



Metro Atlanta Youth Football League

# MAYFL 2010

# Conference Rules

American and National Division



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## MISSION STATEMENT

The mission of this document, in keeping with the Metro Atlanta Youth Football Leagues' ("MAYFL") mission and goals and the leadership philosophy of the MAYFL Commissioner, is to develop and maintain a comprehensive football and cheerleading program, which meets the needs and interests of the children and parents of the Metro Atlanta community. This document shall be written to ensure MAYFL maintains a highly competitive program that seeks the highest character development of all participants, provides the players and cheerleaders with opportunities to achieve high levels of self-esteem and self-respect, and emphasizes the respect for the individual dignity of each participant.

## OBJECTIVES

"Winning is only half of it. Having fun is the other half." Bum Phillips

- To provide a wholesome competitiveness within the scope of our rules and regulations that will protect the youth athletes.
- To influence good sportsmanship, teamwork, highest moral and physical standards and the importance of scholarship by recognizing and rewarding academic achievement.
- To make Youth Football ALL-INCLUSIVE by not excluding participants based on superficial factors (such as weight).
- To recognize and reward Organizations, Coaches, Volunteers, and those involved in the sport of football and cheerleading who exemplify the highest degree of Integrity, Honor and Servant Leadership (ability to put the team ahead of self in every decision, accepts and fulfills a role).
- To provide opportunities, regardless of organizational size or player talent, by offering a Competitive (American) and Non-Competitive (National) Division.
- To annually communicate, update and revise the rulebook in order to provide clear, concise and consistent rules, thereby eliminating real or perceived violations of those stated rules. This allows for strict enforcement of rules, whether a direct violation or a violation of the spirit of the rule. Thereby insuring the integrity of MAYFL and fair play by all. Understanding always that this is a youth organization and we are all role models for our youth.

## ARTICLE I. RULE ENFORCEMENT / AUTHORITY

Associations are hereby required to enforce the MAYFL Rules and Regulations contained herein. Associations have the obligation and authority to enforce the MAYFL Rules, Regulations and the Spirit of the Rules and Regulations and its own rules, by-laws and other organizational materials. Additionally, Associations have the right to make any rule more stringent, but do not have the right to make these rules less strict. **Any organization found not enforcing this rulebook, the rules regulations and the spirit of the rules and regulations may be suspended until compliance is achieved.** Associations are asked to submit their Rules and Regulations to the MAYFL by August 1<sup>st</sup> of the current season. All Associations, and Teams in accordance with their organizational and operational materials, may be called upon from time to time to: (1) resolve disputes between member organizations and individuals, (2) discipline both adult and



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juvenile members and (3) may from time to time be required to take action to enforce MAYFL Rules and Regulations.

## ARTICLE II. GOVERNING RULE BOOK

MAYFL shall follow the Georgia High School Sports Association rules except where superseded by this Rule Book. All MAYFL Rules and Regulations supersede any and all other rulebooks. The MAYFL Board of Directors will determine and be the final adjudicator on any and all rule conflicts. **MAYFL requires that all coaches receive and read this rulebook and strongly recommends that every Associations supply the Georgia High School Sport Association rulebook to all of its coaches. Any association found to have allowed a variance to this rulebook, the rules regulations and the spirit of the rules and regulations without filing and receiving written approval may be suspended or fined.**

## ARTICLE III. DIVISIONS

1. MAYFL shall consist of two Youth Football Divisions American and National. Both divisions shall be governing by the rules of this Rule Books. Any Association eligible according to the MAYFL by-laws can compete in one or both Divisions.

1.1. **American Division** – Shall be reserved for Elite Play and shall be considered MAYFL's Advance division. There shall be neither playing time rules nor special restriction for the MAYFL American Division unless otherwise defined in this manual.

1.1.1.1. Team conference/division placement shall be define by the MAYFL Football Commissioner and approved by the MAYFL Board.

1.2. **National Division** – Shall be reserved for Instructional Play and shall be considered MAYFL's Developmental Division. To keep this Division true to its nature the follow rule shall apply

**1.2.1. Every MAYFL association shall be allowed to enter teams in the National Division in good faith. Any association with multiple teams in any age group, shall not enter more than half of those teams in the National League.**

1.2.2. Team conference/division placement shall be define by the MAYFL Football Commissioner and approved by the MAYFL Board.

1.2.3. **National league team rosters shall be limited to 30 players. Each head coach shall provide the opposing team's head coach with the MAYFL Participation Sheet prior to the start of each game. This sheet shall designate offensive players and defensive players.**

1.2.3.1. **All player shown on the MAYFL Certified Roster shall be listed on the MAYFL Participation sheet as either an offensive player or defensive player (and not both), regardless if player is present or not.**

1.2.3.1.1. **Any Players not present during pre-game check-in will not be**



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**allowed to play until the game's 2<sup>nd</sup> half.**

**1.2.3.1.2. If the team has fewer than 22 players at the start of the game, every player present shall be listed as a starter on either offense or defense until all players present are listed as starters.**

**1.2.3.1.2.1. To ensure there are eleven starters on both sides of the ball the Head Coach may fill the remaining slots with player's present. Rule Clarification teams with less than 22 players at the start of the game will lose their ability to sub for the 1<sup>st</sup> Half.**

**1.2.3.2. Players must play every snap of the first half on their designated side of the ball. To determine a player's side of the ball the opposing team shall refer to the MAYFL Participation Sheet submitted during pre-game check-in.**

