



8 MAN RULES

REGISTRATION

In order to register a player to participate in the eight-man weighted league, a registration form must be submitted via mail, hand delivery, or online by the registration deadline listed on the area registration form. Players can be registered without being present, but are **REQUIRED** to attend certification. Players will be entered into our league database based upon initial registration, but are not officially a rostered player until they complete the certification process.

Parents will acknowledge child's weight when selecting a division. Players will be weighed in prior to every game.

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

Coaches, parent(s)/guardian(s), team representatives will assume all liability conducting practices prior to certification. League rosters are not official until each child completes the certification process.

Player registrations are accepted based on the league's registration deadlines. Registration deadlines can be found on your local area's registration form. Player switches are not permitted after the Thursday following Week 1 of the season.

CERTIFICATION

All players are REQUIRED to attend player certification to be officially listed on a team roster and be able to participate in practices and games. Players must certify at local NYS office or NYS event.

Items needed for certification:

- Original Proof Age: Birth certificate, military ID, passport, court issued adoption papers, or other official government issued document.
- Child must be present to have ID photo taken for player card.

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

Unless otherwise amended below, the current year’s NFHS (National Federation of State High School Association) Laws of the Game shall apply. NFHS Laws of the Game and other resources are available at www.nfhs.com.

All players must weigh in on game days prior to each game. Weigh-ins will be done as an entire team. Teams should weigh in 30 minutes prior to the scheduled game time. During that weigh in, all ID cards must be present for a player’s weight to be recorded. Players must weigh in with a minimum of shorts on. Once weighed in, all players should get fully dressed immediately so that the game can begin on time. Players that are not close to being over the divisional weight limits are encouraged to weigh in with cleats and football pants on so that games begin on time. Players will be given only one opportunity to step onto the scale and weigh in. There are no 2nd attempts. **Once a weight is recorded, that weight stands for that game.**

Max Weights – Players weighed in with no equipment

PIGSKIN DIVISION
 5 years-old — 81 lbs
 6 years-old — 81 lbs

PEEWEE DIVISION
 6 years-old — 89 lbs
 7 years-old — 89 lbs
 8 years-old — 74 lbs

1. The team representative is responsible for reporting to the site director with all members of his or her team to be weighed in. Players should be lined up in alphabetical order by their last name. All players must have a valid NYS ID Card present at weigh-ins. If a player fails to weigh in or does not produce a valid NYS ID Card, they will not be able to play. Players are only allowed one weigh-in. If a player misses the initial check-in prior to the end of the second quarter, the player may check-in at halftime. Any player showing up after the second quarter will be ineligible to play.
2. Each team may have one coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20 yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback begins his cadence, both coaches must be silent until the ball is snapped.
3. **The team listed first on the schedule is considered the visiting team and will call heads or tails. The home team will occupy the north or east sideline, or whichever side has a press-box. The winner of the coin toss will choose whether to receive or defer to the second half. The teams will switch direction at halftime and the team that kicked off to start the game will then receive the kickoff to begin the second half. The visiting team is responsible for obtaining volunteers to run the sideline chains and down marker for the entire game.**
4. Teams are allowed a maximum of seven coach ID cards. Coaches must wear NYS Coach card around neck on lanyard during all games. The visiting team will be allowed to have three parent volunteers on the sideline to run the first down chains and down indicator. All other individuals must stay behind the designated area. For fields without stands, all individuals without a valid coach ID card must be at least ten yards off of the sideline during the game. For facilities with stands, individuals without a valid coach ID card have to be in the stands and cannot be on the sidelines. Individuals found in violation of this rule will be subjected to a one game suspension and possibly longer depending on the severity of the problem. Ladders are prohibited at game site to protect the children, fans, and staff.
5. The playing field will be forty yards wide and eighty yards long.
6. The game will consist of four twelve minute quarters, with a five minute halftime. The game clock will continuously run until the final 2 minutes of each half. NFHS rules regarding the stopping of the clock will apply during the final 2 minutes of each half. Each team is allowed two, thirty second timeouts per half. The timeout cannot carry over to the second half. No overtime in the case of a tie.
7. An NYS approved uniform, helmet, pads and mouthpiece (**not clear or white**) are required to be worn in order to participate. Children may not tie any portion of their jersey for safety reasons. Children may not wear any face shield that has a tint, all face shields must be clear. Prescription transitional lens glasses will refer to local NFHS rules governing the topic. No jewelry, open toed shoes, or metal cleats may be worn.
8. ***The size of the football:***

The game ball must be a Pee Wee Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.

9. The methods of scoring and their value:

Touchdown	6 points
Extra Point	1 point (from the 5 yd line)
Extra Point	2 points (from the 10 yd line)
Safety	2 points

10. The game will be played eight on eight. Each team will therefore have a maximum of sixteen players allowed on their roster. No team may carry over the maximum allotment of children so that every child gets equal playing time. Every child must play at least half of every game.

11. The head coach has the authority to limit playing time of any player on their team who continually misses practices without a valid excuse, or as a disciplinary action on a player who caused problems during a prior practice or a particular game.

12. Two un-sportsmanlike conduct violations by any player, coach, or spectator will result in an immediate dismissal of the violator, and a fifteen-yard penalty. The referee and NYS site director has the authority to dismiss a violator after one unsportsmanlike conduct violation based on severity. The game will resume once the violator has left the premises. Anyone dismissed faces an automatic one game suspension for the next applicable game. Further penalties could result in greater suspensions, season bans, and even lifetime bans.

13. Substitution may occur between downs and any number of players may be substituted. Players must enter and exit the field promptly.

