense:
 - a. There are no restrictions for Unlimited Weight Players on Defense.
4. Violations of Weight Restriction Rules:
 - a. Illegal Offensive participation by an "Unlimited Weight Player", that is inadvertent in nature, shall be ruled as "Illegal Participation" and penalized by "5 Yards" from the spot of the foul.
 - b. Illegal Offensive participation by an "Unlimited Weight Player", that is deemed "intentional", as evidenced by play design, player alignment, or by the repetitive nature of inadvertent participation fouls, shall be ruled as "Unsportsmanlike Conduct" against the Head Coach and penalized by "15 Yards" from the previous spot.
 - c. Willful violations of a fraudulent nature, or by attempting to conceal an "Unlimited Weight Player", will result in game forfeiture and/or the suspension, or termination, of the offending player and/or the Head Coach, as determined by the Board of Directors of the GCYFL. The sanction imposed by the Board of Directors may be appealed to the Governing Panel whose decision shall be final.

Team Books:

1. Each Head Coach is required to maintain a Team Book containing team records, assembled as follows:
 - a. First Page – a copy of the certified team roster, listed in numerical order by jersey number. The roster shall include the Player’s jersey number, name, grade, and High School District.
 - b. Section 1 – a separate sheet protector for each player in numerical order by jersey number containing the following documents in the order listed:
 - i. Certified GCYFL Player Agreement (on top),
 - ii. Birth Certificate
 - iii. Grade Level Verification
 - iv. Proof of Residency, unless included in the Grade Level Verification
 - v. Copies of any special Medical Authorization Clearances for Player participation.
 - required if Player must wear a special orthodontic mouth guard.
 - required if Player is wearing a cast or similar protective device, per OHSAA specifications.
 - required when Player resumes participation per Ohio Concussion return to play protocols.
 - c. Section 3 – a sheet protector with the GCYFL Coach Roster and a letter from the Organization President certifying that each coach has passed a background check followed by a separate sheet protector for each coach containing copies of the USA Football Youth Tackle Certification, Concussion Certifications, and Lindsay’s Law Certifications for all football coaches.
 - d. Section 4 – one sheet protector for all Cheer Coaches containing the background check, concussion certification and Lindsay’s Law Certification. A Coach Roster shall be the first page. If Football and Cheer Programs are not administered by one Organization, each Head Cheer Coach must keep this paperwork with them just as each football team must have their book with them.
2. Team Books should be a ringed binder with contents inserted into sheet protectors. The outer cover shall clearly identify your Organization and Team, in the event it is misplaced.
3. Inspections
 - a. Team Books must be available for inspection on Game Days; no exceptions!
 - b. Incomplete, or non-certified, documentation for any Player will result in disqualification of that Player.
 - c. Failure, or refusal, to produce the Team Book, on demand, shall result in automatic Game Forfeit.

Practices

Practices:

1. The official GCYFL start date to begin practices is: **July 16**.
2. All GCYFL coaches must complete the USA Football Youth Tackle Certification prior to coaching.
3. The first 3 practices after July 15, 2018 must be in shorts and helmet only. No contact is permitted.
4. The first 3 practices after July 15, 2018 must fall on separate days. Two-a-days will not count for 2 of the 4 required practices.
5. No instruction may occur with a football in the off season. This does not apply to flag football teams, 7 on 7 games or Organizational Combines and similar pre-season activities hosted by an Organization.
6. This limitation is not intended to prohibit teams from gathering purely for social purposes, nor is it intended to prohibit players from attending a late High School football camp, or similar, provided such camp is not being held for the sole and exclusive benefit of an Organization's players. There shall be no violation if such camp is offered to the general public and all participants are required to pay the same camp fee.
7. Violations of this section shall result in the forfeit of the first regular season game(s) by the offending team and/or Organization at a minimum.

Coaches - Rules & Conduct

Coaching Standards:

1. All football coaches, within the GCYFL must possess the following up to date certifications:
 - a. USA Football Youth Tackle Certification.
 - b. Concussion Certification from an OHSAA recognized organization.
 - i. National Federation of State High School Associations.
 - ii. National Alliance for Youth Sports
 - iii. Centers for Disease Control and Prevention
 - c. Lindsay's Law Certification form an OHSAA recognized organization.
2. All cheer coaches, within the GCYFL must possess the following up to date certifications:
 - a. Concussion Certification from an OHSAA recognized organization.
 - i. National Federation of State High School Associations.
 - ii. National Alliance for Youth Sports
 - iii. Centers for Disease Control and Prevention
 - b. Lindsay's Law Certification form an OHSAA recognized organization.
3. All Coaches shall have an annual background check conducted. The following organizations may complete the background check:
 - a. National Center For Safety Initiatives
 - b. Identity Innovations
 - c. Protect Youth Sports
 - d. USA Football
 - e. Organization Presidents shall write and sign a letter for each team book certifying that each coach, listed by name, for that particular team has passed a background check that met the League's minimum criteria. If requested by the Board, the Organization President shall present the actual background check results to the League President for review.
4. All coaches within the GCYFL shall be held to the highest standards regarding conduct and sportsmanship.
5. Failure to adhere to the rules of the GCYFL, or to those of the OHSAA, shall bring stiff consequences, which may include reprimand, forfeit, probation, suspension, or termination.