**1.2.3.3. In cases of injury or player ejection during the 1<sup>st</sup> half of game play, and the team has less than 22 1<sup>st</sup> half eligible players the team with the injured or ejected player will be charged a Time-out and the Head Coach must inform both the Head Official and the Head Coach of the opposing team his/her roster changes. Teams with more than 22 players must replace injured or ejected player with a player from the depth chart and shall only notify the opposing team's Head Coach and Head Official if the depth chart player was listed on the opposite side of the ball.**

**1.2.3.4. It shall be the opposing team's responsibility to identify participation infractions to the game officials after any play in which an infraction occurred. The infraction must be identified prior to the next snap of the ball.**

**1.2.3.5. The 1st violation will result in the ejection of the offending teams head coach. Any coach ejected shall then be subject to the ejection rules define within this document and/or the MAYFL By-Laws**

**2. MAYFL shall use the following metrics to define its Teams for both the American and National Division competition play.**

<b>Team</b>	<b>Age On July 31<sup>st</sup></b>	<b>Max Weight for Skill Player</b>
Pee Wee	6 and Under	80lbs
Mighty Mite	8 and Under	95lbs
Bandit	10 and Under	120lbs
Junior	12 and Under	155lbs
Senior	14 and Under	Unlimited



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- 2.1. The age of players on all MAYFL teams shall be their age as of July 31<sup>st</sup> of the current year.
- 2.2. **Each member shall field a minimum of one team in 4 of the 5 MAYFL Age Groups (Pee Wee, Mighty Mite, Bandit, Junior, and Senior). Though it is highly discouraged, players are allowed to play up in age by one age year.**
- 2.3. Any association with more than one team in any age group shall have those teams placed in separate divisions if at all possible. Every effort shall be made to make sure that teams from the same association shall not play a regular season game against one another if possible.
- 2.4. MAYFL shall determine weight requirements for all skill positions. Such weight requirements shall be reviewed annually. All players shall attend the official MAYFL player certification at the time designated for their team.
  - 2.4.1. All player certified as a heavy player will be designated as such for the entire season. That player must wear a gold stripe down the center of their helmet, designating their status as a heavy player.
    - 2.4.1.1. **All Heavy Defensive Players must start each play on the line of scrimmage in a 3 or 4 point stance.**
    - 2.4.1.2. **No defensive heavy player shall be allowed to line up outside of the offensive tackle box. The tackle box shall be considered one yard wider than the outer most offensive lineman/tight end.**
    - 2.4.1.3. **Defensive skill positions shall be cornerback, safeties, linebackers, and standing defensive ends.**
    - 2.4.1.4. **Offensive skill positions shall be quarterback, running back, wide receiver, kick-off returner, punt returner and tight end.**
      - 2.4.1.4.1. **Any players, regardless of weight shall be allowed to kick the ball this rule includes punts, kickoffs, and field goals.**
3. The MAYFL Football Commissioner shall set Conference for all age groups in both the American and National Divisions.
  - 3.1. There shall be no more than 9 teams in any division.
  - 3.2. Any age group that has 16 or more teams shall be broken into four divisions.
  - 3.3. Any age group with 30 or more teams shall have at least 6 divisions.

## **ARTICLE IV. MAYFL TEAM CERTIFICATION**

### **1. Association Registration**

All players participating in MAYFL regardless of division shall first register with their desired Association.



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### **1.1. Boundaries and Recruiting**

- 1.1.1. No formal boundary lines shall be established to designate specific geographic areas for a member association.
- 1.1.2. It is of good sportsmanship that no member posts any flyers, posters or other similar forms of advertisement in areas that are generally considered to be within the local drawing area for another member association.

### **1.2. MAYFL Required Player Information**

At a minimum the registering Association shall obtain the following information for every player to be certified by MAYFL

- 1.2.1. Player's Full Name (First, Middle, Last)
- 1.2.2. Age and Date of Birth
- 1.2.3. Jersey Number worn by player
- 1.2.4. Home Phone Number
- 1.2.5. Player's School

### **1.3. MAYFL Player Proof of Age Requirements**

- 1.3.1. All players shall present proof-of-age documentation to registering Association.
  - 1.3.1.1. Acceptable Forms of Proof-of-Age Documentation:
    - 1.3.1.1.1.1. An original certified copy of proof-of-age document issued by federal, state or provincial registrars of vital statistics, or local offices, is acceptable proof-of-age, provided the document was filed, recorded, registered or issued within one (1) year of the birth of the child (i.e. birth certificate).
    - 1.3.1.1.1.2. Any player born in a region that produces hand written birth records must also provide a letter from the players' school signed by a school official verifying the player's age.
    - 1.3.1.1.1.3. For children born abroad of a parent or parents who are U.S. citizens, any official government document issued by a U.S. federal agency or service is acceptable. These must be originals, not copies, and must refer to a filing, recording, registration, or issue date that is within one (1) year of the birth of the child.

**MAYFL reserves the right to accept or reject any proof-of-age documentation, even if it is not listed above.**

## **2. Team Composition**

- 2.1. Each MAYFL team shall be limited to a maximum of 35 players. An Association shall petition the MAYFL Board for an exception to the rule in the event a team has more than 35 players but less than 40 players.
  - 2.1.1. No Team shall be allowed more than 40 players "No Exceptions".
  - 2.1.2. **Any team found with less than 15 players after the MAYFL Define deadline will be dropped from the MAYFL Scheduled**



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- 2.2. Each football coaching staff is limited to one head coach and six assistant coaches. One team mom and one team manager (ball boy) under the age of 18. All coaches, statisticians and trainers must be over the age of 18.
- 2.3. Each association shall field a minimum of one team in 4 out of the 5 age groups. There will be no maximum number of teams.
- 2.4. No team is eligible to participate in MAYFL if they are participating in another football league during the current season.