14. There are no fumbles in the Pigskin division; ball is dead on contact with the field. Interceptions are live and can be advanced. If the ball is stripped or recovered on a lateral, it is considered a fumble and is dead at the spot and the offense will retain possession. On-side kicks are not allowed. Should the kicking team recover the ball prior to the receiving team touching the ball, the receiving team will be awarded the ball at the spot in which it was first touched by the kicking team. If the ball is muffed by the receiving team, the ball will be considered dead at the spot of the muff.

15. The offense must have five players lined up on the line of scrimmage for every play. Three offensive linemen are ineligible receivers and must be in a three-point stance.

The defense must have a minimum of two and a maximum of four players in-between the tackles on the line of scrimmage for every play. These players must be in a three-point stance.

No individual player may be lined up directly over the center, the center cannot be hit directly from the front (in order to allow snap exchange and center time to raise head).

16. The offense is given thirty seconds from the spotting of the ball to the time they must snap the ball to begin the next play.

17. If anything other than a hand or foot of the ball carrier touches the ground the player is down, whether touched by a player or not.

18. Blocking below the waist is prohibited at all times on all areas of the field. This is to protect all players on the field at all times.
19. There is no placekicking or punts in the Pigskin division. To begin the game, the ball is placed on the forty yard line. The offense can move the ball down the field by acquiring first downs. In the event, the offense does not get a first down, it will be a turnover on downs and the defense will take over.
20. If a kickoff goes out of bounds:

First kick out of bounds: Re-kick 5 yards back from original kick-off spot, take ball at spot of where ball went out of bounds, or take ball 20 yards from the spot of the kick-off.

Second kick out of bounds: take ball at spot of where ball went out of bounds, or take ball 20 yards from the spot of the kick-off.
21. After a safety, the ball is placed at midfield.
22. If a team gets a lead larger than thirty-five points, the losing team will start with the ball at midfield (no kickoff).

EMT

Each team must have at least one volunteer staff that is first aid certified at all practices and team events.

All teams must have a first aid kit at all practices, games, and team functions.

If a major injury occurs during the game, the provided NYS EMT for the game and NYS staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final.

SUMMARY OF PENALTIES

Loss of five yards:

- Delay of game
- Encroachment
- False Start
- Illegal formation
- Illegal forward pass
- Illegal forward lateral
- Ineligible receiver down field
- Incidental face mask
- Intentional grounding
- Illegal substitution
- Illegal shift or motion

Loss of ten yards:

- Holding
- Illegal use of hands (hands to the face, block in the back)

Loss of fifteen yards:

- Un-sportsmanlike conduct (by a player, coach, or spectator)
- Intentional or accidental coach interference while on field
- Block below the waist
- Clipping, tripping, chop block
- Grasping an opponent's face mask
- Roughing the passer
- Slapping a blocker's head
- Illegal participation
- Sideline interference
- Illegal hit or block after a fair catch signal

Disqualification:

- Fighting whether it is a player or spectator
- Striking, kicking, or kneeling any player or spectator
- Intentional contact with a game official
- Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
- Any other act that is unruly, taunting, instigating, rough, and/or flagrant
- A spectator violating the parent line or cautioned parent area.

RULE CLARIFICATION

Punting:

- Punting is allowed on fourth down only.
- Teams must declare to the official their intent to punt the football.
- No fake punts or quick kicks.
- The punter may take the snap from the center but must punt the ball from a minimum of five yards behind the line of scrimmage.
- A punting play may continue that begins with a fumbled snap.
- If the football is punted into any player at the line of scrimmage it is ruled dead at the point of contact.
- In the Pee Wee and Midget Divisions, the ball is dead on any muffed reception or fumble during the return.
- The offense may not run downfield until the ball is punted.
- Defenders are not allowed to rush the punter.

EQUIPMENT REQUIREMENTS

Each player shall properly wear the mandatory equipment in order to participate in any tackle football game or contact practice.

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSEA standard.
3. A mouthpiece that is not clear or white.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that has a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

No player shall participate while wearing illegal equipment. This applies to any piece of equipment that in the opinion of the referee or the league coordinator is dangerous and inappropriate.

Electronic communication devices are prohibited in regards to players (player cameras, microphones, etc.) and coaches. Coaches may use communication devices with one another, as long as these instruments do not effect play or involve communication with players and are restricted to sideline use only.

NATIONAL YOUTH SPORTS

PLAYER'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Player's Code of Conduct:

I will remember that games are played for fun!

I will display good sportsmanship ahead of my own personal desire to win.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all game officials, coaches, players, and parents and never act in a manner that would be disrespectful toward them.

I will not use drugs, tobacco or alcohol at any National Youth Sports practice or game and will remind others on my team not to do so.

I will shake hands with the other team at the conclusion of all games.

I will shake hands with the officials at the conclusion of all games.

I understand that I will be suspended from the league for violation of this Player's Code of Conduct.

NATIONAL YOUTH SPORTS

PARENT'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Parent's Code of Conduct:

I will remember that youth sports are played for fun!

I will be a role model for my team demonstrating how to treat other players, parents, officials and coaches with respect at all times.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all referees, officials, or umpires and never act in a manner that would be disrespectful toward them.

I will be an encouragement to all players on all teams regardless of the score.

I will place my child's emotional and physical well being ahead of my own personal desire to win.

I will volunteer to help my child's team by coaching, officiating, planning team parties, team pictures, and team trophy orders, phone calls and/or other needs.

I will not use drugs, tobacco, or alcohol at any National Youth Sports practices or games and will remind other parents not to do so.

I will remember that the game is played for the youth and not for the adults.

I will encourage my child to shake hands with the other team at the conclusion of all games.

