

# Coal Creek Midget Football League 2018 Rules & Regulations



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## **SECTION I - ELIGIBILITY**

### ***RULE 1 – AGE REQUIREMENTS***

To be eligible, a player must meet the age requirement of the age division on or before June 1, midnight as confirmed by birth certificate.

Players may also move up one (1) age division with the approval of the local Chapter.

Players who are fourteen (14) years of age on or before June 1, and entering the eighth (8th) grade for the upcoming fall semester and meet all other requirements defined by the CCMFL may play in the thirteen (13) year old division. Any team is limited to three(3) 14 year old eighth graders.

Players who are thirteen (13) years of age on or before June 1, and entering the seventh (7th) grade for the upcoming fall semester and meet all other requirements defined by the CCMFL may play in the twelve (12) year-old division, providing that chapter does not field a 13 year old team. If there are more than three(3) 13 year old players then the team will be required to play in the 13 year old division.

Proof of grade may be in the form of any type of official school documents issued from the school district. Examples: report card, registration paperwork, or other such proof deemed appropriate by the CCMFL Board of Representatives.

Coaches are required to produce a copy of any player's birth certificate upon request by the opposing coach or League Representative. *Birth Certificate does not need to be shown at the game, but provided to the C.C.M.F.L. board at a requested board meeting.*

### ***RULE 2 – TEAMS***

Teams will be grouped in to the following seven (7) age divisions:

7 year olds	10 year olds	13 year olds
8 year olds	11 year olds	
9 year olds	12 year olds	

### ***RULE 3 – OFFICIAL ROSTERS***

Rosters will be prepared for each team and presented to the Coal Creek Midget Football League Board prior to the first official game.

The roster will include the players name, date of birth, address, weight, and jersey number. The weight & jersey number will be recorded on the roster at the time of the official weigh-in.

A \$50.00 fine will be assessed for each roster that is incomplete.

Each member organization is allowed to split teams if needed, in any manner as they see fit.

If any team's roster falls below sixteen (16) players, that team is allowed to add players at any time during the season up to a sixteen player roster. The players added must be weighed in by a CCMFL League representative not associated with that team and the added players will follow the late weigh in rule for the remainder of the season. Any player added in this provision may not participate in any CCMFL contest until the League approves them. Any player that is removed from a team's roster can't be added back to a roster for that season.

At the first league meeting after the official registration cut off date, all rosters will be updated from the weigh-in date. Any players added since weigh in must have a league registration form and a weight from the League Representative. If either is not provided at the meeting, the games the player participated in will be forfeited.

Rosters reviewed and approved by the CCMFL board become the official roster. An official roster must be available at all times.

Players switching from one city organization to another city organization within the Coal Creek Midget Football League must provide a written explanation. The CCMFL board shall vote to accept or deny the written request.

New and returning players shall be placed on rosters as the chapter sees fit.

If a chapter reduces the number of teams in a division (three 9yr old teams first year, and two 10yr old teams the second year), the team roster the fewest returning kids shall be placed on remaining teams as the chapter sees fit. If a Chapter combines two or more teams, the roster with the highest division from the previous year shall be used for current year placement.

If a chapter with only one team in an age group one year, and two teams in that age group the next year (one 9 year old team first year, two 10 year old teams the second year), that chapter shall be allowed to split the kids how they see fit and the teams shall be placed into a division by discussion with CCMFL.

Draft rosters due one week after practice start date. For the 2016 season, draft rosters will be due on Monday, August 15th. Draft rosters should have all details on players registered to that point, weights and late registrations will be added to final roster submitted at normal roster deadline. Registrations beyond the official weigh-in date should use the roster amendment.

***RULE 4 – REGISTRATION REQUIREMENTS***

No player shall be eligible to play until the approved League or Chapter insurance waiver has been signed by a parent or legal guardian.

All Chapters must report to the CCMFL with the number of teams they will enter into the League in each division by the first regular scheduled business meeting in August of each year. Failure of producing the number of teams proposed to the League will result in that Chapter paying for the team, or teams, not fielded. Each Chapter will have until the first day of practice to change what was presented at the first August meeting.

***RULE 5 – REGISTRATION CLOSURE***

Date for registration closure will be the Monday following the fourth Saturday of League play.

***RULE 6 – INELIGIBLE PLAYER***

If an ineligible player plays in a game, the game is automatically forfeited. An Ineligible Player is defined as a player who does not meet League age, weight, cut-off-date, boundary limitations or any other specific limitations or any rules applying to the Colorado High School Athletic Association Rules. (See Boundary Limits, Section I, Rule 10).