Head Coaches:

1. Shall be held accountable for the appropriate conduct of their players, staff and spectators.
2. Shall assure that their team follows all Game Day procedures for the various GCYFL game sites.
3. Shall assure that his/her team is staged and ready to take the field 10 minutes prior to scheduled game start.
4. Shall assure that his Field Book is complete and available for inspection on all Game Days.

GCYFL Badge Credentials - Photo ID's:

1. In order to receive GCYFL Badge Credentials for any coach, including Cheer, each coach must provide proof that the above certifications were obtained and a successful background check was completed.
2. Badge Credentials must be readily available to show to any Field Administrator, Host Organization Board Member, member of the GCYFL Board of Directors or Governing Panel member when requested.

Gate Admission - Coaches:

1. Free admission shall be granted only to those coaches who are:
 - a. listed on the organizations coaching roster, and,
 - b. show a League badge.

Sideline Staff:

The intent of rules related to sideline and cheer staff are to eliminate the presence of unnecessary people on the sidelines. It is understandable that there are circumstances that will necessitate more personnel on the sidelines at certain times such as extremely hot days and large cheer teams in younger grades. The Field Administrator has the final decision with regards to this subject but should consider the intent of the rule when making a decision.

1. A maximum of eight (8) football coaches may be on a sideline, or within the team box. Each coach shall have their GCYFL badge readily available for display.
2. Each team may have one trainer on the sidelines. The trainer in no way shall be permitted to coach unless the trainer is registered as one of eight football coaches.
3. Each team may have one person to help with water on hot days. The person does not need to possess a badge. The person in no way permitted to coach unless the person is registered as one of eight registered football coaches.
4. Each team may have one (1) person on their sideline to take pictures. The photographer does not need a badge.
5. No other persons shall be permitted on the sideline or within the team box. Excess personnel shall be given one notice to relocate to the spectator area.
6. After one warning, violations of the above rules shall result in a 15-yard Unsportsmanlike Conduct penalty.

Cheer Staff:

1. A maximum of two (2) Cheer Coaches may be staged with their cheer squads. Other people may assist the Cheer Coaches as necessary.
2. All Cheer Coaches and personnel must have readily available for display their official GCYFL badge credentials.
3. Cheer Coaches shall position their squads in the designated area at each venue.
4. All rules of conduct applicable to football coaches shall equally apply to Cheer coaches. However, Cheer Coaches are not required to have a USA Football Certification.

Ejections:

1. Officials and Field Administrators shall have full authority to enforce the rules of the GCYFL and the OHSAA.
2. Any coach, upon receiving his second Unsportsmanlike Penalty within a game, shall be Ejected.
3. Any coach ejected from a game shall immediately leave the playing field and vacate the game site premises. The coach is automatically suspended from the following game.
4. Any coach ejected shall have his actions reviewed by the Board of Directors. If the Board of Directors finds that the ejection was valid, the Board of Directors shall take the following action:
 - a. Place the coach on Probation for the remainder of the season. If the offense occurs during post-season play, the coach will remain on Probation through the following season.
 - b. Assess a fine of \$100 to be paid to the league. The coach may only return if the fine has been paid.
 - c. A second ejection occurring within the same season shall result in a permanent suspension of all coaching privileges for the balance of the season. If the offense occurs during post-season play, the coach will shall be suspended for the following season.
5. The decision of the Board of Directors may be appealed to the Governing Panel whose decisions will be final.

Suspensions and Terminations:

1. Any willful or intentional violation of rules pertaining to player eligibility, or any act of gross misconduct with respect to Sportsmanship or the rules of the GCYFL, shall result in suspension for the remainder of the season; and, upon review by the Board of Directors, may result in the permanent termination of the offending party and/or the Head Coach.
2. Any intentional illegal participation by an ineligible player at a "Limited Weight Position" shall result in game Forfeit and suspension of the Head Coach for the remainder of the season.
3. Any coach facing season suspension or termination may request, and shall be granted, a hearing to present mitigating circumstances to the Governing Panel. The decision of the Governing Panel shall be final.

Coaches on the Playing Field:

1. Coaches shall be permitted on the Playing Field to advise and assist younger players, as follows:
 - a. K1 and 2nd Grade can have two on-field Coaches per team.
 - b. 3rd Grade can have one on-field Coach per team.
 - c. 4th thru 6th Grade may not have a coach on the field.
2. On-Field Coaches shall adhere to the following special sportsmanship and conduct rules:
 - a. On-Field Coaches must cease all player communication, including alignment adjustments, when the Quarterback moves under Center or, if in a Shotgun formation, moves to his pre-snap alignment.
 - b. On-Field Coaches must move to a minimum of 10 yards beyond the deepest player at the time the quarterback is set.
 - c. On-Field Coaches may not communicate to players, in any way, while a play is in progress.
 - d. On-Field Coaches may not interfere with the movement of the ball, or of any player.
3. The following penalties shall apply to On-Field Coach conduct violations of Section 2, above:
 - a. Violation of 2(a) ... Delay of Game ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with third occurrence.
 - b. Violation of 2(b) ... Illegal Formation ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with third occurrence.
 - c. Violation of 2(c) ... Unsportsmanlike Conduct ... one warning | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.
 - d. Violation of 2(d) ... Interference ... no warning - 15-yard Penalty | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.
4. On-Field Coaches who become belligerent or argumentative with Officials, or opposing coaches, may be relocated to the sideline for the remainder of the game by the Official.
5. Sideline Coaches shall not be constrained, or restricted, from communicating to players on the field prior to the snap or while a play is in progress.

