

FCFOA

And the
MVYFA

Officials' Responsibilities

- Show up at game site 30 minutes prior to your assigned game time start
- Communicate with a crew member/chief if having issues getting there on time.
- Enter field properly dressed with all equipment. Later in the year, be mindful of weather issues. After 10/15, by laws require long pants. Shirt sleeves at discretion of crew chief. Have everything with you.
- Have all equipment. 2 flags, 2 bean bags, a whistle and a back-up, timing piece, game card and writing instrument, down indicator(s), chain clips, radios and coin.

Officials' Responsibilities (continued)

- Concessions are not a part of our contract. Most sites will provide hydration and offer food. Some sites may not. Please don't over indulge in their hospitality. Never help yourself.
- First few weeks of the year folks will have many games (9/2). Please keep hydrated, don't over eat and take breaks.
- Please accept games on Arbiter as soon as you can. If you have not accepted a game by the Tuesday of the game week, I will send you a text. If I do not hear from you by Wednesday midnight, I will unassign you and assign someone else on Thursday of that week.
- Know your rules, mechanics and MVYFL exceptions best you can.

Officials' Responsibilities (continued)

- Clock operators are to be dressed like everyone else. Please bring your radios. Know when to start and stop a clock for the MVYFL. You are getting paid like an on-field official. Watch the on-field officials and their signals. There is nothing more embarrassing than to have one of our own clock operators mess up the time.
- Know the different levels of play.
- D2 officials (two-man crew) are paid cash by a game administrator on the field. Make sure you get paid before the next game starts. Let me know if you have issues.
- Your attention is on the field, not talking to coaches unless it is a pre game.

Officials' Responsibilities (continued)

- Know and introduce yourself to your game administrators. Do not attempt to call, email or text them without going through Kevin or me. OK to exchange light conversation. Issues come through me and/or the Board.
- Be professional and courteous. Understand that there may be game time start issues, especially at beginning of year or when teams are showing up from different programs. Be patient and flexible within reason. The league has been asked to move these games along. At no time should an official be checking game scores on your phone while on the field. Checking for emergency is fine. Checking at halftime is fine.
- Leave the field together if you can and remember your chain clips etc.

Officials' Responsibilities (conclusion)

- Remember, everyone is looking at you. The optics are always important—from your professional dress, communication with coaches, checking phones, eating at the snack bar or overheard conversations. In this world of being filmed anywhere, selective editing of confrontations and social media—Big Brother is watching you.
- Don't Ever post anything on Social Media about players, coaches, fellow officials, fans, our Association, the league to include FCPS.
- Only communicate with head coaches. If necessary, and a conference is needed, two officials should be in attendance.

MVYFL Responsibilities

- Provide Parking
- Game administrators who are in charge of safety
- Game administrator pays cash to D2 MP officials
- Keep games moving
- Removing threats, contacting first responders
- Clock operators, chain crew volunteers who are not children
- Adhering to their own rules

MVYFL Mini Pony Rules

- Red Stripers must be in 3-4 point stance
- All lineman must be head up with their opponent or 4 yards deep.
- No blitzing
- No Kicking game
- No one lines up in gap
- D2 only--Fumbled snaps, fumbled handoffs or uncaught backward passes behind the LOS are to be blown dead and ball returned to original LOS. In D1 play continues as regular football.
- D2 officiating—try to get kids lined up, if encroachment or FS, reset the play. Don't flag anything unless safety or egregious. This is a learning environment. Speak to coach what you saw, not child. Don't correct.

D2 Mini Pony Rules

- Ball starts on 40 yard line
- It is always first and goal
- 10 minute “quarters”, 2 minute intermission after first and second quarter. 5 minute halftime after 3rd “quarter.” Then 10 minutes 4th quarter, two minute intermission, 10 minute 5th quarter, 2 minute intermission, then 10 minute 6th quart then done. Intermissions and half time can be shortened. Their rules want them done in 75 minutes. Based on above, it will take 73 minutes. Once there is zero on clock and ball not snapped, don’t let the play go off.
- Home team supplies football. MP 1 and 2 use K2 ball
- No Tries

MVYFL Mini Pony-D1 Rules

- No kicking
- Ball starts on 40 yard line
- There are chains
- Regular MVYFL timing rules apply.
- There are stripers
- Punt—ball moves 20 yards from LOS.
- After ALL scores, including safety, the team scored upon will get the ball at their own 40 YL.
- Still need to be head up or 4 yards off the ball, no one in gaps, no blitzing. All coaches know this. They need to police since both teams will have two coaches on field.
- There will be tries, but no kicks
- No overtime.
- Running clock after 19 point differential

MVYFL Rule Exceptions—Red Stripers

- Max of 5 on field
- Must not line up over an eligible
- Must be in FBZ, 3 or 4 point stance. Can peel off—need not rush.
- Cannot cheat to the outside shoulder of the tackle—must be head up
- Cannot advance a fumble or interception. Ball is dead immediately after recovery.
- Cannot punt or kick off. Can kick a field goal but cannot advance fumbled snaps, pass the ball or run the ball. If he picks it up, blow it dead immediately
- Can be end of offensive line—not illegal formation—IS NOT ELIGIBLE
- On kickoffs must have 11 non stripers. Once a team is unable to field this requirement, ball goes to 35 remainder of game for everyone, regardless of whether a team regains a non striper afterwards.

MVYFL Exceptions Timing Rules

- We do not use the NFHS game clock rules for MVYFL
- Play clock follows NFHS rules
- No OT for D2 or MP level games
- D1 Pony=1 OT, D1 JV=2 OT, Varsity is unlimited
- Teams must substitute after 19 point lead. We only remind, not enforce.
- Running clock after 30 points all levels

Other MVYFL Exceptions

- Numbering
- Home team provides ball. One ball only unless there are weather issues or ball issues.
- Team colors may clash. Visitors need not wear white.
- Understand that most of the coaches don't know the rules. They are all volunteers and/or parents. Kids bust their butts at practices and school, parents pay a boatload of money and coaches, in addition to paying money, donate hundreds of hours of volunteer time. Treat each game as if this game is their super bowl.
- Questions?