### **3. MAYFL On-line Registration**

- 3.1. **Each MAYFL Association shall assign each individual player registered to a team based on that player's age and talent level. Talent level meaning there is a national team for that respective age group.**

- 3.1.1. **Each MAYFL Association shall execute such a task by uploading that player required information and picture to their respective team listed on the MAYFL website.**

- 3.1.1.1. **Player's Picture shall meet the following requirements**

1. **Shall be in color**
      2. **Shall included Player's number**
      3. **Shall be of the MAYFL define size and pixels**

- 3.2. **MAYFL shall freeze all online roster activity 1 week prior to the MAYFL Player certification date. At which time all rosters shall be consider FINAL.**

- 3.3. **Any team found with less than 15 players after the MAYFL Define deadline will be dropped from the MAYFL Scheduled**

### **4. MAYFL Player Pre-Season Certification**

MAYFL shall certify all players loaded on the MAYFL website for that respective season. MAYFL Player Certification shall be conducted at least two weeks before the first MAYFL sponsored game. The following activities and/or rule shall take place during the MAYFL Player Certification

- 4.1. **Each Team registered on the MAYFL website shall print and submit their MAYFL team roster along with all birth records, and signed physical forms in numerical order, lowest to highest number, to the MAYFL certifying officer.**

- 4.1.1. Each team shall submit at the MAYFL Player certification a team roster. The roster shall be uploaded to the official MAYFL website roster form. The roster shall be completed in full with the following information:

- 4.1.1.1. Included on the team roster shall be the color of the home jersey, address for the home field, age division, names and numbers of each member of the coaching staff. No players can be added to the team roster after certification without prior approval of the board of directors.



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4.1.1.2. Jersey numbers for all players cannot be changed once that player has been certified. In such cases of lost or damaged jerseys the jersey shall be replaced with a jersey of the same number if at all possible. In cases where this is not possible, the member must submit a request for a jersey number change to the football coordinator. The coordinator shall provide a written change of jersey number approval to the coach. The approval notice must be filed with the player's affidavit and carried with the coach to every game. Any jersey damaged during a league game can be replaced with a different number for that game only.

4.1.2. All players on the roster must be in attendance at the MAYFL weigh-in unless injury or sickness prevents their attendance. In such cases the coach is responsible for notifying the certification officer prior to weigh-in. In such cases a late weigh-in date will be set.

4.1.2.1. Any player listed on the official roster that is in a cast due to injury shall be allowed to weigh-in late if the player does not meet the weight requirements. Such player shall play as a "HEAVY" player until the cast is removed and the player is allowed to re-weigh.

**4.2. The MAYFL certifying officer shall confirm all documentation submitted and shall record the actual weight shown on the MAYFL approved scale for all skill players. Weight shall be recorded in the designated place on the MAYFL Team roster.**

4.2.1. All players shall complete a verbal questionnaire and complete the MAYFL weigh-in before that player is eligible to compete in a MAYFL sponsored game.

4.2.2. All players shall be weight, at a minimum, in their gym short and t-shirt. No player will be allowed to weight in underwear/briefs only.

4.2.2.1. Weight loss by players may be obtained only by normal physical conditioning. Use of artificial means of weigh loss by any player is strictly prohibited by MAYFL unless specifically prescribed in writing by a licensed physician. It is the responsibility of the member associations to take positive action to make sure that such artificial weigh loss is discontinued.

4.2.3. All weight-in shall be final, "No Exceptions"

4.3. During certification, only one coach, the weight master and MAYFL board members are allowed into the weigh-in area.

## **ARTICLE V. UNIFORMS**

### **1. Team Colors**

1.1. Each team shall provide a list of their home colors on the official roster. That color shall be worn in all home games, unless the visiting team and the member association president have been notified 72 hours in advance. It is the visiting team's responsibility to wear contrasting jerseys.

### **2. Uniforms**



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- 2.1. Each player shall have a complete uniform, jersey & pants. The jersey shall have a visible number on the front and back.
- 2.2. Game pants shall extend beyond the knee of the player.
- 2.3. Molded cleats are permissible. Detachable cleats shall be the type in which the shoe contains the receiver “female” and the cleat contains the insert “male” and there is no exposed metal.
- 2.4. All players shall wear a mouthpiece during all MAYFL sponsored games. The mouthpiece shall be attached to the helmet/face mask, or colored if not attached to make the mouthpiece easily identifiable.
- 2.5. All visors shall be clear in color if worn, unless otherwise prescribed by a licensed physician.

**2.5.1. Said approval shall be indicated on the MAYFL Roster.**

- 2.6. All Players designated as “Heavy” player, (Heavy player are those that did not meet their defined skill weight during the MAYFL Player Certification), shall wear a Gold Strip down the center of their helmet.
  - 2.6.1. Any league team with gold striping or insignias on their helmets shall use red striping to identify “heavy” players.
  - 2.6.2. No Heavy Player shall enter any MAYFL sponsored game without their MAYFL required striping. Any head coach, whether actual or substitute, that violates said rule shall be ejected from the Game, fine \$100 and play will not continue until said offense has been corrected.
    - 2.6.2.1. Second violation of this rule shall result in team being removed from MAYFL and all games, played or not, shall be changed to forfeits.
      - 2.6.2.1.1. MAYFL shall only use the 6-0 score in games un-played or games won by the offending team. All games lost by the offending team shall keep their score.
  - 2.6.3. If the “heavy” player designation striping is removed during a game, the player shall replace the striping before returning to the game.