Game Day Procedures

Team Uniforms:

1. Each Team Pod of an Organization, and all teams within such Pod, shall wear uniforms which are representative of its Organizational colors. Organizations shall submit jersey designs to Board to ensure there is enough contrast between the base color of the jersey and the numbers.
2. Teams may wear alternate jerseys if all players have the same number as listed on the Team Roster and the jersey is approved by the Board.
3. If the jersey has a name, it shall be the last name of the player. An identifying initial may be used if two players have the same name.
4. Two players from the same team are not have the same number and be on the field at the same time unless the conflict arises from playing Supplemental Players pursuant to the Rules; page 16.

Player Equipment:

No player may participate in a GCYFL game wearing a uniform void of the following equipment:

- a. Helmet with substantial face mask and chin strap connected at four points.
- b. Shoulder pads.
- c. Football pant containing substantial knee and thigh pads.
- d. Football pant, or girdle, containing substantial tail and hip pads.
- e. Adequate gym shoes, turf shoes or football cleats.
- f. Football Cleats: metal tips and visible metal are strictly prohibited.
- g. Guardian Caps, protective helmet covers, are approved for wear in GCYFL games, on an individual basis.
- h. Mouth Guards: must be substantial and colored. Solid white and clear mouthpieces are prohibited.
- i. Prohibited Equipment includes jewelry, watches, rubber wrist or arm bands and tinted face or eye shields.
- j. Clear eye shields are permitted.

Casts and Injury Protective Equipment:

1. All casts and similar protective equipment must conform to OHSAA rule specifications.
2. Casts may only be worn during game play if they are below the elbow.
3. No metal braces may be worn on the arms or legs.
4. All such protective devices must be inspected by Game Officials prior to the beginning of the game and the opposing coach is to be notified prior to the game beginning.
5. A Medical Authorization clearing a Player to participate must be in the Team Book and presented to Game Officials.
6. The player may not run the ball with a cast.

Team Procedures on Game Day:

1. All players, cheerleaders and coaches must enter the game site via the admission gate.
2. Teams may bring in coolers with water, water bottles and granola bars or similar snacks to be consumed by players as necessary during games.
3. Teams may bring in a post-game snack and drink to be consumed by the players after the game.
4. Teams must warm-up in areas designated by each site; check with Field Administrator for instructions.
5. Teams must be staged, ready to take the field 10 minutes prior to scheduled game start.
6. Head Coaches shall have available for the Official's use as needed upon request a *Quick Reference Rule Sheet* created by the League.

Team Book Inspections

1. Team Books must be ready and available for inspection by the Field Administrator, and the opposing Head Coach or representative.
2. Any coach wishing to complete an inspection, shall declare intent to inspect a book at least 30 minutes prior to the start of the game. The declaration shall be made to the opposing Head Coach or Field Administrator. The inspection will occur 10 minutes before the start of the game.
3. Players should be assembled in numerical order, with helmets in hand, for validation.
4. Typically, a comparison of the photo in the book to the player presented will be satisfactory.
5. If there is a question concerning the identity of the player, the Field Administrator may ask the player for their full name, address, school, grade or birthdate. Individuals conducting an inspection should keep in mind the age of the child being questioned.
6. If there is a discrepancy, the opposing Head Coach shall bring the discrepancy to the attention of the Field Administrator who shall try to resolve the matter. If the matter cannot be resolved, either the player does not play the game, or the game can be played under protest for the matter to be reviewed by the Board of Directors.
7. Failure to have your Team Book available for inspection shall result in a Forfeit.

Supplemental Players

1. Not Enough Players On Hand:
 - a. No game may commence if a team has fewer than 11 "eligible" players. The game shall be ruled a Forfeit.
 - b. No scheduled game start may be delayed, without penalty, while waiting for Players to arrive.
 - c. If a team falls below 11 players after Regulation Play commences, the game may continue without penalty.
2. Temporary Drafting of Supplemental Players
 - a. Upon realizing a Player shortage, regardless of team size, the Head Coach shall advise the Field Administrator and opposing team. In order to play the game, Supplemental Players may be drafted from the next "youngest" Grade Level team from the same Pod.
 - b. No more than 3 players may be drafted.
 - c. Supplemental Players must be presented to the Field Administrator for validation.
 - d. Supplemental players may not play a Limited Weight Position.
 - e. Any team that adds players, and has at least 11 players, shall not have the game ruled a Forfeit.

