



1 Harry S Truman Pkwy, Annapolis, MD 21401
www.aacounty.org/recparks • 410-222-7865 • Fax: 410-222-4120

A.A. COUNTY YOUTH FOOTBALL WHITE SHEET RULES REVISED JULY 2019

I. POLICY

It shall be the policy that the rules of play of this league shall be the National Federation of State High Schools, unless amended or modified herein, and are governed by the Anne Arundel County Department of Recreation and Parks' Guidelines and Reference Manual.

Zero Tolerance Procedure

PURPOSE: To implement and provide a procedure that allows for a safe environment for player participation, Coach Instruction, Fan support and officials.

The following procedure is designed to be implemented and used to deter unsportsmanlike behavior displayed at youth sporting events.

In cases where unsportsmanlike behavior is being displayed the referee/official (s) have authority to:

- Stop the game and give a warning to the offending sideline (s).
 - The next display of unsportsmanlike behavior by the offending sideline(s) will result in termination of the game.
- In the event a game is cancelled by the officials due to unsportsmanlike behavior, the final outcome of the contest will be determined by the Recreation & Parks Department.

Hitting During Practice Policy

Beginning with the 2016 season, all AAYFA teams will be limited in the number of times during the week that they may have "hitting practices" that involve hitting and/or tackling another player.

Hitting is defined as a practice where players are dressed in padded football pants, shoulder pads and helmets and participate in drills that require impact or collision with another player.

During the period before school starts, when teams may practice five (5) times a week, the maximum number of hitting practices will be three (3). Once teams are limited to practicing three (3) times a week, the maximum number of hitting practices will be two (2).

Scrimmages where players are dressed in padded football pants, shoulder pads and helmets, will count against the allotted number of hitting practices for a given week. Once the maximum number of hitting practices for a given week has been exhausted, coaches may mandate a "helmets only" practice. "Helmets Only" practices are those practices where players do not wear padded football pants nor shoulder pads.

Organizations will be responsible for making sure that all of their coaches/teams adhere to this policy. Any coach discovered violating this policy will be suspended from all Anne Arundel County sponsored sports and activities for minimum of one (1) year.

II. LEAGUE CLASSIFICATIONS

The leagues will be comprised of the following classifications. No changes to the age or weight qualifications can be made for the current football season. Revisions, if any, must be made one year prior to the year it is to go into effect.

- 7U, 8U, 9U, 10U, 11U, 12U and 14U.
- Individual levels will be broken down into three Conferences: American, National and Central.
 - Both the American conference and National conference will be comprised of select teams from each organization. The Central conference will be comprised of “recreational” teams from each organization.
- At each level, every organization is required to field a select team first, before fielding a recreational team.

A. 7 & Under League Instructional

Ages 6-7: - Players must be 6 years old by **December 31, 2019** to be eligible to play. Any player turning 8 years old before **December 31, 2019** is not eligible to play in this **division**. **No player will be granted more than 2 seasons to compete in this league, regardless of age or weight.**

- **Maximum Weight: 80.9 lbs., T2T- 90.9 lbs. to start the season.**
- Players will be allowed to gain 5lbs during the course of the season, and will receive an additional 5lbs during playoffs.
- Every player will play (1/2) one-half of every game.

B. 8 & Under League

Ages 8 and under - Players must be 6 years old by **September 1, 2019** to be eligible to play. Any player turning 9 years old **before September 1, 2019** is not eligible to play in this **division**.

- **Maximum Weight: 90.9 lbs., T2T- 100.9 lbs. to start the season.**
- Players will be allowed to gain 5lbs during the course of the season, and will receive an additional 5lbs during playoffs.
- Every player will play a minimum of 10 plays per game for American and National Conferences.
- 13 Play minimum per game for Central Conference.

C. 9 & Under League

Ages 9 and under: Players must turn 7 years old by **September 1, 2019** to be eligible to play. Any player turning 10 years old **before September 1, 2019** is not eligible to play in this **division**.

- **Maximum Weight: 100.9 lbs., T2T- 110.9 lbs. to start the season**
- Players will be allowed to gain 5lbs during the course of the season, and will receive an additional 5lbs during playoffs.
- Every player will play a minimum of 10 plays per game for American and National Conferences. 13 Play minimum per game for Central Conference

D. 10 & Under League

Ages 10 and under: Players must turn 8 years old by **September 1, 2019** to be eligible to play. Any player turning 11 years old **before September 1, 2019**, is not eligible to play in this **division**.