## **ARTICLE VI. INSURANCE**

It shall be mandatory that all MAYFL associations have adequate insurance to cover accidents and injuries to players or other member teams while playing, practicing or traveling. Proof of insurance must be filed with the MAYFL Football commissioner prior to the first day of practice. No member shall conduct any practices until such proof is provided. See MAYFL By-laws for definition of adequate insurance coverage.



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## **ARTICLE VII. PRACTICE**

### **Practice**

The purpose of this rule is to provide a standard, fair and equal practice time for all MAYFL teams to keep practice activity at a reasonable level during school days so as not to create a hardship on the players with regard to school studies and participation in school activities.

- 1.1. Practice is defined as any gathering of players, prospective players of a MAYFL team or 6 or more members of a MAYFL team to discuss the subject of football, view films on football, exercise or study football.
- 1.2. During the regularly schedule playing season, any controlled scrimmages shall be considered as practices.
2. Practice will be limited to ten hours per week until school begins. After the start of school teams shall not at any time practice more than three times during any calendar week nor exceed 6 hours.
  - 2.1. At the start of the league playoffs, teams that are scheduled to play in the MAYFL playoffs may hold four practices during a calendar week, not to exceed eight hours.
    - 2.1.1. No practice shall continue past 9:00pm.
    - 2.2. Time spent traveling to the location of a scheduled game will not be counted as a practice activity. All activities conducted 1 hour prior to pre-game weigh-in shall be considered pre-game warm-up and not counted as a practice activity.
3. Violations of this rule or any other rules pertaining to practice, or practice type activity shall be considered a very serious offense. In the event any MAYFL Association, team or associated individual is deemed guilty by MAYFL of violating any of the practice or practice-type rules shall be subject, collectively and separately to a fine of \$250, suspension, probation and/or any other action deemed appropriate by MAYFL.

## **ARTICLE VIII. GAME DAY AND PLAYING RULES**

### **1. Playing Field**

- 1.1. Regulation GHSSA football field measurements shall be used for all MAYFL sponsor games.
  - 1.1.1. Goal post must be provided in each end zone.
  - 1.1.2. Pee Wee and Mighty Mite games shall be played on a field 80 yards (240 ft) in length.
- 1.2. If the member association has more than one playing field they shall notify the MAYFL Football Commissioner of the playing dimensions for all fields to be used for MAYFL sponsored games.
- 1.3. All fields must be inspected and approved for league games prior to the first scheduled game. Any shortcomings must be corrected prior to any game being played on said field.



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1.3.1. No games shall be started or played while ants are active (foraging). It is the coaches' responsibility to bring active ant beds to the attention on the game officials or park representatives.

## **2. Scheduling**

2.1. The league schedule shall be completed by the MAYFL Football commissioner with the concurrence of the MAYFL Commissioner and Deputy Commissioner no later than one week before the first MAYFL sponsor regular season game

2.2. MAYFL shall have a 10-week regular season. All teams will play an eight game regular season schedule.

2.2.1. No MAYFL sponsored games shall be played during Labor Day Weekend

2.3. Each member association will have a minimum of four designated home games. On home game weekends, as many of the members teams shall be schedule to play at the member's park as can be accommodated by field availability and scheduling needs.

2.3.1. Any association with more than one team in any age group shall have those teams placed in separate divisions if at all possible. Every effort shall be made to make sure that teams from the same association shall not play a regular season game against one another if possible.

**2.3.2. Each team shall play every team within their division during regular season play.**

## **3. Home Team Responsibility**

3.1. It is the host parks responsibility to provide field markings, markers, and necessary officiating equipment needed to conduct the game.

3.2. The host park shall ensure that the playing surfaces are cleared and ready for play thirty minutes prior to the scheduled start of a conference game.

3.3. The host park shall provide adequate seating for both the home and visiting team.

3.4. The playing field shall have fencing between the playing field and the parking and spectator area.

3.5. All MAYFL Association shall provide free admission to all MAYFL regular season and playoff games.

3.6. The home team shall be responsible for providing chain crews. The chain crew shall consist of no person under the age of 14. The chain crew shall be in place at least five minutes before the scheduled kick-off.

3.7. The home team shall provide a game day coordinator ("Orange Cap") present at all times during home games. The coordinator shall wear the game day coordinator hat provided by MAYFL to make him/her easily identifiable.

**3.7.1. The Game Day coordinator shall have the responsibility of collecting the Officiating Referee information for every MAYFL sponsored game.**



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**3.8. Each Association shall provide a security plan to the MAYFL Football Commissioner before MAYFL will schedule any home games at their respective park.**

**3.8.1. All Association shall provided security during all games to help ensure the safety of all coaches, fans, officials and players.**

**3.8.1.1. Security officers should be easily identifiable.**

**3.8.1.2. Violation of said rule shall be punished according to the MAYFL By-Laws**

3.9. The park game day coordinator, after conferring with the MAYFL Commissioner, shall have responsibility of determining if games are to be cancelled due to inclement weather.