Game Site Procedures

Site Standards:

1. The playing field must be a regulation size football field, properly lined and allowing for Team Boxes.
2. There shall be water accessible for team water bottles to be filled and ice or ice packs for injuries.
3. There shall be an operational game clock.
4. A public-address system is preferred, but not required.
5. There shall be adequate restroom facilities.
6. There shall be a designated spectator area parallel to at least one sideline. If a stadium or other facility is used to play the game with the ability to place spectators from opposing teams on opposing sidelines, spectators from opposing teams shall be placed on opposing sides. The home and visitor spectator areas shall be designated by with signage.
7. Spectator areas shall be separate from the Team Box.
8. There shall be a designated area sufficient for Cheer squads to perform.

Gate Admissions:

1. For all GCYFL Regular Season and Playoff games:
 - a. Adult Admission: \$4
 - b. Student and Senior (62 and older) Admission: \$1
 - c. Age 12 and Under: Free
2. For GCYFL playoffs and final Championship games:
 - a. Adult Admission: \$5
 - b. Student and Senior (62 and older) Admission: \$3
 - c. Age 12 and Under: Free
3. Players, Cheerleaders, Officials, Football Team Managers and Football and Cheer Coaches (with official GCYFL badge) shall not be required to pay a gate admission.
4. Organizations shall pay Game Officials directly from daily receipts.

Game Site Rules:

1. Teams may bring in coolers with water, water bottles, fruit and granola bars or similar snacks to be consumed by players as necessary during games.
2. Teams may bring in a post-game snack and drink to be consumed by the players only after the game.
3. No other food or beverage is permitted to be brought in.
4. No alcohol, or use of tobacco products, shall be permitted.
5. No pets, whether leashed or not, shall be permitted; unless they are certified service animals.
6. Concessions are an integral component of an organization's finances ... your patronage is appreciated!
7. Organizations hosting games are required to have a Field Book which at a minimum shall include the following:
 - a. GCYFL By-Laws
 - b. GCYFL Rules
 - c. GCFYL Ejection Report
 - d. Officials Sign-in Form

Chain Operators:

1. Three Chain operators must be furnished by the Home Team.
2. Operators must be age 16 or older.
3. Chains shall be positioned on the sideline of the Visitor Team.
4. If the visiting team wants to supply their own chain crew, they are permitted to do so.

Scouting

1. Scouting, including video scouting, is permitted.
2. Any person Scouting shall wear a shirt with their Organization's logo and notify the Field Administrator they are present.
3. The Field Administrator shall promptly notify the Head Coach of each team the Organization that is Scouting the game.
4. Any coach displaying their GCYFL badge will be granted free admission.

Field Administration & Officiating

Field Administrators:

1. Each Organization shall designate a qualified person to be Field Administrator whenever hosting games.
2. All Field Administrators should have a fluid knowledge of these GCYFL rules and a working knowledge of OHSAA rules and the game of football.
3. The duties and responsibilities of Field Administrators shall include the following:
 - a. Assuring the Game Site is prepared and ready for play.
 - b. Monitoring the conduct of all participants and spectators for conformity to GCYFL rules.
 - c. Assisting Game Officials in the interpretation and administration of GCYFL rules.
 - d. Collaborating with Game Officials in the event of bad weather, relative to the suspension of game play.
 - e. Inspection of Field Books and validation of team rosters 10 minutes prior to the beginning of each game as requested.
 - f. Submitting a report to the GCYFL detailing any Forfeits, Ejections, Postponements, or other events.
 - g. Submitting game results and scores to the GCYFL Secretary at the end of the day.
 - h. Enter scores for games played at their site on the GCYFL website.
4. Field Administrators should always have a copy of these GCYFL Rules & Regulations available for reference.
5. Field Administrators shall immediately notify the GCYFL President of any Postponed or Cancelled game.

Game Officials and Officiating:

1. Officials shall sign in.
2. The GCYFL shall adopt the Ohio High School Athletic Association (OHSAA) rules for Football, as they may be amended from season to season, as its guide for game rules and their interpretation.
3. Provided they are not less restrictive and intended to enhance safety or quality of youth play, the GCYFL may adopt modifications or changes to the OHSAA rules, as provided herein.
4. The GCYFL shall endeavor to employ the most qualified Game Officials to officiate GCYFL contests. In so doing, the GCYFL shall demand utmost professionalism in the fairness and interpretation of all rules.
5. Game Officials shall be prepared and have a thorough understanding of GCYFL and OHSAA rules.
6. A monitoring system shall exist to monitor the effectiveness of officials.
 - a. Coaches shall have the ability to provide feedback regarding officials.
 - b. Officials shall sign in at the gate upon arrival at the field.
7. Officials shall be OHSAA certified.
8. The number of Officials to be employed per game shall be as follows:
 - a. for K1 thru 6th Grade games: 3 Officials.
 - b. for Championship games (all grades): 4 Officials.