- **Maximum Weight: 110.9 lbs., T2T- 120.9 lbs to start the season.**
- Players will be allowed to gain 5lbs during the course of the season, and will receive an additional 5lbs during playoffs
- Every player will play a minimum of 10 plays per game for American and National Conferences. 13 Play minimum per game for Central Conference.
- **This rule ONLY applies to the 9 year old player failing to make the 9U weight limit maximum of 110.9 pounds. That player shall be moved to the 10U league and shall be designated as a T2T player. There is no weight limit for a 9 year old playing in the 10U league.**

E. 11U League

Ages 11 and under: Players must turn 9 years old by **September 1, 2019** to be eligible to play. Any player turning 12 years old **before September 1, 2019** is not eligible to play in this **division**.

- No weight restriction for 11U League. Every player will play a minimum of 5 plays per game.

F. 12U League

Ages 12 and under: Players must turn 10 years old by **September 1, 2019** to be eligible to play. Any player turning 13 years old **before September 1, 2019** is not eligible to play in this **division**.

- No weight restriction for 12U League. Every player will play a minimum of 5 plays per game.

G. 14U League

Ages **12-13**: Players must turn **12 years** old by **September 1, 2019** to be eligible to play. **11 year old players will NOT be allowed to play in the 14U division**. Any player turning 14 years old, but not yet in high school, is eligible to play in this **division**.

There may be no 9th graders in 14U football regardless of age. Any player turning 15 before December 31, 2019 is ineligible to play in this league.

- No weight restriction for **14U** League. Every player will play a minimum of 5 plays per game.

H. Home School Exceptions -

Children that are Home Schooled and wish to play must meet the age/weight requirements listed above for each weight class.

III. PLAYING RULES

Games will not start until both Game Monitors, w/Yellow Vests, are in place on each sideline.

A. Special Rules for 7U – 9U leagues.

1. **Major penalties will be ten (10) yards, except unsportsmanlike conduct on any coach, is 15 yards.**
2. 7U - Two coaches are allowed on the field during the game to assist in getting the teams aligned. This rule applies during the entire season and through playoffs. The on-field coaches can only talk during the time when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.
3. The coach on the field will be at least ten (10) yards behind the deepest player while play is in progress.
4. 7U – For the 7U level, upon the offense’s declaration of the desire to punt the ball, the ball is placed 20 yards forward and a change of possession occurs. An exception to this rule occurs inside the defense’s 30 yard line – a declared punt inside the 30 yard line results only in a change of possession at the current line of scrimmage.
5. 7U Extra Point – The offense has the option of trying a free kick (with no rush by defense) for two points. The offense must declare to the referee before trying a free kick. The ball must be snapped from center (between the legs), handled cleanly, placed successfully on the tee, and kicked through the uprights for the try to be successful. (If the holder does not cleanly catch the snap and drops or loses the ball the play will be blown dead, and ruled and unsuccessful attempt). During the attempt the defense may not attempt to distract the snapper, holder, or kicker. The Defense is not allowed to attempt to block the kick in any way. (Attempts to block the kick will result in an Unsportsmanlike Penalty on the Defense). This rule will be in affect for the entire regular season, but not the Playoffs. During the playoffs all regular rules for extra points apply. (See section F below)
6. 8U - One coach is allowed on the field for the first four weeks of the season. This rule applies during the entire season and through playoffs. The on-field coaches can only talk during the time when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.
7. The coach on the field will be at least ten (10) yard behind the deepest player while play is in progress.
8. 8U Extra Point – Same as the 7U rule above, but it will only be in effect for the first four weeks of the season. After week 4 the regular extra point rules apply. (See section F below)
9. For the 8U level, there will be no rush for a declared punt. No players may cross the line of scrimmage (from either team) until the ball is kicked.

10. 8U & 9U – Declared Punts – Fourth down & outside of (Opponents) defense’s 30-yard line. Defense cannot rush the punter or make contact with offensive line. Offense cannot cross line of scrimmage until ball is punted. 2Both teams must have a minimum of 7 players on the line. Punting team must inform the referee of intention prior to the play, who in turn informs the opposing team. If the ball is snapped over the punter’s head, the ball must be punted from the recovery spot. (The spirit of this is to execute the snap-punt-catch.)