***RULE 7 – WEIGHT LIMITATIONS***

	<b>SINGLE PATCH</b>	<b>DOUBLE PATCH</b>
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<b>7 year old</b>	70 lbs.	80 lbs.
<b>8 year old</b>	80 lbs.	90 lbs.
<b>9 year old</b>	90 lbs.	100 lbs.
<b>10 year old</b>	105 lbs.	120 lbs.
<b>11 year old</b>	120 lbs.	135 lbs.
<b>12 year old</b>	135 lbs.	150 lbs.
<b>13 year old</b>	No limits on weight	

There is NO maximum weight at any division.

***RULE 8 – SINGLE PATCH PLAYER LIMITATIONS***

Any player whose official weight exceeds the League allowable Single Patch weight shall be ineligible to play in the backfield on offense. A Single Patch Player is eligible to play a tight end position within one yard of the offensive Tackle or any position along the line of scrimmage from offensive tackle to offensive tackle. All such players shall be designated by a single CCMFL supplied contrasting colored disk on the back of the outside of their helmet. Each player so designated as a single patch player can catch the ball as the receiver of a pass from the Tight End Position. They may also be allowed in the offensive backfield for the purpose of attempting to kick an extra point or to punt the ball. When a patched player is in the backfield, fake field goals and extra points are allowed as long as the patched player never touches the ball. If a single patch player touches the ball on a punt, field goal or PAT kick it must be either downed or kicked. A patched player may never receive a lateral during any play. Any violation of this rule is a dead ball foul and will include loss of down.

On kickoffs or free kicks following a safety, the patch player may be permitted to kick the ball or play any other position on the kicking team. On the receiving team under these situations, the patched player must play on the front line. The single patch player may advance a ball kicked to the player but he may not receive a lateral or a handoff. A defensive single patch player can play any defensive position. A defensive patch player may advance a fumble recovery, pass interception or punt, however, may not lateral to another player or receive a lateral. The ball will be called dead at the point where the lateral occurred.

Any patch player playing without the official contrasting colored disk or disks displayed on their helmet can be declared an ineligible player.

***RULE 9 – DOUBLE PATCH PLAYER LIMITATIONS***

Any player whose official weight exceeds the League allowable **Double Patch** weight shall be ineligible to play in the backfield on offense or catch a pass in the field of play. Double patch players are limited to playing on the line of scrimmage, this includes lining up at tight end or defensive ends outside the tackle box providing players is on the line of scrimmage. All such players shall be designated by two (2) CCMFL supplied contrasting colored disks on the back of the outside of their helmet. A Double Patch Player is eligible to receive a pass on a PAT attempt only.

Each player so designated as a Double Patch Player must report in to the officials before lining up as a tight end on the PAT attempt. The Double Patch play can only catch the ball as the receiver of a PAT pass that is completed in the End Zone. Any pass not completed in the End Zone will be ruled an incomplete pass and the play shall be blown dead. They may be allowed in the offensive backfield for the purpose of attempting to kick an extra point or to punt the ball. When a patched player is in the backfield, fake field goals and extra points are allowed as long as the patched player never touches the ball. If a single patch player touches the ball on a punt, field goal or PAT kick it must be either downed or kicked. A double patched player may never receive a lateral on any play. Any violation of this rule is a dead ball foul and loss of down.

On kickoffs or free kicks following a safety, the double patch player may be permitted to kick the ball or play any other position on the kicking team. On the receiving team under these situations, the double patched player must play on the front line and may only down the ball. A defensive double patch player cannot play a linebacker's position; they are only allowed to line up on the line of scrimmage. A defensive double patch player may advance a fumble recovery or pass interception, however, may not lateral to another player or receive a lateral. The ball will be called dead at the point where the lateral occurred.

Any patch player playing without the official contrasting colored disk or disks displayed on their helmet can be declared an ineligible player.

### ***RULE 10 – WEIGH-INS***

Players must have their weight recorded on the official roster before participating in any game. A player's weight will be marked on his/her team roster at the time of the player's official weigh-in, either at the early weigh-in, the regular scheduled weigh-in or the penalty weigh-in.

Player weights should be rounded to the nearest pound when scales that display weight in more precise increments.

Each chapter will select a date between the early bird weigh-in date and the final weigh-in date to hold their chapter's weigh-in. Each chapter must have at least one other chapter to oversee their weigh-ins.