Games Delays due to Officials:

1. In the event one or more Game Officials are absent, or late, for a scheduled game start:
 - a. K1 and 2nd Grade ... game shall begin and may be officiated with ~~one~~ two Officials.
 - b. 3rd thru 6th Grade ... game shall begin and may be officiated with two Officials.
 - c. Championships ... game shall begin and may be officiated with three Officials.
2. No game start shall be delayed for more than 15 minutes to wait on Officials. The game shall be postponed and rescheduled by the Competition Committee if less than two officials are present.

Game Rules

Minimum Number of Players:

1. Including those needed for "Limited Weight Positions", all teams must have a minimum of 11 eligible players to begin a game. (See page 16 for adding Supplemental Players)
2. If a team is reduced to fewer than 11 eligible players, the game may be played without penalty.

Game Scheduling, Starts & Delays:

1. During the Regular Season, Team Pods will be scheduled to "host" or "travel" as a group whenever possible. Maintaining such Pod conformity will not apply to the scheduling of postseason Playoff games.
2. Games may be scheduled for Saturday or Sunday, and, whenever possible, commencing at the following times:
 - a. Kindergarten Scrimmage – 9:00am
 - b. Grade K1 – 10:00am
 - c. 2nd Grade – 11:20am
 - d. 3rd Grade – 12:40 pm
 - e. 4th Grade – 2:00pm
 - f. 5th Grade – 3:20pm
 - g. 6th Grade – 4:40pm
3. All games shall commence at their scheduled starting times, unless delayed by weather or other uncontrollable circumstances, as determined by the Officials or Field Administrator.
4. No game shall begin prior to its scheduled start time unless mutually agreed upon by both Head Coaches, the Field Administrator and the Game Officials.
5. If a team's Captains are not present for the coin toss within 5 minutes after the scheduled start of the game, the game shall be ruled a forfeit.
6. No team may intentionally delay its game start when it has 11 eligible players available.
7. If, for any reason, a team is unable, or refuses, to timely take the field to begin its game:
 - a. Officials may impose a Delay of Game Penalty for the initial ball spot.
 - b. After a 5-minute delay, impose an additional Unsportsmanlike Penalty of 15 yards.
 - c. After a 15-minute delay, the game shall be ruled a Forfeit. If the aggrieved coach agrees to play the game and it can subsequently begin, it shall be played with a "running clock", but the Forfeit ruling shall stand.

Game Length:

1. All Kindergarten games shall consist of two 20 minute halves, running clock, with a 5 minute half time break. Kindergarten games may be ended early by the Field Administrator in order to begin the K1 game on time.
2. All games, for grades K1-6, shall consist of four 8 minute quarters, regulation clock, with a half time break not to exceed 8 minutes. The half time break may be shortened to 5 minutes if games are behind schedule.
3. Under certain situations, games may be played, or completed, using a "Running Clock" format.

Game Ball - Specifications:

1. Game balls shall be of leather or leather composite.
2. Full composite balls (rubber balls) shall not be permitted.
3. The following ball sizes are approved:
 - i. K1 thru 4th Grade ... the ball size shall be a "K2".
 - ii. 5th and 6th Grades ... the ball size shall be a "TDJ".

4. Each team shall furnish its own game balls and be allowed to substitute its ball into play when on offense.
5. Officials may reject any ball that does not conform to the defined specifications.
6. See Appendix A for pictures of acceptable footballs.

GCYFL Point Scoring:

1. Touchdown – 6 points
2. PAT Conversion (kick, run, pass) – 1 points
3. PAT Conversion from the 7 yard line (run, pass) – 2 points
4. Field Goal - 3 points
5. Safety – 2 points

Spotting the Ball:

1. No live Kickoff Plays shall be permitted in the GCYFL.
2. The Ball shall be spotted at the 35-yard-line of the Offensive team for each of the following:
 - a. To begin a game.
 - b. To begin the second half of a game.
 - c. After the opposing team has scored a Touchdown.
 - d. After the opposing team has scored a Field Goal.
3. After a **Touchback**, the Ball shall be spotted at the 20-yard-line of the Offensive team.
4. For a **PAT** attempt, the Ball shall be spotted at the 3-yard-line of the Defensive team.
5. After a **Safety**, the Ball shall be spotted at the 50-yard-line.

Blitzing:

1. K1 and 2nd Grade
 - a. No interior Linebacker Blitzing (between the Defensive Ends) is permitted.
 - b. Inside Linebackers must be 3 yards off the LOS (line of scrimmage) when the ball is snapped.
 - c. All interior defensive players must be in a 3 or 4-point stance if aligned on the LOS.
 - d. This rule does not apply to Defensive Ends who are aligned outside the Tackles.
2. 3rd thru 6th Grade
 - a. There is no limitation on blitzing.