B. Tackle-to-Tackle Designation. *This rule only applies to the following weight classes..7U, 8U, 9U, 10U (4 Weight Classes)*

1. OFFENSE:

- Players shall play the following positions: **Center, Guard, Tackle**
- **T2T players shall not play TE, WR or any position in the backfield.** A T2T player may not go in motion. ***T2T players are NOT eligible receivers.***
- **Players may be uncovered on the ends of the line and unbalanced lines are permitted.** The max number of T2T players on offense is 5.
- Players may not advance the ball at any time. If a T2T player takes possession of a fumble or other turnover the play is blown dead at the spot of recovery.

2. DEFENSE:

- Players shall play the following positions: **Nose Guard, Defensive Tackle, Defensive End.**
- **NG's and DT's shall be required to play in a 3 or 4 point stance within 1 yard of the line of scrimmage. No Upright stance.**
- DE's are required to play within 1 yard of the last player on the offensive line. DE's may play upright or hand down.
- DE's may move laterally; however, they may not drop into pass coverage.
- T2T shall not play the following positions: **CB, LB, and S**
- **The max number of T2T players on defense is 5.**
- T2T players shall not advance the ball on a turnover. If a player takes possession the play shall be blown dead at the spot of the recovery.

3. SPECIAL TEAMS

- T2T players may be Kickers or Punters
- Receiving Team: T2T players shall play on the front line; they may drop back and provide run support. T2T players may not advance the ball. If a T2T player recovers the ball the play is blown dead at the spot of the recovery.
 - The max number of players is 5.

- Kicking Team: T2T players may play the front line. T2T players may recover the ball but shall not advance it. A recovered ball by a T2T shall result in the play being blown dead at the spot of the possession.
 - The max number of players is 5.

4. WEIGHT

- A player has **until the third and final weigh** in to try to make the "running back weight." If the player fails to make the running back weight by the final weigh in they will be designated as a tackle to tackle player for the duration of the season regardless of weight loss. Players who are designated as tackle to tackle players will be noted on the roster by name and number.

5. PENALTY

- **First violation shall carry a 5 yard penalty**
- **Second violation shall carry a 10 yard penalty**
- **Third and each additional violation shall carry a 15 yard penalty**

- C. One coach will be allowed on field with captain during coin toss.
- D. No **mandatory organized** practices or drills may begin prior to **July 29, 2019**. Practices with pads cannot begin prior to **August 5, 2019**.
- E. Once the public school year begins (**September 5, 2019**), no team may practice more than three times per week, Monday- Sunday and the three practices may not total more than six hours.
- F. The High School Federation's mandatory numbering system rule and the rule concerning NOCSE certification with respect to gloves worn during youth football games have been waived.
- G. Two (2) points will be awarded for a successful kick on an extra point and one (1) point will be awarded for a successful run or pass.
- H. Quarters will be 10 minutes of controlled time. The game clock will be governed by Federation rules with the following exception: the clock will stop on change of possession. The referee will start the clock when the down marker is set and the ready for play whistle is blown. This follows the pre-1996 Federation timing rules.
- I. If a team is winning by 35 or more points at the end of the third quarter or any time thereafter, the fourth quarter will be played with a running clock (this includes time-outs), even if the score difference becomes less than 35 points. This applies to regular season only. This rule has become necessary in order to add a degree of scoring control in games that are between teams that are not matched in talent, experience, size, etc. It is highly encouraged, and shall be required, that winning coaches take all necessary steps available to control the high level of scoring in unmatched games.
- J. All ties will be played as per High School Federation overtime procedure, but limited to (2) two overtime tries during regular season.

K. For any rules not specifically covered the high School Federation Rules will apply.

L. Safety & Integrity Rule (National & Central Conferences ONLY)

- This rule applies to all National & Central Conference divisions.
 - 24 Point Rule in National Conference
 - 18 Point Rule in Central Conference
1. At the pre-game meeting, the starting backfield names (4 players; Quarterback, 2-RBs & Flanker) will be circled on the Official Game Roster and given to the opposing coach.
 2. Once a 24 point (National) / 18 point (Central) advantage occurs (this includes all scoring; offensive, defensive and special teams):
 - a. On the next offensive possession, the team ahead by 24/18 points must make a backfield change. The official will call a special time out (maximum 3 minutes) to allow the coaches of the winning team on the field for player changes to be made in an orderly fashion.
 - b. The starting backfield (4 circled players) AND any other player(s) who scored a touchdown, will be ineligible to advance the ball, except on an interception or fumble recovery.
 - c. Failure to comply with the proper changes will result in an automatic 15-yard penalty with the Head Coach receiving a warning. If a second violation occurs, the Head Coach will be ejected and another 15-yard penalty will be assessed.
 3. Anytime the 24 point or 18 Point Safety & Integrity Rule is in effect, the losing team will be awarded the ball at mid-field each time the winning team scores. There will be no kick-off.
 4. This rule would be waived for the playoffs.