A player who misses the official weigh-in dates may not play until an official from a chapter other than the player's chapter weighs the player. All players who miss the early bird weigh in (if offered) and/or the mandatory weigh-in will have 10% of the single patch weight for that player's age division added to his weight as a penalty and will be patched or not depending on this new penalty weight.

### ***RULE 11 – BOUNDARY LIMITS***

The CCMFL Board of Representatives determined to set boundaries through which each participating community is allowed to draw their players from. Boundary limitation maps are provided to each community. Each participating community is allowed to draw their players only from the designated boundary set by the Board of Representatives. Players petitioning to play outside their residence boundary may have this boundary issue resolved between the two chapters it affects, a release waiver signed by the releasing and receiving chapters and then signed by the President of CCMFL (or designated authorized representative from the CCMFL Board). It is the responsibility of the receiving chapter to provide the waiver to the CCMFL Board members electronically prior to sign off by the President or designated authorized representative. If there are any issues from outside chapters, they are to provide this information to the President/Authorized Representative. If the releasing and receiving chapters cannot come to an agreement, then the boundary issue will come to a vote by the CCMFL Board. Only one waiver per player, per lifetime will be allowed.

If residency of a participating player is questioned, the person or group questioning the residency must provide to the CCMFL Board of Representatives, written correspondence with the reason or reasons for questioning the residency of a participating player and provide any such proof to claim. The CCMFL reserves the right to examine the written information and determine if Proof of Residency will be requested from the person or the community Board Representative.

Once a player from overlapping boundaries has participated in the desired community, that player from then on

is considered part of said program within desired community, and will not be allowed to participate in any other program within the CCMFL, throughout the rest of the players playing time in the CCMFL (see exception below).

Proof of residency may be in the form of any type of utility billing, school registration, rent receipt, or other such proof as deemed appropriate by the CCMFL Board of Representatives. The Board of Representatives decision in each case will be final and binding upon all parties.

A player who participates in a CCMFL game with a team outside of the boundary in which he/she resides without authorization will be determined to be an ineligible player. (Refer to Section I - Rule 6).

### ***RULE 12 – GRAND-FATHERING RESIDENCY***

Once a player is legally allowed to play for a CCMFL community (by residence / gray area residency / roster / permission from CCMFL Board) and plays for at least one season, that player is “TIED” to that community. Once a player is tied to a community that player may stay with that program even if that player moves to another community within or outside CCMFL boundaries. The player may choose to play for the new community that the player moves into and break the original tie. Once a tie is broken, it may not be made again without actual residency being gained again.

### ***RULE 13 – BOUNDARY EXCEPTION***

Any player that has their registration denied by a CCMFL community due to lack of space on a team or lack of a team at an age group may register and play for any other CCMFL community, with League notification. For following seasons this player must return to his community team if space is available.

### ***RULE 14 – RETURNING CHAPTERS***

If any Chapter leaves the Coal Creek Midget Football League (CCMFL) and would like return to CCMFL within five years, that returning chapter will have to pay \$500.00 to CCMFL. These funds will be used to pay for CCMFL activities as the CCMFL board approves.

### ***RULE 15 – LATE PLAYER ADDITIONS***

Any player that is added to a roster after the start of practice is required to participate in 3 contact practices before playing in an official game.

### ***RULE 16 – RESCINDING OF MEMBERSHIP***

If any CCMFL member area consistently disregards the rules and by-laws of the CCMFL, the membership may be rescinded by a majority vote of the Board of Representatives.

The CCMFL shall impose and monitor corrective action to the extent that the membership might be retained. If such corrective action is not forthcoming, the membership may be rescinded by a majority vote of the Board of Representatives.

### ***RULE 17 – SPRING FOOTBALL***

Contact with your upcoming year rostered players will be allowed from March 1 through the end of the first week of June each year. Helmets and pads only allowed for teams that are participating in full contact spring



leagues. Normal contact limits apply.

Also, one team camp is also allowed per year with your upcoming year rostered players. Contact outside of these dates is prohibited. Any coach that has illegal contact with their players will face possible suspension from coaching his or her team for a time period designated by the CCMFL board.

### ***RULE 18 - TEAM NAMES***

Chapters that allow teams to select mascot can't select a logo/mascot that is in use for multiple teams within a CCMFL chapter already.

### ***RULE 19 - ANNUAL CHAPTER COMMITMENT***

Annual league commitment for each chapter required by March 1<sup>st</sup>. Each chapter will contribute a non-refundable \$500 deposit that will be put toward that fall's league fees.