I will encourage my child to shake hands with the officials at the conclusion of all games.

I understand that myself, and possibly my child, will be suspended without warning from the league for any violation of this Parent's Code of Conduct.

DISCIPLINARY PROCEDURES AND PENALTIES

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-five yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.
2. Profanity and arguing with any game official, NYS staff, or opposing parent/coach is not allowed, ZERO TOLERANCE. This will be strictly enforced. Failure to comply will be handled as follows:
 - a. Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the league coordinator's discretion.
 - b. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game.
 - c. Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league.
3. In addition, any individual who is ejected from a game for any reason is subject to banishment from the league. NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.
4. NYS considers the code of conduct sheet enclosed in this packet as the first warning to all individuals participating in the league.
5. Any parents found engaging in verbal or physical violence with other parents, coaches, referees, or NYS staff will be suspended indefinitely from the league.
6. Any player, coach, or parent that is ejected from a game is automatically suspended for the next game played by their team. This suspension is mandatory and cannot be reduced or removed, though it can be lengthened at league discretion.



11 MAN UNWEIGHTED RULES

REGISTRATION

In order to register a player to participate in the eleven-man unweighted league, a registration form must be submitted via mail, hand delivery, or online by the registration deadline listed on the area registration form. Players can be registered without being present, but are **REQUIRED** to attend certification. Players will be entered into our league database based upon initial registration, but are not officially a rostered player until they complete the certification process.

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

Coaches, parent(s)/guardian(s), team representatives will assume all liability conducting practices prior to certification. League rosters are not official until each child completes the certification process.

Player registrations are accepted based on the league's registration deadlines. Registration deadlines can be found on your local area's registration form. Player switches are not permitted after the Thursday following Week 1 of the season.

CERTIFICATION

All players are REQUIRED to attend player certification to be officially listed on a team roster and be able to participate in practices and games. Players must certify at local NYS office or NYS event.

Items needed for certification:

- a. Original Proof Age: Birth certificate, military ID, passport, court issued adoption papers, or other official government issued document.
- b. Junior High Division ONLY: Original most recent report card, progress report or student ID listing child's name and grade.
- c. High School Division ONLY: Must also provide high school ID or government issued photo ID.
- d. Player to have Photo ID card taken

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

ROSTERS

1. Team rosters must be comprised of at least 14 players.
2. Players not listed on the roster or that are not registered with NYS cannot participate in any team practices. Coaches, parent(s)/guardian(s), team representatives assume all liability for allowing unregistered players participate in practices or scrimmages.

PRACTICES

1. NYS does not reserve fields for tackle football teams. Each team is responsible for obtaining a practice facility.
2. Please make sure to review the city policies in regards to practice facilities. Any teams that violate city or school policies may be removed from the league.
3. Upon request, NYS will provide coaches, school districts, and parks and recreation departments a copy of the league's liability insurance to obtain practice facilities. NYS will need an individual's name, fax number, and name of facility/city to cover as additionally insured.
4. There are no stipulations in regards to when teams may begin practice and the amount of days and times teams wish to practice.
5. A parent or guardian of each player on the team is strongly encouraged to be at each practice.
6. Teams must protect all children against heat related issues. All teams must provide enough water for all players and encourage each child to bring their own water bottle.

GAME DAY

1. All parents and team volunteers are expected to participate on game day.
2. NYS will set up all fields prior to the start of the first scheduled game and will clean up the facility at the end of the last scheduled game.
3. Coaches are expected to encourage their players and parents to pick up any debris left on the sideline after the game to assist NYS staff with cleanup.
4. Visiting teams must provide a volunteer to run the first down indicator and two individuals to run first down chains selected prior to the game.

PRE GAME CHECKS

1. All players must have a NYS photo ID card to be eligible to participate in any game. The player card will have the player's photo, certified birth date, league age, and name. Player cards cannot be duplicated and must be provided by National Youth Sports. NYS player cards are good for one calendar school year (July 31st – August 31st). A player is ineligible if he or she provides a player card that is expired.
2. Teams must be present at least a half hour prior to their scheduled game to check in and complete the pre-game certification. The NYS site director at the field will conduct player ID checks. Teams will lineup in alphabetical order with their player cards. Player ID cards will be matched up with names on the official roster. If a player misses the initial check-in prior to the end of the second quarter, the player may check-in at halftime. Any player showing up after the second quarter will be ineligible to play.
3. Players must check-in for a minimum of two games to be playoff eligible.

FAIR PLAY PHILOSOPHY

1. National Youth Sports strongly encourages coaches to focus on teaching players the fundamentals of football. Our goal is to make sure every player is getting a fair amount of playing time during every game. Although there is no mandatory play rule, we expect the coaches to make sure they're acting fairly and let every child have a chance to enter the game.

FORFEITURES, CANCELLATIONS, OVERTIME

1. Any forfeited game will result in a 42 – 0 score.
2. If a team does not have the correct number of players to participate (11 v. 11), the game will be played with less players on each side. The score will be recorded as 42 - 0, but will be played as a scoreless scrimmage to provide the children the ability to participate.
3. NYS has the authority to reschedule games as necessary. Individuals from teams cannot reschedule games without league approval.
4. Mercy Rule: Once a team has the lead by 42 points the game will immediately end.
5. In case of a tie each team will get one possession from the ten yard line to score. First possession will be determined by coin toss (visitor calls), chooses offense or defense. There are no fumbles or interceptions. If the defense gains possession, the offensive set of downs will not continue (per NFHS overtime rules). Teams may elect to go for 1 or 2 on the point after attempt (PAT) in the 1st two overtimes. This will repeat if no winner is decided after 1st possession (the score remaining tied). Above NFHS rules, after the 2nd overtime period, teams must go for 2 on the PAT. Overtime will continue until there is a winner.