IV. FIELDS

- A. Playing fields must be at least 100 yards from goal line to goal line and 53 yards from sideline to sideline. Sidelines, goal lines, end zone lines, inbounds lines, and yard lines every ten (10) yards must be marked clearly. (Check NHSF)
- B. Securing a home field for games is a responsibility of the organization sponsoring the team. If possible, the Department will assist a team in locating a field, but at the present time, the Department cannot guarantee a field for any team. It is also the responsibility of the home team to see that fields are properly marked and that conditions are playable.
- C. In order to allow the coaches and officials to properly perform their duties, it is the responsibility of the home team to provide a barrier, preferably rope, along each sideline to keep spectators away from the playing area. The barrier should be at least 15 to 20 feet

from each sideline and should run around the entire playing field. The penalty for the first offense will be a written warning. A second offense will result in a penalty.

- D. The Recreation & Parks Department may cancel games due to weather or field conditions prior to the scheduled starting time. The home team may also cancel games prior to the scheduled starting time, due to weather or field conditions. Once the game begins, only the officials may cancel games due to inclement weather. Game officials and the officials of each team must be continually aware of the safety of the participants and the condition of the field. Lightning, high water conditions, high winds, etc. must be considered before a game is started or continued. Any game not played because the game officials decide that playing conditions are unsafe, may be rescheduled. County wide cancellations can be found on the Department web page at: <http://www.aacounty.org/RecParks/cancellation.cfm>
- E. If a regularly scheduled game is cancelled it may be rescheduled as soon as possible, and if the home team is unable to host the game it shall be moved to a neutral field. Canceled games may be rescheduled for weeknights.

V. REGISTRATION AND ELIGIBILITY OF PLAYERS

- A. Individuals from neighboring jurisdictions may play on teams in County-sponsored leagues, however, 75% of the team members must be Anne Arundel County residents. Out-of-County teams may participate in Anne Arundel County leagues with approval of the Department's Recreation Administrator and payment of a \$105 Out-of-County fee per team in addition to the regular league fee.
- B. ***ALL* registration paperwork must be digitally submitted to the Department.** All players must be registered on an official contract to participate. League players must also submit a photocopy of their Birth Certificate to their organization. The Department will maintain a file on all contracts and releases according to leagues and teams.
- C. A contract shall be invalid unless the player, the coach, and a parent or guardian has signed it. Failure to comply with this may result in forfeiture of games. Any Coach with a player on his/her roster that does not have a valid release for that child will be subject to disciplinary actions, including but not limited to suspension, probation and forfeiture of games.
- D. Players will be eligible to participate in football only after their youth player contract and a copy of their Birth Certificate have been received by Recreation and Parks. These documents must be submitted digitally.
- E. **All players and parents must read and complete the A.A. County Recreation & Parks Concussion Awareness form. This form is to be kept on file with the players' organization.**
- F. No players may be added to the roster after the final roster has been submitted to the Recreation & Parks Department.
- G. High school varsity, junior varsity and freshmen players who participate with their school football team during the current scholastic year are not eligible to sign a Department contract while playing. This includes players from public, private and parochial schools. This restriction is lifted if subject player is cut or quits and is no longer associated with that

team and his contract is registered with the Department of Recreation & Parks prior to the cut-off date. A letter of release from the player's school coach or the Anne Arundel County Player Release Form must be presented prior to the player being registered. The County cannot force any player or team outside of the County league to sign a player release form, but the effort must be made to obtain the release.

- H. Team coaches are responsible for the registration of players, releasing of players and all eligibility requirements of their team.
- I. Birth certificates or verification from the Board of Education are acceptable evidence for proof of age.
- J. An ineligible player and the coach who signed him are liable for suspension and disciplinary action.
- K. When a case of ineligibility is brought to the attention of the referee, any player or coach who refuses to sign their signatures or cooperate with the official when requested to do so is liable for suspension.
- L. No child may play football in the County league if they are not attending school, public or private, or home schooled.