### ***RULE 20 - ROSTERS FROM NEW CHAPTERS***

Chapters that join the CCMFL can submit the previous year rosters so that players that played together in the previous season can stay together regardless of age, assuming that they were playing based on grade level.

### ***RULE 21 - LIMIT ON PLAYERS FROM OUTSIDE CHAPTER BOUNDARIES***

Any team that has more than five(5) players that are from outside that chapter's boundaries must present roster to CCMFL board for approval.

## **SECTION II – PLAYING PERIODS**

### ***RULE 1 – LIMITS***

Each team is limited to a maximum of 4 playing periods in CCMFL per week. A playing period is defined as a practice, game or gathering in which the players are engaged in organized instruction or practice of play for more than 45 minutes and less than 3 hours. A week is defined as Monday through Sunday. Practices scheduled for less than 45 minutes will count as a playing period. Multiple practices occurring on the same day will count as multiple playing periods.

During the first practice week of each season, the first two practices will be with helmets and mouth pieces only. Beginning with the third practice all practices can be in full pads. Any player that begins participation after the first practice must participate in their first two practices without full contact or pads.

A playing period is defined as a practice or game in which the players are engaged in organized instruction or practice of play in CCMFL. A contact playing period is any practice or game where the players are in pads in CCMFL. Multiple practices occurring on the same day will count as multiple contacts.

Pre and post season tournaments will count as one contact playing period per day of the tournament that a team participates.

CCMFL would like to see all players get 20% play time for all games during the season.

### ***RULE 2 – START OF PRACTICE***

The CCMFL Board of Representatives shall set the first day of organized practice annually. Teams are not allowed to practice or to assemble as a team prior to the date set, other than organized CCMFL activities. Infraction of this rule will result in a hearing before the CCMFL Board of Representatives. Disciplinary action, if any, will be adhered to by the community in violation of this rule.

The CCMFL Board Representative(s) will be held responsible for reporting to the Board of Representatives of compliance with any penalties imposed. Written notification to the person or persons assessed of any disciplinary action imposed by the Board of Representatives will be presented to such violators.

### ***RULE 3 – END OF PRACTICE***

The last day of organized practice shall be December 31 of the fiscal year in which the League has ended the season. No organized practice will be allowed prior to the date set by the Board of Representatives for the following year. If a community wishes to participate in a football camp, clinic or other function for players, prior authorization must be granted by the Board of Representatives by majority vote.

### ***RULE 4 – SEASON DATES***

<b>Season</b>	<b>Practice Start</b>	<b>Weigh-ins</b>	<b>First Game</b>	<b>Championship Weekend</b>
<b>2014</b>	August 4	August 19	August 23	November 1 & 2
<b>2015</b>	August 3	August 18	August 22	Oct 31 & Nov 1
<b>2016</b>	August 8	August 23	August 27	November 5 & 6

***RULE 5 -PRESEASON CONDITIONING CAMPS***

Preseason conditioning camps are to be open to the community, sponsored by the chapter, with no pads, 4 contacts for the week, no schemes, no playbooks, coach can do just his team. Each chapter must report camp dates to CCMFL Board if holding a camp.

## **SECTION III - PLAYING FIELD**

### ***RULE 1 – OFFICIAL RULES***

Where applicable and with the changes and additions listed herein, the official rules will be the rules of the National Federation of State High School Athletic Association referred to in these Rules and Regulations as "Official High School Rules".

### ***RULE 2 – SIZE***

The 7, 8, and 9 year old teams playing field shall be 60 yards long and 40 yards wide, plus end zones 10 yards behind the goal lines, making the total area within lines 80 yards by 40 yards. The playing field for 10, 11, 12 13 year old teams shall be the Official High School size, marked in accordance with High School Rules.

### ***RULE 3 – MARKINGS***

The 60 yards playing field will be properly marked and designated at 10-yard intervals. 100 yard fields will be marked in accordance with Official High School rules.

It is mandatory that colored flags or cones will be used as corner markers and sideline markers every 10 yards on at least one side of the playing field. The field shall be clearly marked on side lines and yard stripes with chalk, white tape, paint, or burned in.

The home team will designate an area for coaches and players only and will be marked on all fields. This regulation will be left to the individual communities to mark as the available space will determine the size of the coaches and players area.

Spectators' boundary lines are recommended and should be a minimum of three yards out from the sidelines and designated by ropes, painted lines or burned lines.

### ***RULE 4 – GOAL POSTS***

Goal posts already in place and/or goal posts that meet the official standards of High School Rules or the CCMFL rules minimum of fifteen (15) feet in width and nine (9) feet in height will be utilized at fields that have them.