Team Formation

1. Teams must be comprised of at least 14 players, a head coach, and a team coordinator/manager.
2. Since NYS offers programs across the state, players are not restricted by boundaries.
3. Any player taking the place of a player that is no longer playing, for any reason, must pay the individual player fee.
4. All NYS coaches and EMT representatives obtaining a NYS coach card, must be at least 18 years old.
5. All coaches will be subjected to a background examination conducted by NYS.
6. Teams are allowed a maximum of seven coach ID cards. Coaches must wear NYS Coach card around neck on lanyard during all games. The visiting team will be allowed to have three parent volunteers on the sideline to run the first down chains and down indicator. All other individuals must stay behind the designated area. For fields without stands, all individuals without a valid coach ID card must be at least ten yards off of the sideline during the game. For facilities with stands, individuals without a valid coach ID card have to be in the stands and cannot be on the sidelines. Individuals found in violation of this rule will be subjected to a one game suspension and possibly longer depending on the severity of the problem. Ladders are prohibited at game site to protect the children, fans, and staff.

EMT

1. Each team must have at least one volunteer staff that is first aid certified at all practices, games, and team events. NYS will issue the team's EMT a NYS EMT photo identification card. The individual must present a valid First aid/CPR certification card or certificate to obtain the NYS EMT Card. The elected volunteer medical personnel from the visiting team will serve as the interim medical personnel for the game. If the visiting team's volunteer is not present, then the home team will fulfill the position.
2. The elected volunteer medical personnel from the visiting team will serve as the interim medical personnel for the game. If the visiting team's volunteer is not present, then the home team will fulfill the position.
3. All teams must have a first aid kit at all practices, games, and team functions.
4. If a major injury occurs during the game, the provided NYS EMT and NYS staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final.

PLAYOFFS

1. Playoffs will be determined by seeding.
2. The team that finishes the regular season with the best record will have an easier path to the Championship because that team will face the lowest seed. The playoffs are single elimination.
3. There will be one single elimination playoff bracket. If 8 or less teams in a division, all teams will make the playoffs. In divisions higher than 8 teams, the top eight teams will qualify for a single elimination playoff.
4. Teams that do not qualify for the playoffs will not have any additional games/bowl games.
5. Regular season Tie-Breakers for seeding purposes (if W/L records are identical):
 - a. Head to Head
 - b. Least Amount of Points Allowed
 - c. Coin Toss

Unless otherwise noted in the National Youth Sports Rules, all games will follow rules established by the National Federation of High School Rules (NFHS).

GAME, FIELD, PLAYERS, AND EQUIPMENT

Section 1: The Field and Markings

- 1.1 The game field will be played on a field 120 yards long (100 yards of playing field with two ten yard end-zones) and 50 yards wide. Midfield will be set at 50 yards.
- 1.2 Each field will be marked with yard markers on the south or west sideline.
- 1.3 A soft, flexible pylon will mark all four inside corners of both end zones.

Section 2: Game Equipment

- 2.1 Football Size Requirements:
 - a. **FOR THE PEE WEE, MITE AND MIDGET DIVISIONS:** The game ball must be a Pee Wee Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.
 - b. **FOR THE SQUIRT AND MINOR DIVISIONS:** The game ball must be a Junior Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.
 - c. **FOR JUNIOR HIGH DIVISION:** The game ball must be a Youth Sized Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.
 - d. **FOR HIGH SCHOOL DIVISION:** The game ball must be an Official Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense
- 2.2 Each team will supply their own game football.
- 2.3 A kicking tee must be provided by each team to utilize during kickoffs.
- 2.4 The league will provide a down indicator and two first down markers attached to a ten yard chain. The visiting team is responsible in providing volunteers to run the down indicator and first down chains during the game.
- 2.5 The game officials will operate the game clock on the field unless otherwise noted.

Unless otherwise noted in the National Youth Sports Rules, all games will follow rules established by the National Federation of High School Rules (NFHS).

GAME, FIELD, PLAYERS, AND EQUIPMENT

Section 3: Player Equipment

- 3.1 Each participating player must wear the following pieces of equipment, which cannot be altered.
- A NOCSAE standard helmet and facemask. The helmet must be properly secured with a four snap chin strap.
 - A seven piece pant pad set consisting of hip pads, thigh pads, knee pads, and a tailbone protector.
 - Football pants that cover all pant pads.
 - Enclosed shoes comprised of rubber cleats or regular tennis shoes.
 - Shoulder pads that are fully covered by the player's jersey.
 - A mouthpiece that is not clear or white.
 - Any player that wears a visor must make sure the equipment is clear and does not tint at any point. NFHS rules govern transitional lensed glasses.
 - No jewelry.
- 3.2 The head coach is responsible for checking with a game official that all players are properly equipped.
- 3.3 If a player is missing equipment or participating with illegal equipment, the player must make the proper correction before participating any further in the game.
- 3.4 An unsportsmanlike conduct penalty of 15 yards will be enforced for player's wearing improper equipment during a play.

Section 4: Coaches Field Rules

- 4.1 Electronic communication devices are prohibited in regards to players (player cameras, microphones, etc.) and coaches. Coaches may use communication devices with one another, as long as these instruments do not effect play or involve communication with players and are restricted to sideline use only.
- 4.2 **FOR THE PEE WEE, MITE AND MIDGET DIVISIONS ONLY:** Each team may have one coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20 yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback begins his cadence, both coaches must be silent until the ball is snapped.