VI. ROSTER LIMIT

- A. Teams must have a minimum of 15 players and will be allowed to carry 30 players under contract; therefore, not more than 30 players may be in uniform for a league game.
- B. It is the responsibility of the coach to see that a valid contract, and release when needed, has been completed and submitted for each player on the roster.
- C. **No team will be allowed to accept more than three released players unless those players meet the Release exceptions below.**

VII. RELEASES

If a participant in a County-sponsored youth league wants to change organizations by sport from the previous season, a Youth Player Release Form must be completed and submitted to Department of Recreation and Parks' Youth Sports Office. The Youth Player Release Form must be attached to the Youth Player Contract. The Youth Player Contract is not valid without this release. Forms can be downloaded from the Department of Recreation and Parks' website.

- Player releases must be approved prior to registering, participating and/or practicing with the new organization;
- Each team is allowed three (3) releases for rosters of 11 or more players.
- Player movement between organizations due to a change of residence DOES NOT count against a team's number of allowed releases;

- Player movement between organizations due to the former organization not fielding a team DOES NOT count against a team's number of allowed releases. Players may return to the original organization the next season without penalty;
- If a player moves to an organization closest to their residence, this DOES NOT count against a team's number of allowed releases;
- The Department of Recreation and Parks will approve/disapprove exceptions to the number of releases allowed per team.

VIII. OFFICIAL GAMES

- A. All games shall be played as originally scheduled. Only the Department of Recreation & Parks will make any changes to the schedule. No games will be scheduled to start before 12:00 p.m. or after 7:00 pm on Sundays.
- B. There must be at least two officials present for 7U and 8U games, three officials present for 9U, 10U, 11U, 12U and 14U games. No games may be played with less than the amount of officials noted above. If any team refuses to play any game when the minimum number of officials is present, they will forfeit the game. **Any team that forfeits a game will be fined \$60.00 dollars *per official*. This fine must be paid to the Department of Recreation & Parks, in full, *before* their next scheduled game.**
- C. Official games are any game that completes three (3) quarters of play. Any game that does not meet this requirement is not considered an official game and the make-up must be started from the beginning with a score of 0 to 0.
- D. Make-up games may be scheduled on open weekend dates and/or weekdays. If a game is scheduled on a weekday evening it *shall not* be counted as one of your allowed three (3) practice days.

IX. LEAGUE STRUCTURE - TBD

X. STANDINGS & PLAY-OFFS

- A. Standings will be determined by awarding two points for each win and one point for a tie.
- B. The playoffs for the American Conference will be made up of the top eight teams in the American Conference. The National Conference playoffs will be made up of the top eight teams from the National Conference. The Central Conference playoffs will be made up of the top eight teams in the Central Conference. The second round playoffs will be reseeded with the highest remaining seed playing the lowest remaining seed. Then the two remaining seeds will play each other. The above playoff situations are based on divisions of ten teams. The Recreation Supervisor has the authority to adjust the playoffs structure for divisions of more (or less) than 10 teams.

- a. In the event of a tie for any placement, head-to-head competition will be the tiebreaker. **In leagues where all teams do not play every team during league play, tie breakers will be best record among common opponents and then coin toss.**
 - b. If the teams are still tied for first, second or third place (playoff seeding/positions), a coin toss will be done for seeding purposes.
- C. Home team for County championship will be the highest seeded playoff team.

XI. COACHES RESPONSIBILITIES

- A. Coaches are responsible for the registration of players, and all other eligibility requirements of their teams.
- B. A coach who signs an ineligible player is liable for suspension and other disciplinary action.
- C. If a home Commissioner calls off a game at least two (2) hours prior to game time because of weather conditions, he must notify the opposing Commissioner of his league.
- D. The coach is responsible for the conduct of any person connected with his team at all times. This includes conduct towards the officials. The coach is responsible for the behavior of his players and all team attendants. He is also responsible insofar as can be reasonably expected to control his spectators. Abuse to an official or an opposing player by a fan with no attempt by the management of the team to eliminate it will be dealt with by the Department of Recreation and Parks.
- E. If a coach feels that a problem spectator(s) is not a supporter he should request the official to remove the spectator from the vicinity. If the problem persists, the referee will require the home team management to call the police.
- F. All head coaches must report the final score of their football game to his organizational representative. Organizational representatives must contact their division representative. Each conference representative shall contact the President of the A.A. Co. Youth Football organization and the Sports Supervisor for the County to report all scores. This must be completed by 10am on Mondays.
- G. The home team is responsible for contrasting jerseys. The home team coach shall call the visiting coach to ensure that both teams do not show up in the same color jersey. Once notified of the home team's jersey color, ***if*** the visiting team has an alternate contrasting jersey, they **must** wear that alternate jersey. If the visiting team **does not** have an alternate contrasting jersey, then it will be the responsibility of the home team to change.
- H. Head coach must make sure that all assistant coaches are certified, have a current background check with Anne Arundel County Recreation and Parks, and have an ID present with the proper color displayed at all times during a game. Failure to have proper ID will result in coaches being removed from the playing field.
- I. Each Head coach is responsible for signing and adhering to the Anne Arundel Recreation and Parks Department's Head Coaches Pledge.