Goal Posts are recommended but not required. The lack of goal posts will not be cause for protests or forfeiture.

### ***RULE 5 – GAME EQUIPMENT***

The home team shall furnish a padded down box, a 10 yard chain, side line yard markers and an official game ball. On 60 yard fields, a marker to display the remaining play count will also be provided and remain near the down box. The home team will furnish two qualified individuals to run the equipment. The visiting team will supply one qualified individual to run the game equipment. These volunteers will meet with the game officials prior to the start of the game to review their responsibilities.

Home coach decides sideline for chains. Yardage markers must be present on the sideline chosen for chains.

### ***RULE 6 – ACCEPTANCE OF FIELD***

The field is accepted as a playing field unless a protest is filed prior to the start of the game.



## **SECTION IV: GAME RULES**

### ***RULE 1 – OFFICIAL RULES***

Where applicable and with the changes and additions listed herein, the Official Rules will be the rules of the National Federation of State High School Athletic Association referred to in these Rules and Regulations as "Official High School Rules".

### ***RULE 2 – GAME OFFICIALS***

Two (2) officials will be provided for the 7, 8, & 9 year old games. Three (3) officials will be provided for the 10, 11, 12 and 13 year old games.

Games will be played with only one (1) official on a 60 yard field and two (2) officials on the 100 yard fields, if in the event not all officials are in attendance.

Only officials sanctioned by the CCMFL can officiate games. No CCMFL board member or coach is allowed to officiate a CCMFL game.

### ***RULE 3 – BLOW OUT RULE***

A game shall be terminated at the end of three quarters or anytime in the fourth quarter when one team is ahead by 42 points or more.

### ***RULE 4 – LENGTH OF GAMES***

Each game will consist of four (4) quarters. Each quarter shall consist of 16 plays for age 7 and 8 year old teams, 20 plays for 9 year old teams.

The attempt for point after touchdown, and if both teams are penalized do not count as official plays. A play involving a penalty to only one team does not count unless the penalty is refused. Kickoffs will not count as an official play. In the last 5 plays of the game the use of a timeout by either team will add 1 play to the remaining play count if the score differential is 16 points or less.

100 yard games will use a clock with each quarter consisting of an 18 Minute running clock. The clock will be stopped for injuries taking longer than 30 seconds outside of the final 2 minutes of each half. The clock shall be stopped during the final two minutes of each half per the NFHS rules. Clock will also stop for all time-outs, official or charged.

In the event of a tie at the end of a regular season or playoff game, a flip of the coin will determine who will have first possession of the ball. The visiting team will call the flip of the coin. The ball will be placed on the five (5) yard line for the 7, 8, & 9 year old divisions and on the ten yard line for the 10, 11, 12, and 13 year-old divisions.

Each team will have one series of downs to score. If a team turns the ball over due to an interception or fumble, the offensive team forfeits their remaining downs. Interceptions and fumbles can be returned for touchdowns and will count for scoring purposes.

If a team scores, that team will have an opportunity for an extra point (regular rules will apply). In the event that both teams score, the team with the highest score wins. If a field goal is attempted and missed, the ball will be turned over to the opposing team for their series of downs beginning at the appropriate yard line for each division.

If neither team scores on their possession, the procedure will be repeated alternating first possession until a winner is determined. If the score is still tied after the first two possessions, the ball will be moved to the three (3) yard line to start the 3<sup>rd</sup> possession for the 7, 8, and 9 year old divisions. The 10, 11, 12 and 13 year olds will move the ball to the 5 yard line if still tied after two possessions for the 3<sup>rd</sup> possession. If the game is still tied after 3 possessions, regular season games will be ended as a tie. Playoff games will continue until a winner is determined from the shorter distances.

### ***RULE 5 – TIME-OUTS***

Each team will be allowed three time-outs per one-half of play. Each charged time-out will be 1 minute in duration.

All injury time-outs are to be charged to officials.

No limit on the number of coaches per huddle is allowed during a time-out.

In the event of an injury time-out, one coach per huddle will be allowed; other staff must attend to injured player(s).

One timeout per team per possession is allowed in Overtime.

### ***RULE 6 – POSITION OF THE BALL FOR OUT OF BOUNDS, KICK-OFFS, SAFETIES. AND TOUCHBACKS***

Games on 60 yard fields: Kickoffs are from the 20 yard line. After a safety the kickoff is from the 10 yard line. Touchbacks are placed on the 10 yard line and extra point attempts are from the 3 yard line. On a kickoff, if the ball goes out of bounds outside the 20 yard line of the receiving team then it is placed where the ball went out of bounds. If the ball goes out inside the receiving team's 20 yard line it is placed at the receiving team's 20 yard line.