Section 5: Blocking

- 5.1 Blocking below the waist is prohibited at all times on all areas of the field. This is to protect all players on the field at all times.

LENGTH OF GAME, SUBSTITUTIONS, AND MISCELLANEOUS RULES

Section 1: Length of Quarters

- 1.1 **PEE WEE, MITE AND MIDGET DIVISIONS:** The game shall consist of four fifteen minute quarters. The game clock will continuously run until the final 2 minutes of each half. NFHS rules regarding the stopping of the clock will apply during the final 2 minutes of each half.
- 1.2 **SQUIRT, MINOR, JUNIOR HIGH, and HIGH SCHOOL DIVISIONS:** The game shall consist of four ten minute quarters. NFHS rules regarding the stopping of the clock will apply throughout the game.
- 1.3 There will be a one minute intermission between the first and second quarter, as well as, the third and fourth quarter.

Section 2: Halftime

- 2.1 There will be a 5 - 10 minute halftime between the second and third quarters. NYS Staff & Referees may shorten the length of halftime based on the day's game schedule.

Section 3: Starting a Half

- 3.1 Each half of the game will be started by a kickoff. The Game Officials, in the presence of both teams' field captains, will toss a coin to determine possession at the start of the game. The visiting team will call "heads" or "tails." The winning team must select to kick, receive, or defer.
- 3.2 No team may have more than four captains and only one player shall be designated as the team spokesperson.

Section 4: Substitutions

- 4.1 Players can be substituted only on a dead ball.
- 4.2 Substituted players must leave the field at the sideline in which his or her team occupies.

Section 5: Kickoffs and Punts

- 5.1 Kickoffs to start the first or third quarter and after a touchdown will take place from the forty yard line.
- 5.2 Free kicks after a safety will take place from the twenty yard line.
- 5.3 Rushing the punter is legal in the Minor, Junior High/Middle School, and High School divisions. Teams in the Pee Wee and Midget divisions cannot rush the punter and everyone must be set until the ball is kicked.
- 5.4 Onside kicks are allowed in all divisions.

LENGTH OF GAME, SUBSTITUTIONS, AND MISCELLANEOUS RULES

Section 6: Timeouts

6.1 Each team will receive two thirty second timeouts per half. Timeouts do not carry over.

Section 7: Pre-Game

7.1 The home team will occupy the north or east sideline, or the sideline with a press-box, whichever applies.

7.2 The visiting team is responsible for obtaining volunteers to run the sideline chains and down marker for the entirety of the game.

Section 8: Extra Points/Field Goals

8.1 **FOR SQUIRT, MINOR, JUNIOR HIGH, and HIGH SCHOOL DIVISIONS ONLY:** Kicking of Field Goals and Extra Points are allowed. Teams are allowed to rush and block per NFHS rules. NFHS rules apply to PAT's. Teams can elect to kick the PAT for 2 points. If a PAT is faked, the offensive team can still convert the PAT with a score worth 1 point. Field goals are worth 3 points.

8.2 **FOR PEE WEE, MITE AND MIDGET DIVISIONS ONLY:** NO kicking of Field Goals or Extra Points. A team will receive one extra point from scoring from the five yard line. A team will receive two extra points from scoring from the ten yard line.

Section 9: Play Clock

9.1 The offense is given thirty seconds from the spotting of the ball to the time they must snap the ball to begin the next play.

Section 10: Interceptions and Fumbles

10.1 Interceptions and fumbles are live in all divisions.

10.2 If anything other than a hand or foot of the ball carrier touches the ground the player is down, whether touched by a player or not.

Section 11: Line-up Formations

11.1 The offense must have at least seven players lined up on the line of scrimmage for every play. Five offensive linemen are ineligible receivers. The defense does not have a minimum number of players required to be on the line of scrimmage.

LENGTH OF GAME, SUBSTITUTIONS, AND MISCELLANEOUS RULES

Section 12: Disciplinary Issues

- 12.1 Any issues with a coach, parent, staff, contractor, or league policy must be made to the league coordinator in writing.
- 12.2 All participants, parents, guardians, and coaches are required to abide by the league's code of ethics contained in this packet. Any violation of the codes of conduct may result in suspension or removal from the league.
- 12.3 The league coordinators will review all written issues and determine resolution.
- 12.4 The league will have final judgment in all rulings. NYS has the authority to suspend or permanently remove any individual to uphold the mission and focus of NYS.

AUTOMATIC DISQUALIFICATIONS:

1. Fighting whether it is a player or spectator
2. Striking, kicking, or kneeling any player or spectator
3. Intentional contact with a game official
4. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one un-sportsmanlike conduct depending on severity of action).
5. Any other act that is unruly, rough, and/or flagrant
6. A spectator violating the parent line or cautioned parent area.

NATIONAL YOUTH SPORTS

PLAYER'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Player's Code of Conduct:

I will remember that games are played for fun!

I will display good sportsmanship ahead of my own personal desire to win.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all game officials, coaches, players, and parents and never act in a manner that would be disrespectful toward them.

I will not use drugs, tobacco or alcohol at any National Youth Sports practice or game and will remind others on my team not to do so.

I will shake hands with the other team at the conclusion of all games.

I will shake hands with the officials at the conclusion of all games.

I understand that I will be suspended from the league for violation of this Player's Code of Conduct.

NATIONAL YOUTH SPORTS

PARENT'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Parent's Code of Conduct:

I will remember that youth sports are played for fun!

I will be a role model for my team demonstrating how to treat other players, parents, officials and coaches with respect at all times.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all referees, officials, or umpires and never act in a manner that would be disrespectful toward them.

I will be an encouragement to all players on all teams regardless of the score.