Punting:

1. K1 thru 4th Grade
 - a. Kicking
 - i. Officials and opposing sideline must be advised of the intent to Kick.
 - ii. The clock is live.
 - iii. No kick fake, by run or pass, shall be permitted. The play shall be blown dead.
 - iv. Only the Center, Kicker and defender receiving the ball may move.
 - v. The ball is dead once it is touched by a member of the receiving team.
 - vi. If the kicker's knee touches the ground, the play is dead at that point.
 - vii. The play shall be blown dead if the ball is not kicked within 5 seconds of the snap and the ball shall be placed where the offensive player is at the time play is blown dead.
 - viii. The clock is live.
 - ix. A kick can go beyond the 25-yard line.
 - x. The kicker is a Limited Weight Position.
 - b. A "walk-off" punt of 25 Yards may be declared, as follows:
 - i. The offense shall advise an Official of its intent to Punt.
 - ii. Once the punt is declared, Officials shall walk off a 25- yard punt while running 15

- seconds off the clock. After 15 seconds elapse, the clock will be stopped.
 - iii. No walk-off punt shall go beyond the opponent's 25 yard line.
 - iv. After the change of possession, the Clock shall start again with the snap.
2. 5th and 6th Grades
- a. There shall be no walk-off punt option.
 - b. All Punts shall be considered Live plays; including the Rush and Return:
 - c. There may be no direct defensive contact with the Center on the punt snap if the center's head is down.
 - d. A Quick Punt or Punt Fake is allowed; however, no Punt Fake may occur if the "24-Point Mercy Rule" is in effect.
 - e. The punter is a Limited Weight position.

Field Goal or PAT Kick

1. K1 to 5th Grade:
- a. Kicking Team:
 - i. Officials and opposing sideline must be advised of the intent to Kick.
 - ii. Offensive Line splits (or separation) may be no greater than 1 Yard from the next lineman to either side.
 - iii. The Holder may utilize a kicking block to elevate the ball (max of 2").
 - iv. No kick fake, by run or pass, shall be permitted. The play shall be blown dead.
 - v. The play shall be immediately blown dead if the ball becomes loose and placed at the location where it was to be held for the kick.
 - b. Defensive Team:
 - i. There may be no direct defensive contact with the Center throughout the play.
 - ii. May rush a maximum of 2 defenders, 1 from either side of the Center in an attempt to block the kick.
 - iii. No defender may align over the Center or in either "A" gap.
 - iv. No defender may rush the "A" gap.
 - v. Remaining 9 defenders must be a minimum of 5 yards back from the Line of Scrimmage.
2. 6th Grade:
- a. All Kick attempts shall be considered Live plays, per OHSAA rules.
 - b. There shall be no fake kicks.
 - c. The holder may utilize a kicking block to elevate the ball a maximum of 2".
 - d. If the snap, or hold, is muffed, the play shall be blown dead and the ball shall be spotted where it was to be held for the kick
 - f. Defensively, there shall be no more than 4 rushers; 2 from either side of the Center in an attempt to block the kick. There may be no direct defensive contact with the Center on the punt snap if the center's head is down.

Mercy Rule

1. The purpose of the Mercy Rule is to promote sportsmanship.
2. The Mercy Rule will take effect when the game reaches or exceeds a 24-point differential.
3. The Head Coaches will meet at mid-field
4. The following action will be taken by the losing team:
 - a. The Head Coach will designate if he wants players from the Offense or Defense removed for the remainder of the game. All players shall be removed from that side of the ball only; for the remainder of the game.
 - b. The Head Coach will provide the jersey numbers of 4 players. The center may not be one of them.

5. The following action will be taken by the winning team:
 - a. The Head Coach may only play 1 of the 4 players at a time on the Offense or Defense as designated by the opposing Head Coach.
6. If the losing team scores, and reduces the differential to less than 24 points, all players may resume normal play until the differential meets or exceeds 24 points.
7. When a 30-point differential is reached in the second half of play, a running clock shall commence. The clock can only be stopped by an official for an Official's injury time out or a Coach's time out.

Ties & Overtime Rules:

1. No games may end regulation play in a tie. All tied games (all Grades) shall proceed into Overtime and be played in accordance with OHSAA overtime rules, with the following specifications:
2. Each team shall be allowed one timeout per Overtime period. Unused timeouts shall not carryover from regulation play, or from prior Overtime periods.
3. Each team shall be allowed one Offensive possession per Overtime period. The game shall be final when a tie no longer exists at the conclusion of an Overtime period.
4. Spotting the Ball
 - a. For the first Overtime period, the initial ball spot shall be the 20-yard-line.
 - b. For a second Overtime period, the initial ball spot shall be the 10-yard-line.
 - c. For each subsequent Overtime period, the initial ball spot shall be the 5-yard-line.

Running Clock Format:

1. Certain situations exist where the Game Clock will change to a "running clock" format. In such cases, the game clock may be stopped only for the following events:
 - a. A typical Team Timeout, per normal OHSAA rules.
 - b. An Official's Timeout to address an injury on the field.
2. Once a running clock has commenced, the rest of the game shall be played with a running clock.