For games on 100 yard fields, Official High School Rules shall apply.

### ***RULE 7 – SCORING***

For 7, 8, & 9 year old teams, two points will be scored for a successful place-kick, drop kick or **forward** pass which may either be caught in the end zone or caught and ran into the end zone after a touchdown. One point shall be scored for any other successful play after a touchdown.

The Official High School Rules shall apply for the 10, 11, 12 and 13 year old teams. One point will be scored for a successful kick and two points for any other successful play.

### ***RULE 8 – PENALTIES***

For games on 60 yard fields, all penalties in the Official High School Rules shall be reduced to 80% of their stated value, (i.e. 15 yards will be 12 yards, 10 yards will be 8 yards and 5 yards will be 4 yards.)

The 10, 11, 12 & 13-year-old teams will use penalties set forth in the Official High School Rules.

If a **player** is ejected from a CCMFL game, the player must sit 4 consecutive quarters after the quarter of ejection, not including overtime. Upon the second ejection in a single season the player may not return to play unless approved by majority vote of the CCMFL Board of Directors. Player ejections are not subject to appeal.

If a **coach** is ejected from a CCMFL game, one additional game suspension will be imposed. Coach is not allowed at game site while suspended, violations will result in an additional game suspension. Upon the second ejection in a single season the coach may not return unless approved by majority vote of the CCMFL Board of Directors.

In addition, a coach who is ejected from a CCMFL sanctioned game will be fined \$100 and such ejected coach may not coach in a sanctioned CCMFL game until such fine is paid in full to the CCMFL. (See Section VI: Complaint & Appeal Procedures)

All coach and player ejections must be reported by that team by 5pm the following Monday to CCMFL President, Vice President and Secretary. Any ejections not reported will result in \$50 fine for chapter.

***RULE 9 – DELAY OF GAME RULE***

For games on the sixty (60) yard fields, once the ball is placed and the official signals ready for play, the offense will have twenty-five (25) seconds to snap the ball and begin play. Failure to begin play within twenty-five (25) seconds will result in Delay of Game penalty of four (4) yards.

***RULE 10 – PLAY RECORDERS***

On the 60 yard fields, two play recorders, one representing each team, shall stay together during the game, and shall record the plays thus determining when the quarters are completed. The play recorders shall notify the referee; who shall notify both team captains and coaches when five (5) plays remain in each quarter.

Any discrepancies between the play recorders shall be resolved by a flip of a coin by the referee.

Play recorders shall remain by the down box during the game.

100 yard games will be played using a clock and will not require play recorders.

***RULE 11 – OFFICIAL LEAGUE BALL***

Any brand football with a leather or composite material cover that adheres to the appropriate size for the age group as listed below is allowed for game use.

<b>Age Group</b>	<b>Size</b>
7, 8 & 9 year olds	K2 or Pee Wee
10 & 11 year olds	TDJ or Junior
12 & 13 year olds	TDY or Youth

***RULE 12 – EQUIPMENT***

Mouthpieces are mandatory.

All male players **MUST** wear a minimum of a soft cup during all practices and games.

Non-abrasive gloves will be allowed in the CCMFL.



NOCSE approved facemasks are exempt from the CCMFL rules.

Sponsorship Logos/names are allowed on uniforms providing they do not exceed 6 inches by 6 inches.

For all age groups all teams must have a colored jersey for use in all home games and a white jersey for all away games. Any variation from this rule will result in a forfeit by the team that is wearing the incorrect uniform color. Jerseys should adhere to NFHS rules 1-5-1b2 and 1-5-1b3.

Two players with the same jersey number should not be on the field at the same time. NFHS jersey numbering restrictions and specifications related to specific football positions do not apply.

### ***RULE 13 – YARDAGE***

All distances on a 60 yard field that are not specified in these rules will be 80% of the high school rules; except on-side kicks and first down yardage which will be the same as specified in the Official High School Rules.

### ***RULE 14 – FORFEITED GAMES***

Any CCMFL team which cannot field ten (10) eligible players within thirty (30) minutes of a scheduled CCMFL game will automatically forfeit the game unless the game is officially postponed by the CCMFL.