XII. PLAYING EQUIPMENT

- A. All protective equipment must be of high caliber for safety reasons. At any time an official of the Association or the Department may disapprove equipment and declare it unsafe for contact. As a result, the team can be barred from competition until the situation is corrected.

- B. Mandatory Equipment:
 - 1. Helmet (NOCSAE approved) with face guard
 - 2. Mouth piece
 - 3. Shoulder pads
 - 4. Football jersey
 - 5. Protective hip and spinal pads
 - 6. Thigh pads
 - 7. Knee pads
 - 8. Regulation football pants
 - 9. Socks
 - 10. Cleats or other approved football shoe

All other descriptions not covered above must meet High School Federation requirements.

- C. Balls -- one ball is to be used during the game. This ball is to be new or in new condition and supplied by the home team. If the home team ball for some reason is in bad condition and the visiting team has a ball in better condition, the official may use this ball. (Leather Balls and Composite balls).
 - 7U Wilson K2, Nike 2000K, Baden 500JR
 - 8U Wilson K2, Nike 2000K, Baden 500JR
 - 9U Wilson K2, Nike 2000K, Baden 500JR
 - 10U Wilson K2, Nike 2000K, Baden 500JR
 - 11U TDJ, 2000J, 500J
 - 12U. TDJ, 2000J, 500J
 - 14U TDY, 2000Y, 500Y

III. ALCOHOL POLICY

- A. Organization Policy (“ZERO” TOLERANCE)

It is the responsibility of each organization to police their coaches, fans, parents and players to assure that there is no consumption of alcohol during County sponsored games. Consumption of alcohol at games cannot and will not be tolerated. While such behavior sets a poor example for our youth, it is also against the law to consume alcoholic beverages on properties operated by the County Department of Recreation and Parks or the Board of Education.

- 1. Anyone consuming alcohol at a County sponsored game will be suspended from participation for a minimum of one (1) year.

- 2. An Organization Representative must be on duty at all times working the crowd confirming that no alcohol consumption is occurring at the facility.

3. Each year Organizations must send a letter to parents notifying them of these policies.

B. County Youth Football Policy

If a County Youth Football organization fails to comply with the above procedures the following step or steps can be taken:

1. Written warning to Organization
2. Elimination of night games
3. Elimination of home games
4. Elimination from County leagues

XIV. DISCIPLINARY ACTION FOR UNSPORTSMANLIKE CONDUCT

- A. An ejected player will receive a minimum of an automatic one game suspension, to be served during the next scheduled game, and probation for remainder of season. This punitive action may not be appealed.
- B. An ejected coach/adult must leave the immediate playing area and may not participate in the game in any manner. Any coach/adult ejected from a game will be given an automatic two game suspension, to be served during the next scheduled games, and probation for the remainder of the season. This punitive action may not be appealed.

XV. REFEREES

- A. The Sports Supervisor who is responsible for liaison with the Official's Associations shall insure that agreements are negotiated which will enable all games to be properly officiated.
- B. At the discretion of the above Sports Supervisor, additional officials may be requested to cover playoff or championship games.
- C. Referees are to insure that all games start as scheduled. Any team not at the playing site within 15 minutes after the scheduled starting time shall forfeit the contest.
- D. An ejected player must turn his jersey inside out or take it off. Officials shall inform the opposing team of the name and number of the ejected player.
- E. A "volunteer" official will never be allowed to officiate a game in which the assigned officials do not show up.
- F. The Department will not pay for officials for exhibition or non-league games.