Delayed, Suspended or Postponed Games:

1. Game Officials, or the Field Administrator, shall be empowered to delay, suspend or postpone game play due to weather, diminished light, or other uncontrollable circumstance.
2. A Suspended or Delayed game does not need to be resumed when the Head Coaches and Field Administrator agree the likely game outcome has been determined. Victory shall be awarded to the team leading at the time play was suspended and the score shall become final.\
3. For any game that is to be resumed, the score, quarter, game clock, possession, ball spot, and the down and distance to gain shall be recorded and applied when play resumes.
4. Definitions
 - a. Delayed games – teams shall remain at the game site until play is ordered resumed. Teams shall be allowed a 10-minute warm-up period prior to resumption of play.
 - b. Suspended game – play has commenced but will not continue on the same day.
 - c. Postponed game – play has not commenced and shall be rescheduled
5. When a game must be rescheduled for Suspended or Postponed games, the Competition Committee shall reschedule the game. Every effort will be made to schedule the game at the original hosting site. If not completed prior to the final weekend of the regular season. The Board of Directors shall declare one of the following for each such game:
 - a. A victory to the team who was leading at the time play was suspended.

Division, Playoffs and Championships

Divisions:

NORTH	EAST	WEST	SOUTH
Lakota Blk	Mason White (3-6)	Talawanda	Mason Green
Northwest	Mason Black (6)	Sycamore	Little Miami Green
Oak Hills North	Kings Blue (2-6)	Ross	Colerain
Fairfield Red	Oak Hills East (4-6)	Lakota Red	Oak Hills South
Little Miami Gold	Fairfield White (5)	Loveland	Kings Red
Edgewood		Hamilton	Lakota White (4-6)
		Anderson	

Playoffs:

All teams will qualify for postseason Playoffs. There will be three Championships: Red, White, Blue.

Seedings:

1. The teams that place first and second in the North, South and West Division will play in the red bracket. This will be determined by the win/loss record of the teams within the division.
2. A points system will be utilized to determine the remaining seedings. The two teams with the most points will play in the red bracket. The next eight teams will play in the white bracket and the remaining teams will play in the blue bracket.
3. Teams will be ranked within each bracket based on the points system. The team with the most points will be seeded first.
4. A team may move down a bracket if they are seeded 8th in the bracket, and a majority of the Governing Panel agrees that is the appropriate place for them.

Points System

1. Similar to the Harbins system, a team may earn 2 primary points for victories and 1 second-tier point for victories by opponents that it defeated.
2. A team's score shall be determined by dividing accumulated primary and second-tier points by the number of games scheduled in the regular season.
3. No weight or value shall be given to margin of victory, or to shutout.

Ties

In the event of a tie, the first tie breaker shall be each team's record. The second tie breaker shall be the result of a head to head matchup. The third tie breaker shall be the record against similar opponents. If the teams remain tied, a coin flip or the drawing of straws shall determine the ranking.

Facility Requirements:

1. All Championship games shall be played on turf fields with permanently mounted lights.
2. Round Two games may only be played at game sites with permanently mounted lights.
3. If all requirements herein are met, Round One games may be played at any site. However, sites without permanently mounted lights must start at 9:00 AM.
4. The playing field must be a regulation size football field, properly lined and allowing for Team Boxes.
5. There shall be an operational game clock.
6. A play clock is preferred for the Championship games, but not required.
7. A public-address system is preferred, but not required.

Site Selection:

Championship Game Sites will be selected based on the Alphabetical Order of the Inaugural Members. New Organizations will be added to the rotation of hosting Organizations consistent with the chronological order of membership status. Two organizations granted Organization status at the same meeting shall be ranked in alphabetical order. No Organization voted in shall host a Championship game in their first year of membership. Once the rotation is complete, the Board of Directors shall determine where all new Organizations rank.

The Organizations eligible to host the Championship games based on the preceding paragraph will be randomly drawn for assignment of a Championship series. The first name drawn will host the Red Championship games, the second name drawn will host the White Championship games and the Blue Championship games will be awarded to the third organization. Organizations may trade hosting the entire series of Championship games, after the drawing, upon mutual agreement of the organizations making the trade.

Playoff games will be granted to Organizations who meet the criteria based on a random draw. No team hosting Championships games may host Playoff games unless all interested Organizations have hosted one series of games already and a second drawing will occur. Then, the Organizations hosting Championship games may be entered in the drawing for the second round of selections.

Officials:

Each Organization shall have the ability to eliminate 4 Officials from officiating games their teams participate in. Championship games shall be officiated with 4 Officials. One Official shall operate the game clock and play clock if available.

Championship Game Awards:

1. Awards will be selected by the Board. Awards for all levels of championships will be similar in stature.
2. Awards shall be purchased by the Board.
3. Trophies will be substantial in size to reflect the GCYFL and shall be issued to both teams in every Championship Game.
4. Players and Cheerleaders from both teams in all Championship Games shall receive a medal. The medal shall be at least 2" in diameter and placed on a ribbon representative of the hosting organization's colors.
5. For GCYFL playoffs and final Championship games:
 - d. Adult Admission: \$5
 - e. Student and Senior Admission: \$3
 - f. Age 12 and Under: Free

Sportsmanship | Disciplinary Actions | Protest

Sportsmanship:

1. The GCYFL shall strive to be family friendly, promoting a safe and healthy environment for all participants and spectators. All participants are encouraged to invite family and friends to be supportive fans of GCYFL football.
2. Accordingly, all players, cheerleaders, coaches, parents and spectators shall be held to the highest standards of positive Sportsmanship at all GCYFL events and game sites.
3. No person may consume alcohol, or be in an intoxicated state, at any GCYFL event.
4. All persons shall obey the instructions given by Field Administrators or persons tasked with such authority.
5. No person shall become unruly, disorderly, belligerent or display obnoxious behavior, including any remarks to harass, intimidate or ridicule opposing coaches, players, cheerleaders, their spectators, or Game Officials.
6. If offensive behavior persists, or becomes physically threatening or violent, or is perceived to be intoxicated, the offender shall be asked to vacate the game site.
7. Any person "ejected" by a Game Official or Field Administrator shall immediately vacate the game site.
8. Any spectator ejected from a game site may be suspended from attending all GCYFL events and games for the remainder of the season at the Discretion of the Board of Directors.
9. If, in their sole opinion, their ability to control and manage a game is threatened, Game Officials shall have the authority to halt the game and/or award the game to the offended team by Forfeit.

Disciplinary Actions:

1. These Rules & Regulations, together with the By-Laws of the GCYFL, identify various rule violations, events, situations or conditions for which, in the event of their occurrence, shall result in penalty or Disciplinary Action taken against an offending Organization, team, coach, participant, parent and/or other persons involved.
2. The extent of any penalty or Disciplinary Action may include, but shall not be limited to, verbal or written warnings, in-game yardage assessments, game ejection, game forfeit, probation, suspension or termination.
3. The harshest of Disciplinary Actions shall apply to the participation of ineligible players, the blatant disregard of GCYFL rules and/or gross misconduct with respect to Sportsmanship.
4. An Organization found in violation by the Board of Directors may be subject to sanctions, which may include suspension of game hosting privileges, game forfeitures, suspension from playoff participation, probation, or termination.
5. Any person or Organization may request, and shall be granted, a hearing to present mitigating circumstances. The decision of the Governing Panel shall be final.
6. Any Organization placed on Probation as a disciplinary action is ineligible to host a Championship or Playoff game and shall not have a vote in any matter of the Governing Panel. Probation shall be for a period of six to twelve months as determined by the Board from the date of the decision. Pursuant to point #5 above, the Governing Panel may review Probationary term.
7. Any fine shall be paid by check or proof of electronic transfer to any GCYFL Board member prior to commencement of the next game unless the issue is still under review by the Governing Panel.

Protest:

The correct procedure for playing a game under protest for a non-judgment call will be as follows:

1. If the infraction occurs before the game begins, the Field Administrator will be advised of the Protest. The opposing Head Coach and Officials will be notified prior to the start of the game by the Field Administrator or other Hosting Site Representative. If the Protest can be resolved prior to the start of the game, without delay, the game shall commence without penalty. If the issue cannot be resolved and the Head Coach wishes to continue with a Protest, a fine of \$50 will be assessed to the Head Coach.
2. If the infraction occurs during the game, the Head Coach shall notify the Official of the intent to Protest. The Official will call an Officials Time Out. Efforts will be made to notify the Field Administrator or other Hosting Site Representative as well but if unavailable, the Field Administrator will be notified upon completion of the game. The Officials and/or the Field Administrator and both Head Coaches will be brought to the center of the field and informed that the game is being played under protest. A fine of \$50 will be assessed to the protesting Head Coach. If the Officials feel that it would not be in the best interest of sportsmanship for the Head Coaches to meet, the Officials will relay the cause for the protest to the other coach.
3. Excessive delays in the game by either team will be cause for a delay of game penalty.
4. The Field Administrator shall email the President of the Board of Directors of any Protest by midnight, the day of the Protest. The President shall forward the email to the Board of Directors and both Head Coaches.
5. Within 12 hours of the scheduled start of the game, the Head Coach filing the Protest will email the GCYFL President and opposing Head Coach with the details of the Protest. It is the responsibility of the President to forward the email to the Board of Directors and to ensure the Opposing Coach got the email. The opposing Head Coach will have 24 hours from the time of the Protesting Coach's email to file a response. The Board of Directors will have 48 hours from the time of the Opposing Coach's email to make a decision. The following actions can be taken:
 - a. Uphold the Protest and the opposing team forfeits.
 - b. Deny the Protest and the outcome of the game is unchanged.
 - c. Make a recommendation to the Governing Panel for a rule change.
6. If either side disagrees with the decision by the Board of Directors, within 24 hours of the email notification by the Board of Directors, the side in disagreement must email the President of the Board of Directors who will immediately forward the email to the Governing Panel. The Governing Panel must vote within 24 hours of the President's email to uphold or overturn the decision of the Board of Directors. Their decision will be final. The Board will decide to let the game stand or be replayed from the point of Protest.
7. It is the responsibility of the person sending an email to ensure the recipient received it.
8. Any Protest Fee shall be paid by check or proof of electronic transfer to any GCYFL Board member prior to commencement of the next game.

Appendix A



K1-4th Grade

Labelled Pee-Wee

Labelled Pee-Wee



5th & 6th Grade

Labelled Junior

Labelled Junior