I will place my child's emotional and physical well being ahead of my own personal desire to win.

I will volunteer to help my child's team by coaching, officiating, planning team parties, team pictures, and team trophy orders, phone calls and/or other needs.

I will not use drugs, tobacco, or alcohol at any National Youth Sports practices or games and will remind other parents not to do so.

I will remember that the game is played for the youth and not for the adults.

I will encourage my child to shake hands with the other team at the conclusion of all games.

I will encourage my child to shake hands with the officials at the conclusion of all games.

I understand that myself, and possibly my child, will be suspended without warning from the league for any violation of this Parent's Code of Conduct.

DISCIPLINARY PROCEDURES AND PENALTIES

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-five yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.
2. Profanity and arguing with any game official, NYS staff, or opposing parent/coach is not allowed, ZERO TOLERANCE. This will be strictly enforced. Failure to comply will be handled as follows:
3. Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the league coordinator's discretion.
4. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game.
5. Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league.
6. In addition, any individual who is ejected from a game for any reason is subject to banishment from the league. NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.
7. NYS considers the code of conduct sheet enclosed in this packet as the first warning to all individuals participating in the league.
8. Any parents found engaging in verbal or physical violence with other parents, coaches, referees, or NYS staff will be suspended indefinitely from the league.
9. Any player, coach, or parent that is ejected from a game is automatically suspended for the next game played by their team. This suspension is mandatory and cannot be reduced or removed, though it can be lengthened at league discretion.



11 MAN WEIGHTED RULES

REGISTRATION

In order to register a player to participate in the eleven-man weighted league, a registration form must be submitted via mail, hand delivery, or online by the registration deadline listed on the area registration form. Players can be registered without being present, but are **REQUIRED** to attend certification. Players will be entered into our league database based upon initial registration, but are not officially a rostered player until they complete the certification process.

Parents will acknowledge child's weight when selecting a division. Players will be weighed in prior to every game.

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

Coaches, parent(s)/guardian(s), team representatives will assume all liability conducting practices prior to certification. League rosters are not official until each child completes the certification process.

Player registrations are accepted based on the league's registration deadlines. Registration deadlines can be found on your local area's registration form. Player switches are not permitted after the Thursday following Week 1 of the season.

CERTIFICATION

All players are **REQUIRED** to attend player certification to be officially listed on a team roster and be able to participate in practices and games. Players must certify at local NYS office **OR** NYS event.

Items needed for certification:

- a. Original Proof Age: Birth certificate, military ID, passport, certified court issued adoption papers, or other certified official government issued document.
- b. Child must be present to have ID photo taken for player card.

Players are allowed to play up one calendar age (i.e., an eight year old can play as a nine year old), as long as they fit into the allotted weight categories for the division.

ROSTERS

1. Team rosters must be comprised of 14 – 30 players.
2. Players not listed on the roster or that are not registered with NYS cannot participate in any team practices. Coaches, parent(s)/guardian(s), team representatives assume all liability for allowing unregistered players participate in practices or scrimmages.

PRACTICES

1. NYS does not reserve fields for tackle football teams. Each team is responsible for obtaining a practice facility.
2. Please make sure to review the city policies in regards to practice facilities. Any teams that violate city or school policies may be removed from the league.
3. Upon request, NYS will provide coaches, school districts, and parks and recreation departments a copy of the league's liability insurance to obtain practice facilities. NYS will need an individual's name, fax number, and name of facility/city to cover as additionally insured.
4. There are no stipulations in regards to when teams may begin practice and the amount of days and times teams wish to practice.
5. A parent or guardian of each player on the team is strongly encouraged to be at each practice.
6. Teams must protect all children against heat related issues. All teams must provide enough water for all players and encourage each child to bring their own water bottle.

GAME DAY

1. All parents and team volunteers are expected to participate on game day.
2. NYS will set up all fields prior to the start of the first scheduled game and will clean up the facility at the end of the last scheduled game.
3. Coaches are expected to encourage their players and parents to pick up any debris left on the sideline after the game to assist NYS staff with cleanup.
4. Visiting teams must provide a volunteer to run the first down indicator and two individuals to run first down chains selected prior to the game.

PRE GAME CHECKS

1. All players must have a NYS photo ID card to be eligible to participate in any game. The player card will have the player's photo, certified birth date, league age, and name. Player cards cannot be duplicated and must be provided by National Youth Sports. NYS player cards are good for one calendar school year (July 31st – August 31st). A player is ineligible if he or she provides a player card that is expired.
2. All players must weigh in on game days prior to each game. Weigh-ins will be done as an entire team. Teams should weigh in 30 minutes prior to the scheduled game time. During that weigh in, all ID cards must be present for a player's weight to be recorded. Players must weigh in with a minimum of shorts on. Once weighed in, all players should get fully dressed immediately so that the game can begin on time. Players that are not close to being over the divisional weight limits are encouraged to weigh in with cleats and football pants on so that games begin on time. Players will be given only one opportunity to step onto the scale and weigh in. There are no 2nd attempts. Once a weight is recorded, that weight stands for that game.
3. Players must check-in for a minimum of two games to be playoff eligible.

Max Weights

Players weighed in with no equipment. Player is ineligible if weighing in 1 lb. over the listed weight below (for ages that list a max weight below)

JR PEEWEE DIVISION

7 years-old — Unlimited

8 years-old — 105 lbs

9 years-old — 85 lbs

BANTAM DIVISION

8 years-old — Unlimited

9 years-old — 115 lbs

10 years-old — 95 lbs

Continued...