3.9.1. If the game official feels that the weather conditions are jeopardizing the safety of the players, coaches, officials and fans, the official shall have the authority to postpone the game.

#### **4. Officials**

All Officials/Referees shall report to the Association's Game Day Coordinator one (1) hour before scheduled kick-off of their respective MAYFL sponsored game(s).

4.1. The Total number of Officials/Referees shall be as follow

4.1.1. All Pee Wee and Mighty Mite MAYFL sponsored games shall be played using two (2) officials for the field crew.

4.1.1.1. Three (3) Officials/Referees shall be used for MAYFL sponsored playoff and championship games

4.1.2. Three (3) Officials/Referees shall be used for all Bandit and Junior MAYFL sponsor games.

4.1.2.1. Four (4) Officials/Referees shall be used for MAYFL sponsored playoff and championship games

4.1.3. Four (4) Officials/Referees shall be used for all Senior MAYFL sponsored games

4.2. All field crews shall include at least one (1) certified official and no more than one (1) first year official.

#### **5. Pre-Game Roster Check**

5.1. A MAYFL sponsored pre-game roster check shall be conducted on the playing field during the fifteen-minute interval between games and fifteen minutes before the start of the first game of the day.

5.1.1. If a team is not present at least thirty (30) minutes before game time, then the team prepared to perform the roster check can forgo the roster check and prepare for the game.

5.2. Teams that have less than 12 players at the time of the pre-game roster check shall forfeit their game to the opposing team only after the following has taken place;



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5.2.1. Officials shall give the team at fault a twenty (20) minute grace period.

5.2.1.1. Grace period granted shall not exceed more than five (5) minutes beyond the MAYFL schedule kickoff.

5.3. Any player that does not show up prior to the scheduled kick-off must sit out the first half of the game.

5.3.1. Such player can check in with the opposing coach at halftime, and participate in the second half. Any player that participates in a game without checking in with the opposing coach for said game shall be ejected from that game and suspended for the next game.

5.4. Any coach that allows a player to participate after the player has been suspended shall be suspended for two games and fined \$150. The fine must be paid to the MAYFL Commissioner before the next game.

## **6. Coaches**

6.1. All coaches on the field during the game must be certified through MAYFL.

6.2. One (1) coach is allowed on the field during play in Pee Wee and Mighty Mite games.

6.2.1. Mighty Mites will be allowed to have a coach on the field for the first four games of the season only.

6.2.2. Coaches participating on the field in Pee Wee and Might Mite shall not have any form of communication with any player after the offensive center touches the ball.

6.2.2.1. Violation of this rule is subject to a 5-yard penalty.

6.2.3. The coach participating on the field must be at least 15 yards from the line of scrimmage when the play starts and remain away from interfering with the play.

**6.3. Only six (7) certified coaches are allowed to be on the field during games. There is no limit to the number of certified coaches allowed on the field at halftime.**

## **7. Sideline Restrictions**

**7.1. All Associations hosting MAYFL sponsored game shall clearly define their sidelines boundaries. These boundaries shall define the following areas at a minimum**

**7.1.1. Coaches Box**

**7.1.2. Cheerleading Box**

**7.1.3. Spectators' area**

**7.2. No Person shall be allowed outside of the coach's box or on the playing field during play except:**

**7.2.1. Chain Crew**

**7.2.2. One statistician**

**7.2.3. One ball person to assist the officials**

**7.2.4. Any photographer, camera crew, or reporter that is authorized to take pictures or film the game without the permission of the Park Commissioner.**



**7.2.5. Cheerleaders, when adequate room is not available outside of the restricted area.**

**7.3. No person is allowed inside the restricted area without their MAYFL badge (inside or outside the coaches' box).**

**7.3.1. MAYFL will provide MAYFL badges to one (1) Head Coach and 5 certified assistant coaches.**

**7.3.1.1. Other coaches are allowed on the field at halftime, but may not enter the coaches' box during play.**

**7.3.2. MAYFL will provided a Badge to (1) team parent, that has been certified by MAYFL.**

**The following positions are an exception to the MAYFL Badge Rule**

**7.3.3. Two team managers under the age of 18**

**7.3.4. The president or other members of the board of directors maybe be on the sideline when they feel it is in the best interest of the game or MAYFL.**

**8. Headsets**

**8.1. Headsets can be used**

**8.1.1. However no coach shall be allowed on the field of play with a headset, cell phone or two-way radio.**

**8.1.2. No team shall be prohibited from using headsets because the other team does not have access to the same.**

**9. Game Ball**

**9.1. MAYFL Sanctioned football manufactures are Wilson® and Nike®. MAYFL regular season and playoffs games shall be played using a Wilson® or Nike® footballs.**

**9.2. Balls shall be brown in color and of good leather quality or rubber.**

**9.2.1. The ball sizes shall be the following and shall have the specified size indicated on the ball when purchased:**

<b>Age Group</b>	<b>1<sup>st</sup> Choice</b>	<b>2<sup>nd</sup> Choice</b>
<b>6U &amp; 8U Division</b>	<b>WILSON K2</b>	<b>NIKE 1000K</b>
<b>10U &amp; 12U Division</b>	<b>WILSON TDJ</b>	<b>NIKE 1000J</b>
<b>14U Division</b>	<b>WILSON TDY</b>	<b>NIKE 1000Y</b>

**10. Kick and Punting**

**10.1. All kick-offs shall be from the kicking team's 30-yard line.**

**10.2. Teams in Pee Wee and Mighty Mite can request a free kick on punts, field goals and extra points. No player on the opposing team can cross the line of scrimmage in an attempt to block the kick.**



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10.2.1. Teams requesting a free kick must kick the ball.