Any CCMFL team that does not play a scheduled game will forfeit the game and the season ending record for that team shall reflect zero wins for the season. Any exceptions must be voted on by CCMFL board.

In addition, the participating community which the team represents shall be responsible for a \$100 fine, payable to the CCMFL before the last day of the season.

### ***RULE 15 – KEEPING ORDER***

Each team shall be responsible for keeping the spectators orderly and off the playing field and behind the spectator's boundary. Shouting in abusive language by players, coaches, officials, or spectators is strictly prohibited, and violation shall result in a verbal warning by the official. Subsequent and/or initial severe infractions will result in a 12 yard penalty for each subsequent offense in the case of the 7, 8, & 9 year olds, and 15 yard penalties in cases involving the 10, 11, 12, and 13 yr. olds. Penalty flag should not be thrown for the verbal warning.

At the immediate time of any incident of physical abuse of an official by a spectator, the officials will meet with the head coaches of both teams in order that every effort should be made to identify the assailant.

Physical abuse on an official by a coach will result in immediate suspension of the coach from all CCMFL activities for life.

Spectators **cannot** be inside or behind either end zone. This includes video and camera equipment.

### ***RULE 16 – COACHING***

Officials will enforce official high school rules pertaining to coaches' boundaries and conduct except that coaching from the sidelines by the team coaches will be permitted. Coaches from each team shall be allowed on the field, in the huddle, during a time out. A coach may ask for a rule interpretation from a game official provided he does it in a gentlemanly manner.

For the 7 and 8 year old divisions only, one coach is allowed per team per huddle. Once the huddle breaks the coach must leave the field or stop coaching until the play ends.

All on-field coaches must remain 10 yards behind their deepest player.

Coaches are not allowed in the huddle except during timeouts for all other age divisions.

### ***RULE 17 – DECLARED PUNT***

\*\*\* This rule applies to the 7, 8, & 9 year old divisions only.\*\*\*

The declared punt rule comes into effect when the offensive team notifies the official that they want to make this rule operative. Officials will notify the coaches of both teams that a declared punt will be made prior to the play.

The ball must be kicked when a punt is declared (play is not dead if punter's knee, or ball touches the ground; the ball must be kicked). Calling a timeout does not automatically negate the declared punt, unless the kicking team notifies the official that they wish to remove the declared punt declaration at which time the official will notify both coaches that the declared punt has been removed.

Once a punt has been declared, the kicking team must punt the ball from between the normal positions offensive guards would play. There must be at least seven defensive players on the line of scrimmage at the time of the punt.

No player except the kicker may move until the ball is punted. If no punt is declared, Rule 21 is inoperative and the offense is free to run any legal scrimmage play, including a punt. Violation of this rule will be considered illegal procedure. (Extra points & field goals do not apply under this rule)

### ***RULE 18 – HORSE COLLAR PENALTY***

For the CCMFL, a horse collar tackle is defined as any tackle that is made by grabbing the shoulder pads and/or jersey from inside the neck area.

### ***RULE 19 – FIELD REPRESENTATIVES***

A field representative is required at each field that CCMFL games are taking place. This representative must be a chapter board member or chapter board designee that is not a parent or coach involved in the current game. The name of the field representative must note their name on the game form for each game they oversee.

### ***RULE 20 – DEFENSIVE LINE ALIGNMENT ON LONG SNAP FORMATIONS***

When the offensive team is in a long snap (kicks or punts, not shotgun) formation any players lined up within one yard of the defensive line must be even with or outside of the offensive guards.

### ***RULE 21 – MULTIPLE PERSONAL OR UNSPORTSMANLIKE PENALTIES***

Any player that receives any combination of three Personal Foul or Unsportsmanlike Penalties in a single game will be ejected from that game upon receiving the third infraction. Personal fouls are defined as any non-Unsportsmanlike Conduct penalty that carries a 15 yard penalty. All NFHS rules regarding ejections for Unsportsmanlike Penalties also apply. Both types of fouls should be tracked by player by the scorekeeper for

both teams.



## **SECTION V: LEAGUE STRUCTURE**

### ***RULE 1 – POSTPONED GAMES***

In general, the League tries to discourage the postponement of games due to inclement weather, if the field is playable. Rescheduled games will be played as soon as possible by mutual agreement.

In the event of bad weather, the League Representative must contact the CCMFL Board and a special meeting will be called to make all the necessary changes. Games may be postponed by the home team CCMFL Representative only, not less than three hours before a game, a home team League Representative will decide if the field is playable.