Max Weights

Players weighed in with no equipment. Player is ineligible if weighing in 1 lb. over the listed weight below (for ages that list a max weight below)

MINI MITE DIVISION

5 years-old — Unlimited

6 years-old — 90 lbs

7 years-old — 85 lbs

CADET DIVISION

9 years-old — Unlimited

10 years-old — 125 lbs

11 years-old — 105 lbs

JR MINOR DIVISION

10 years-old — Unlimited

11 years-old — 145 lbs

12 years-old — 125 lbs

JR MAJOR DIVISION

11 years-old — Unlimited

12 years-old — 165 lbs

13 years-old — 145 lbs

PLAYING TIME

1. National Youth Sports strongly encourages coaches to focus on teaching players the fundamentals of football. Our goal is to make sure every player is getting a fair amount of playing time during every game. Although there is no mandatory play rule, we expect the coaches to make sure they're acting fairly and let every child have a chance to enter the game.

FORFEITURES, CANCELLATIONS, OVERTIME

1. Any forfeited game will result in a 42 – 0 score.
2. If a team does not have the correct number of players to participate (11 v. 11), the game will be played with less players on each side. The score will be recorded as 42 - 0, but will be played as a scoreless scrimmage to provide the children the ability to participate.
3. NYS has the authority to reschedule games as necessary. Individuals from teams cannot reschedule games without league approval.
4. Mercy Rule: Once a team has the lead by 42 points the game will end.

5. In case of a tie each team will get one possession from the ten yard line to score. First possession will be determined by coin toss (visitor calls), chooses offense or defense. There are no fumbles or interceptions. If the defense gains possession, the offensive set of downs will not continue (per NFHS overtime rules). Teams may elect to go for 1 or 2 on the point after attempt (PAT) in the 1st two overtimes. This will repeat if no winner is decided after 1st possession (the score remaining tied). Above NFHS rules, after the 2nd overtime period, teams must go for 2 on the PAT. Overtime will continue until there is a winner.

TEAM FORMATION

1. Teams must be comprised of at least 14 players, a head coach, and a team coordinator/manager.
2. Since NYS offers programs across the state, players are not restricted by boundaries.
3. Any player taking the place of a player that is no longer playing, for any reason, must pay the individual player fee.
4. All NYS coaches and EMT representatives obtaining a NYS coach card, must be at least 18 years old.
5. All coaches will be subjected to a background examination conducted by NYS.
6. Each team will be allowed seven individuals on the sideline. These individuals must have a current NYS coach ID card. **Individuals without proper NYS identification will not be allowed on the sidelines or in the coaching area.**

EMT

1. Each team must have at least one volunteer staff that is first aid certified at all practices and team events.
2. All teams must have a first aid kit at all practices, games, and team functions.
3. If a major injury occurs during the game, the provided NYS EMT and NYS staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final.

PLAYOFFS

1. Playoffs will be determined by seeding.
2. The team that finishes the regular season with the best record will have an easier path to the Championship because that team will face the lowest seed. The playoffs are single elimination.
3. There will be one single elimination playoff bracket. If 8 or less teams in a division, all teams will make the playoffs. In divisions higher than 8 teams, 8 teams will qualify for a single elimination playoff.
4. Teams that do not qualify for the playoffs will not have any additional games/bowl games.
5. Regular season Tie-Breakers for seeding purposes (if W/L records are identical):
 - a. Head to Head
 - b. Least Amount of Points Allowed
 - c. Coin Toss

Unless otherwise noted in the National Youth Sports Rules, all games will follow rules established by the National Federation of High School Rules (NFHS).

GAME, FIELD, PLAYERS, AND EQUIPMENT

Section 1: The Field and Markings

- 1.1 The game field will be played on a field 120 yards long (100 yards of playing field with two ten yard end-zones) and 50 yards wide. Midfield will be set at 50 yards.
- 1.2 Each field will be marked with yard markers on the south or west sideline.
- 1.3 A soft, flexible pylon will mark all four inside corners of both end zones.

Section 2: Game Equipment

- 2.1 Football Size Requirements:
 - a. **FOR THE MINI MITE, JR. PEE WEE and BANTAM DIVISIONS:** The game ball must be a Pee Wee Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.
 - b. **FOR CADET and JR. MINOR DIVISION:** The game ball must be a Junior Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.
 - c. **FOR JR. MAJOR DIVISION:** The game ball must be a Youth Sized Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense
- 2.2 Each team will supply their own game football.
- 2.3 A kicking tee must be provided by each team to utilize during kickoffs.
- 2.4 The league will provide a down indicator and two first down markers attached to a ten yard chain. The visiting team is responsible in providing volunteers to run the down indicator and first down chains during the game.
- 2.5 The game officials will operate the game clock on the field unless otherwise noted.

Unless otherwise noted in the National Youth Sports Rules, all games will follow rules established by the National Federation of High School Rules (NFHS).

GAME, FIELD, PLAYERS, AND EQUIPMENT

Section 3: Player Equipment

- 3.1 Each participating player must wear the following pieces of equipment, which cannot be altered.
 - a. A NOCSAE standard helmet and facemask. The helmet must be properly secured with a four snap chin strap.
 - b. A seven piece pant pad set consisting of hip pads, thigh pads, knee pads, and a tailbone protector.
 - c. Football pants that cover all pant pads.
 - d. Enclosed shoes comprised of rubber cleats or regular tennis shoes.
 - e. Shoulder pads that are fully covered by the player's jersey.
 - f. A mouthpiece that is not clear or white.
 - g. Any player that wears a visor must make sure the equipment is clear and does not tint at any point. NFHS rules govern transitional lensed glasses.
 - h. No jewelry.
- 3.2 The head coach is responsible for checking with a game official that all players are properly equipped.
- 3.3 If a player is missing equipment or participating with illegal equipment, the player must make the proper correction before participating any further in the game.
- 3.4 An unsportsmanlike conduct penalty of 15 yards will be enforced for player's wearing improper equipment during a play.