10.2.2. The kicking team has ten (10) seconds to kick the ball before a dead ball and loss of down is declared.

10.3. Teams in Pee Wee and Mighty Mite may request an automatic spot on punts when they are at midfield or their side of the field. The automatic punt shall be 20 yards.

10.3.1. All other age groups have live ball kicks and punts.

10.3.1.1. The opposing team cannot rush the kicker from over the center or the gap between the center and guard in the Bandit division.

10.3.1.1.1. There shall be no such restrictions for Junior and Senior divisions.

## **11. Game Structure**

11.1. All MAYFL games shall be governed by Georgia High School Sports Association rules unless otherwise modified herein.

11.1.1. MAYFL recommends that every Association maintain a copy of the Georgia High School Sports Association football rule book.

11.2. All Pee Wee and Mighty Mite games shall consist of four (4) eight minute quarters.

11.2.1. All other games shall consist of four (4) ten minute quarters.

11.3. There shall be a 25 second play clock for all divisions except Pee Wee.

11.3.1. Pee Wee games shall have a 40 second play clock.

11.4. No game shall begin after 8:30pm on a school night.

11.5. Extra points shall be spotted on the 3-yard line.

11.5.1. Teams shall be awarded two (2) extra points for successfully kicking a field goal after scoring a touchdown.

11.5.2. Teams shall be awarded one (1) extra point for successful running or completing a pass in the end-zone after scoring a touchdown.

11.6. No defensive lineman can line up over the offensive center or in the gap between the center and the guard on any play in which a player is not taking a direct snap from under the center. This includes shotgun snaps, extra points, field goals and punts.

11.6.1. There are no restrictions in alignment in the Junior and Senior divisions.

11.7. All teams shall have three time outs per half.

11.7.1. The game officials shall keep accurate count of the time outs used.



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- 11.8. Pee Wee (6 & under) division teams shall have the option to originate the ball for the snap.  
11.8.1. The ball shall be placed vertically for measurements.
- 11.9. All defensive players recovering a fumble or interception shall be allowed to advance the ball.  
This rule shall include “heavy” players.

## **12. Complete Games**

- 12.1. All games shall be played to completion except where conditions endanger the welfare of the players, officials, officers, or spectators.
- 12.1.1. Such decisions shall be made by the head official in conjunction with the host park Game Day coordinator.
- 12.2. Any game that is suspended in whole or in part shall be completed at the discretion of the MAYFL Commissioner who will then confer with the Deputy Commissioner and Football Commissioner.
- 12.2.1. Any game that is postponed due to weather or safety of participants, can at the discretion of the MAYFL Football commissioner be considered a complete game if three quarters have not been completed.
- 12.3. Regular season games that complete regulation play in a tie shall play a maximum of two overtimes.
- 12.3.1. Each team will be allowed 4 downs starting from the 10-yard line in which to score or advance the ball.
- 12.3.1.1. Any defensive penalty during overtime play shall result in half the distance to the goal and a repeat of the down.**
- 12.3.1.2. The teams shall play no more than 2 overtimes during the regular season and the game will be declared a tie after the second overtime.
- 12.3.1.2.1. All playoff games shall follow this format until a winner is determined.
- 12.3.2. A team that scores will be allowed to attempt the PAT of their choice.

## **13. Slaughter Rule**

- 13.1. When one team is twenty-six (26) points ahead the following slaughter rules will go into effect:
- 13.1.1. No more kick-offs
- 13.1.2. The losing team shall get the ball at the 50 yard line after each score by the winning team
- 13.1.3. The winning team cannot attempt any forward passes.
- 13.1.3.1. Unsportsmanlike Conduct penalty will be assessed if done.
- 13.1.4. A running clock will go into effect, only stopping for an injury or unusual delays.



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13.1.5. The winning team shall not be allowed to rush the punter when the slaughter rule is in effect

**13.1.6. The slaughter rule will stay in effect thru the duration of the game or until such a point the score margin is less 20 points.**

**14. Intervals between games**

14.1. A minimum of fifteen (15) minutes must elapse between the end of any game and the start of the next.

14.1.1. This fifteen (15) minute period must be enforced regardless of schedule start times for the game.

**15. Playoff and Championships**

15.1. The league will conduct a playoff to determine one MAYFL Champion for each age group.

15.1.1. The MAYFL Board will determine the number of teams qualifying for league playoffs immediately after the league player certification. The number of teams shall vary depending on the number of teams in the various age classifications. Playoff tie-breakers are as follows

- 15.1.1.1. Overall record**
- 15.1.1.2. Head-to-head record**
- 15.1.1.3. Out of Conference Record**
- 15.1.1.4. Points Allowed**

15.2. The National Division Playoff shall be structured under the same Playoff and/or Championship rules as the American Division.

**15.2.1.1. The National Division Playoff and Championship game will however maintain all rules under Article III. Section 1.2**

15.3. Every playing field for a playoff game shall be equipped with an electric scoreboard with a functioning clock.

15.4. Playoff brackets shall be a inter-conference seeded brackets with all teams being seeded according to overall regular season record, regardless of conference alliances.