### ***RULE 2 – DIVISION BREAK UP***

Divisions will be setup at the CCMFL board's discretion during the final Board of Directors meeting prior to the first week of practice.

### ***RULE 3 – PROTESTS***

Officials furnished by the League are authorized officials. Protests regarding their judgment calls will not be permitted. The protest concerning rules or by-laws will be described on the official play sheet and communicated to both head coaches involved. In addition, the play number, who had possession and the down will be noted. The protest will be described in sufficient detail to allow the CCMFL board to rule. The play sheet will be signed by the coach protesting the game and by the officials.

Signatures by the officials does not indicate agreement with the protest, only acknowledgment of the incident, description and communication to both coaches. Notification of the protest must be made to the opposing chapter, League President and League Vice President within 4 days of the alleged infraction accompanied with a \$25.00 protest fee refundable if the protest is upheld. The League President and Vice President will share with the rest of the League board along with a decision on if the protest is allowed or not allowed to be reviewed at the next regular League meeting.

No video can be presented to the board as part of any review.

### ***RULE 4 – PLAYOFF STRUCTURE***

Playoff structure will be determined each season when divisions are set. Playoff seeds will be determined on regular season standings. Ties will be broken by head-to-head results; the second tiebreaker will be a coin toss. Ties between more than two teams will also be determined by head-to-head and then coin toss.

Teams will have the option to opt-out of playoff games, notice of opt-out must be shared with CCMFL President prior to final regular season game.

All non-championship playoff games will be placed best available field based on field and referee scheduling.

### ***RULE 5 – WITHDRAWN TEAM***

Any time that a team withdraws from participation during the CCMFL season all results for games involving that team will be vacated.

***RULE 6 – FINES FOR ABSENT CHAPTERS***

During a calendar year if a chapter misses two meetings they will receive a warning, on the third missed meeting and each additional missed meeting the chapter will be fined \$500 per missed meeting.

***RULE 7 – CONSIDERATION OF NEW CHAPTERS***

Any new chapter that would like to be considered for league membership is required to apply prior to April 1 of the given year.

## **SECTION VI: COMPLAINT & APPEAL PROCEDURES**

The Board of Representatives for the Coal Creek Midget Football League, Inc. (CCMFL) is responsible to enforce the league rules and disciplinary measures as voted by the League members.

Coaches, League Representatives, members of youth associations who sponsor teams in the CCMFL and other individuals associated with the League and its teams are subject to the rules, agreements and discipline actions of the Board of Representatives.

In the matter of a complaint of rules violation, conduct, behavior or other concerns which occur prior to, during or after a League game, the following procedures will be used:

1. The individual or association must submit a written description of the complaint to their League Representative, including the names of any other individuals who can support the information. If the complaint involves their League Representative, the written report may be submitted directly to the CCMFL Board of Representatives. The written report must be completed within one (1) week (seven (7) days) of the incident.
2. When the Representative submits the written report, the League will review the matter, and then notify the individual(s) involved in the report, through their League Representative, a complaint has been submitted to the governing board. The individuals involved may then be given a copy of the report and given one (1) week (seven (7) days) to respond in writing.
3. Upon submission of the written reply to the complaint, the Board of Representatives will then discuss the incident and take appropriate action or seek additional information.
4. If disciplinary measures or other sanctions are set by the Board, the League Representative will notify the individuals involved in the decision.
5. If a League Representative or board officer files a complaint, they must abstain from voting on any disciplinary measures.
6. No video can be presented to the board as part of any review.

### ***APPEALS***

1. Individuals who wish to appeal disciplinary actions by the Board, may request to address the Board through their League Representative. The League Representative will then notify the League President within twenty-four (24) hours of the regularly scheduled League meeting to request an appeal.
2. Appeals will be heard the first fifteen (15) minutes of the regularly scheduled CCMFL meeting.
3. Individuals who appeal may bring one (1) adult to offer support information as well as any supporting written documentation or documented testimonials.
4. The Board of Representatives may extend the allotted fifteen (15) minutes at their discretion.

## ***GAME SUSPENSIONS***

1. Within forty-eight (48) hours of a suspension, the player, coach or coaches involved must notify their League Representatives of the intention to appeal the sanctions.
2. The League Representative must notify the League President within forty-eight (48) hours to file an appeal for the next meeting. If the governing board is not scheduled to meet, the President may call a meeting to hear the appeal, or allow the affected individual(s) to continue to coach or play and set the appeal for the next board meeting.
3. After the appeal process, the governing board will vote to uphold or deny the appeal. The determination of the Board will be final and binding on all parties.