Section 4: Coaches Field Rules

- 4.1 Electronic communication devices are prohibited in regards to players (player cameras, microphones, etc.) and coaches. Coaches may use communication devices with one another, as long as these instruments do not effect play or involve communication with players and are restricted to sideline use only.
- 4.2 FOR THE MINI MITE, JR. PEE WEE and BANTAM DIVISIONS ONLY: Each team may have one coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20 yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback begins his cadence, both coaches must be silent until the ball is snapped.

Section 5: Blocking

- 5.1 Blocking below the waist is prohibited at all times on all areas of the field. This is to protect all players on the field at all times.

LENGTH OF GAME, SUBSTITUTIONS, AND MISCELLANEOUS RULES

Section 1: Length of Quarters

- 1.1 The game shall consist of four fifteen minute quarters.
- 1.2 The game clock will start at the time of the initial kickoff during the first quarter.
- 1.3 The game clock will continuously run until the final 2 minutes of each half. NFHS rules regarding the stopping of the clock will apply during the final 2 minutes of each half.
- 1.4 **For Jr. Major Division ONLY: The game shall consist of four ten minute quarters. NFHS rules regarding the stopping of the clock will apply throughout the game.**
- 1.5 There will be a one minute intermission between the first and second quarter, as well as, the third and fourth quarter.

Section 2: Halftime

- 2.1 There will be a 5 - 10 minute halftime between the second and third quarters. NYS Staff & Referees may shorten the length of halftime based on the day's game schedule.

Section 3: Starting a Half

- 3.1 3.3 Each half of the game will be started by a kickoff. The Game Officials, in the presence of both teams' field captains, will toss a coin to determine possession at the start of the game. The visiting team will call "heads" or "tails." The winning team must select to kick, receive, or defer.
- 3.2 No team may have more than four captains and only one player shall be designated as the team spokesperson.

Section 4: Substitutions

- 4.1 Players can be substituted only on a dead ball.
- 4.2 Substituted players must leave the field at the sideline in which his or her team occupies.

Section 5: Kickoffs and Punts

- 5.1 Kickoffs to start the first or third quarter and after a touchdown will take place from the forty yard line.
- 5.2 Free kicks after a safety will take place from the twenty yard line.
- 5.3 Rushing the punter is legal in the Cadet, JR. Minor, and JR. Major Divisions. Teams in the Mini Mite, Jr. Pee Wee and Bantam divisions cannot rush the punter and everyone must be set until the ball is kicked.
- 5.4 Onside kicks are allowed in all divisions.

LENGTH OF GAME, SUBSTITUTIONS, AND MISCELLANEOUS RULES

Section 6: Timeouts

6.1 Each team will receive two thirty second timeouts per half. Timeouts do not carry over.

Section 7: Pre-Game

7.1 The home team will occupy the north or east sideline, or the sideline with a press-box, whichever applies.

7.2 The visiting team is responsible for obtaining volunteers to run the sideline chains and down marker for the entirety of the game.

Section 8: Extra Points/Field Goals

8.1 NO kicking of Field Goals or Extra Points. A team will receive one extra point from scoring from the five yard line. A team will receive two extra points from scoring from the ten yard line.

8.2 **FOR JR. MAJOR DIVISION ONLY:** Kicking of Field Goals and Extra Points are allowed. Teams are allowed to rush and block per NFHS rules. NFHS rules apply to PAT's. Teams can elect to kick the PAT for 2 points. If a PAT is faked, the offensive team can still convert the PAT with a score worth 1 point. Field goals are worth 3 points.

Section 9: Play Clock

9.1 The offense is given thirty seconds from the spotting of the ball to the time they must snap the ball to begin the next play.

Section 10: Interceptions and Fumbles

10.1 Interceptions and fumbles are live in all divisions.

10.2 If anything other than a hand or foot of the ball carrier touches the ground the player is down, whether touched by a player or not.

Section 11: Line-up Formations

11.1 The offense must have at least seven players lined up on the line of scrimmage for every play. Five offensive linemen are ineligible receivers. The defense does not have a minimum number of players required to be on the line of scrimmage.

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- 12.1 Any issues with a coach, parent, staff, contractor, or league policy must be made to the league coordinator in writing.
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- Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
- Any other act that is unruly, rough, and/or flagrant
- A spectator violating the parent line or cautioned parent area.

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I will show respect to all game officials, coaches, players, and parents and never act in a manner that would be disrespectful toward them.

I will not use drugs, tobacco or alcohol at any National Youth Sports practice or game and will remind others on my team not to do so.

I will shake hands with the other team at the conclusion of all games.

I will shake hands with the officials at the conclusion of all games.

I understand that I will be suspended from the league for violation of this Player's Code of Conduct.

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I will remember that youth sports are played for fun!

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I will place my child's emotional and physical well being ahead of my own personal desire to win.

I will volunteer to help my child's team by coaching, officiating, planning team parties, team pictures, and team trophy orders, phone calls and/or other needs.

I will not use drugs, tobacco, or alcohol at any National Youth Sports practices or games and will remind other parents not to do so.

I will remember that the game is played for the youth and not for the adults.

I will encourage my child to shake hands with the other team at the conclusion of all games.

I will encourage my child to shake hands with the officials at the conclusion of all games.

I understand that myself, and possibly my child, will be suspended without warning from the league for any violation of this Parent's Code of Conduct.

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1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-five yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.
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 - b. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game.
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