15.4.1. The top seeds in each age group shall be awarded to the Divisional winners in that age group based on overall regular season record.

15.4.2. The remaining wildcard spots shall be filled by the teams with the next best overall regular season records.

**15.5. The Conference champion shall be the team with the best record within their individual Conference. Conference champion tie-breakers shall be as follows:**

- 15.5.1.1. Overall record**
- 15.5.1.2. Head to Head**
- 15.5.1.3. Out of Conference Record**
- 15.5.1.4. Points Allowed**

15.6. MAYFL will schedule Playoff games based on seeding.



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**15.6.1. Home field advantage will be awarded to the Team with the highest Divisional seed for their respective age group using the following tie breaker:**

- 15.6.1.1. Overall record**
- 15.6.1.2. Head-to-head record**
- 15.6.1.3. Out of Conference Record**
- 15.6.1.4. Points Allowed**

15.7. The league championship games shall be hosted by MAYFL at a pre-determined site.

## **16. Trophies and Awards**

16.1. The American Division Champion shall award a championship trophy and individual awards to each player listed on the team roster.

16.1.1. The American Division league runner-up shall be awarded runner-up medallions for all participants and a runner-up team trophy.

16.1.1.1. The specific size and design of these awards and/or patches shall be determined by the MAYFL Board of Directors.

16.2. The National Division Champion shall award a championship trophy and individual awards to each player listed on the team roster.

16.2.1.1. Award shall not exceed 75% of the value of the American Division Champion individual awards for that respective age group.

The National Division runner-up shall be awarded runner-up medallions for all participants and a runner-up team trophy.

16.2.1.2. Award shall not exceed 75% of the value of the American Division runner up individual awards for that respective age group.

16.2.1.2.1. The specific size and design of these awards and/or patches shall be determined by the MAYFL Board of Directors.

16.3. MAYFL shall provide a team trophy to each regular season American **Conference** Champions for each respective age group.

16.3.1.1.1. The specific size and design of these awards and/or patches shall be determined by the MAYFL Board of Directors.

## **17. Coaches Conduct**

17.1. Any Coach misrepresenting or cheating with any record required for player certification shall be suspended indefinitely if found guilty by MAYFL.

17.1.1. Association will be fined per the MAYFL By-laws per infraction.

17.2. Any coach ejected from a game for verbally or physically abusing a game official is subject to a minimum one game suspension.



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17.2.1. The Coach will be fined per the MAYFL By-laws and must be paid within 48 hours to the MAYFL Commissioner.

17.2.1.1. If a coach has been ejected and participates in the next game, the coach will be suspended indefinitely by the MAYFL Commissioner.

17.3. It shall be considered misconduct to have a coach or representative at another MAYFL members practice without permission from the practicing team's head coach.

17.3.1. Coaches, representatives, or scouts are allowed to view any practice game utilizing paid officials.

17.4. Any Association, head coach, assistant coach, and /or board member who engage in direct recruiting of players, coaches, or other individuals who were a member of another MAYFL team or association the previous year shall be subject to the charge of misconduct by the offended member.

17.4.1. If found guilty the member shall be subject to whatever actions deemed appropriate by the MAYFL.

17.5. If a coach resigns in good standing from another association within MAYFL, the receiving Association must contact the Association's league President or Commissioner to confirm the coaches standing. After the Coach's credentials have been confirmed, and there are no outstanding issues or fines the coach can be accepted or offered a position within the receiving association.

17.6. Any coach guilty of conduct detrimental to any MAYFL game or event, shall be expelled until further investigation by the MAYFL Commissioner and Deputy-Commissioner.

17.7. A report from the game day coordinator, official, and/or parent can be made to the MAYFL Football Commissioners when a coach is found to be under the influence of narcotics or alcohol at any game or event.

17.7.1. The coach and the Association President will be notified immediately for further investigation.

## **18. Misconduct of Players**

18.1. Any player found to have actively participated in a fight before, during or after a MAYFL sponsored game will be ejected from said game.

18.1.1. The player shall also serve a one-game suspension to be served at the next scheduled game for the player's team.

18.1.1.1. If the fight occurs at the end of the season for the player, the player shall serve the suspension to start the next season.

18.1.1.1.1. Such actions should be reported to MAYFL Football Commissioner by the game officials.

18.2. All suspensions shall be administered by the MAYFL Board of Directors.



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**19. Spectator Conduct**

19.1. The coach shall be held responsible for the conduct of their spectators.

19.1.1. The coach may be assessed an unsportsmanlike penalty after a warning from the officials.

19.1.2. Any spectator ejected from a MAYFL game or event by the game official shall go outside the park area.

19.1.3. Failure to comply with said rule shall give the game official the right to forfeit the game against the offending.

**20. Forfeits**

20.1. Both teams shall check in at the game site with the game day coordinator one hour prior to the scheduled game time for pre-game roster checks.

20.1.1. A violating team forfeits its right to check the rosters of an opponent, if they have not arrived 30 minutes prior to the scheduled game time.

20.2. All teams must have eleven physically fit and properly dressed players at the scheduled game time or the game shall be forfeited to the team prepared to play.

20.2.1. There will be a 10-minute grace period for the first game of the day only. There will be no grace period for all subsequent games.

20.3. In the event of a forfeit, the violating association shall be fined \$150. That fine must be paid in full prior to the next scheduled game.

20.3.1. If the fine is not paid, no teams from that association will be allowed to participate in the playoffs until the fine is paid.