XVI. WEIGH-IN AND GAME-DAY CHECK-IN PROCEDURES

- A. Each Organization will be assigned a time and place for weigh-ins.

- B. Organizations will be checked/weighed starting with unlimited teams and then the weighted teams. Lightest weights, in order, moving toward the heaviest weights.
- C. Each Coach will be required to have a **completed roster** and an I.D. information sheet for every player in alphabetical order.
- D. In addition to the players, only the Head Coach, Commissioner, and/or representatives from each team will be allowed in the weigh-in area.
- E. Teams must be in the weigh-in area 15 minutes prior to the scheduled start of the weigh-in. **Representatives of the Anne Arundel County Department of Recreation & Parks** will conduct the weigh-ins. AAYFA Board members will assist with this process.
- F. Teams will lineup in a straight line, in order, and the coach will present his team to an AAYFA official.
- G. Each player will step on the scale wearing shorts, T-shirt and footwear.
- H. If the scale exceeds the maximum allowance for the class during the weigh-in, the player will be ineligible to participate in that weight class and will be assigned to the proper age/weight class by the AAYFA officials on the site.
- I. Once the player has been weighed in and approved, he will proceed to the photography area to have his/her I.D. picture taken.
- J. A digital scale must be used. The Recreation & Parks Department Sports Supervisor and/or AAYFA officials will check the scale for accuracy, prior to weigh-in.
- K. If a player is observed at the weigh-in site running any laps, attempting to sweat down by other means, or attempting to weigh-in without proper equipment, will be declared ineligible to participate in the weigh-in. If multiple players are found guilty of this offense then action will be brought against the Head Coach and/or the Commissioner/Organization. A complaint on this may be noted to the AAYFA officials and should be filed as soon as possible.
- L. There will be **three** weigh-ins per player, if necessary. Each child will be given an opportunity to weigh-in at all three weigh-ins.
- M. **If a player is overweight at a weigh-in, the organization has 48 hours to discuss with the parent and:**
 - a. **Make a determination as to whether the player is going to remain with that organization, or**
 - b. **To immediately move to the next weight class with that organization, or**
 - c. **To continue to weigh in at the original weight class with that organization.**
 - d. **IF the player does not make weight, the organization may NOT cut that player and MUST move to the higher weight class.**
- N. **Any child who weighs-in at or does not make weight until the third weigh-in must sit out the first two games of the season.**
- O. Playoff Weigh-In Procedures (Only if a player(s) is disputed).

1. All rules above are followed
2. Players will be given an additional 5 lbs. (Playoff weight is 10 pounds over original start of season weight. Players are given 5lbs for the season and 5lbs for the playoffs)

P. Game Check-In Procedures

1. Both teams will report to their sidelines 15 minutes before scheduled game time.
2. Before the start of the game, both teams will lineup on opposite 40-yard line in roster order. Players will be dressed in full playing equipment with the exception of helmets. No helmets will be worn during ID checks.
3. Coaches will exchange team ID cards and rosters.
4. Opposing coaches will check the roster and ID cards of players. The opposing head coach and referee will monitor the process.
5. If a player is not present he is ineligible to play in the first half of the game. **If a player arrives before halftime, he may play in the second half, provided that the player checks in with both the referee and the opposing coach at halftime. This rule applies to 70 lb teams ONLY.**
6. A questionable player will be brought to the referee's attention.
 - a. The player will be required to sign the roster and be allowed to play in the game.
 - b. At this time, a formal protest of the game has been filed; the protesting team then must contact the Recreation & Parks Department to set-up a hearing.
 - c. A fee of \$100, and the protested game roster, with signature, will be required to be brought to the hearing. The protested player must attend the hearing, along with a parent/guardian and the head coach of the team. The player's I.D. card must be brought to the hearing.
 - d. If the protest procedure is not followed, disciplinary action will be brought against the head coach of the team and commissioner of the organization. If the protest is upheld then the fee will be refunded, the protesting team will be awarded the victory of the protested game, the player will be suspended for the rest of the year, and disciplinary action will be brought against the team and/or coach.
 - e. A team can protest a player's weight, if he's thought to be at least 10 lbs overweight. The player will be required to weigh-in at the Recreation & Parks Department at 7:00pm on the Monday following the game. A maximum of two protests per season per team is allowed.
7. Teams will be required to have both rosters and ID cards or the game will be forfeited.
8. Both coaches will sign the rosters