**20.4. In event of natural attrition and a team is unable to field a team of fifteen players, the association may petition MAYFL to re-open their roster to avoid future forfeiture fines.**

20.5. Any team having forfeited two games in a given season due to lack of players or late arrival shall be removed from the MAYFL schedule.

20.5.1. All teams shall receive a victory in place of the game they were scheduled to play against the violating team.

20.5.1.1. After the second forfeit, the violating association must pay \$150 fine and meet with the MAYFL Board of Directors.

20.5.1.1.1. At that time, the Association must present a written plan of action to correct the situation in order to enter a team in the violating age group the following year.

20.5.1.1.1.1. The Association shall be placed on probation for the remainder of the season and possibly the following year.

**ARTICLE IX.**



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## INELIGIBLE COACHES / PLAYER / TEAM

### 1. Ineligible Coaches

- 1.1. When any team is found to have permitted any coach that is declared ineligible to participate in MAYFL by the MAYFL Board, that team shall forfeit all games that said coach is found to have participated.
- 1.2. Any coach that has been suspended from another youth football organization shall be ineligible to participate in MAYFL for the duration of the suspension imposed by the former organization.
  - 1.2.1. The coach must provide a letter from the previous organization stating the expiration of the suspension.
    - 1.2.1.1. The suspended party can ask for an exception to this rule by appealing to the MAYFL Appeals committee.
- 1.3. Any member association is subject to a five hundred (\$500) fine and placed on probation for the remainder of the season for any ineligible participation by coaches.
  - 1.3.1.1. The member shall also receive additional 1-year probation.
  - 1.3.1.2. The member association shall be ineligible for any playoff competition until said fine is paid in full.
  - 1.3.1.3. The association may have the authority to waive the fine if the membership by a majority vote finds that the member has taken corrective measures and had no prior knowledge of the infraction.
    - 1.3.1.3.1. A second infraction of the ineligible participation rule during the probationary period may result in suspension of the member association from MAYFL.

### Ineligible Players

- 1.4. When any team is found to have permitted any player that is declared ineligible to participate in MAYFL by MAYFL, that team shall forfeit all games that said player is found to have participated.
  - 1.4.1. Any member association is subject to a five hundred (\$500) fine and placed on probation for the remainder of the season for any ineligible participation by coaches or players.
    - 1.4.1.1. The member shall also receive additional 1-year probation.
    - 1.4.1.2. The member association shall be ineligible for any playoff competition until said fine is paid in full.
    - 1.4.1.3. The membership may have the authority to waive the fine if the membership by a majority vote finds that the member has taken corrective measures and had no prior knowledge of the infraction.
      - 1.4.1.3.1. A second infraction of the ineligible participation rule during the probationary period may result in suspension of the member association from MAYFL.



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- 1.5. Any coach that is found to have prior knowledge of an ineligible player shall face a minimum two hundred (\$200) fine and a minimum 2-year suspension from MAYFL.
  - 1.5.1. No player having been on a middle school or high school roster shall be eligible to participate in any MAYFL league games during the school year in which the player played or actively dressed out for a high school or middle school football game.
    - 1.5.1.1. Any player is considered illegal if they were on the team roster during any high school or middle school sanctioned game regardless of whether the player actually entered the game.
  - 1.5.2. A player can only play for one team within the conference. Players are allowed to play in an age group above their age group, but they shall remain in that age group for the duration of the season and not be eligible to play in the lower age group.
  - 1.5.3. Any player that has been suspended from another youth football organization shall be ineligible to compete or coach in MAYFL for the duration of the suspension in the former organization.
    - 1.5.3.1. The suspended party can ask for an exception to this rule by appealing to the MAYFL appeals committee.
      - 1.5.3.1.1. The coach/player shall provide a letter from the previous organization stating the expiration of the suspension.
2. No player or team shall be eligible to compete in MAYFL if they are a member of another youth league organization anytime after the MAYFL Player Certification.

## **ARTICLE X. PROTEST RULES AND PROCEDURES**

### **1. Protest**

- 1.1. Protest shall be made known to the game officials that the game shall continue or be played under protest
  - 1.1.1. The filing team/coach/player shall file a completed protest form along with the required protest fee of \$75 in the form of money order or cashier's check within forty-eight (48) hours of the game completion time.
    - 1.1.1.1. Protest fee shall be refundable if MAYFL rules in the favor of the petitioner.**
  - 1.1.2. Protest on matters of judgment rendered by game officials shall not be considered.
  - 1.1.3. No forfeit or replay will be allowed due to the conduct or decision of the game officials.
    - 1.1.3.1. Such conducts should be brought before the board of directors for review of said official.
- 1.2. The protest shall be heard by the MAYFL Football Commissioners and two other members of the MAYFL representatives and a decision shall be rendered within forty-eight (48) hours of the time the protest was filed.



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### **Rule Changes**

The rules of MAYFL shall be reviewed annually. All rule reviews must be completed prior to the last day of May of each year. Rule changes must be submitted in writing to the membership at a regularly scheduled monthly or a special meeting. No rule changes can go into effect between June 1<sup>st</sup> and November 31<sup>st</sup>, except for extreme circumstances or emergency conditions. All rule changes must be presented in writing to the membership at a regularly scheduled monthly meeting before they can be voted on by the membership. Rule changes cannot be voted upon in any meeting in which they are introduced to the membership. The party introducing rule changes are allowed five minutes to explain the proposed change prior to the actual vote.