



CLEVELAND MUNY FOOTBALL LEAGUE

2018 RULES & REGULATIONS

Revised 5/ 30 / 2018

17325 Euclid Ave., Suite 2138
Cleveland, OH 44112
(216) 322-6689 League Director
(216) 200-9839 Asst. League Director
www.cmfleague.org



**HEADS UP
FOOTBALL**



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CMFL MISSION STATEMENT

The purpose of the Cleveland Muny Football League is to regulate, supervise and administer athletic competition in football and cheerleading among its member teams. To provide character building and leadership skills for youth who participate in Muny Football and other activities.

CMFL GOALS

1. To provide a safe and wholesome environment for all participants.
2. To teach leadership skills for all youth.
3. HAVE FUN!

WEBSITE

www.cmfleague.org

The Cleveland Muny Football League has its own website which will provide the program information. We encourage all supporters and participants to use the website. It will have the following information:

Home Page	About us	Events	Meetings
Playoff Games	Termite Division	Midget Division	Peewee Division
Bantam Division	Sites & Directions	Coaches	Game Rules
NFL Flag	All-Star	Organizations	
FAQ – Frequently asked questions			

If you have any questions or comments about our organization

or the information provided within the site, please contact us at: info@cmfleague.org

If you have any questions or comments about the functionality of our web site,

Please contact our webmaster at: info@cmfleague.org

Administration

The league is under the guidance of a League Director, (1) Assistant League Director (Compliance) (1) Asst. League Director (Field Operations) and a Cheerleader Coordinator. The league is governed by a Board of Directors, which consists of volunteers from the community with an interest in children and football. Assignors for officials, security and field staffing will provide the necessary personnel. A webmaster will update and provide all information on the league's website www.cmfleague.org.

2018 Administrative Officers

League President	Joe Reccord
League Assistant President	John Goode
League Director	Jason Dunn
Assistant League Director	Tim Wells
Cheerleader Coordinator	Stephanie Dunn
Secretary of the Board	Margarita Rodriguez

2018 Cleveland Munny Football Program

The Cleveland Munny Football League program offers opportunities for boys and girls in four divisions. Listed below are the divisions. The cheerleaders have the same age groups.

TERMITE DIVISION

Ages: 6-7, cannot turn 8 before August 1, 2018

Weight Limit: Unlimited

A coach from each team is on the field at all times during the games to assist the children in learning the game.

MIDGET DIVISION

Ages: 8-9, cannot turn 10 before August 1, 2018

Weight Limit: Unlimited

A coach from each team is on the field at all times during the games to assist the children in learning the game.

PEEWEE DIVISION

Ages: 10-11, cannot turn 12 before August 1, 2018

Weight Limit: Unlimited

BANTAM DIVISION

Ages: 12-14, cannot turn 15 before October 17, 2018 **(NO HIGH SCHOOL FRESHMAN)**

Weight Limit: Unlimited

HOW TO ENTER TEAM:

Each team being sponsored in the CMFL Football League shall submit the official CMFL Football League entry application completely filled out and signed by the Head Coach or Coordinator on or before the entry deadline, February of the upcoming season.

APPLICATION FOR MEMBERSHIP—SEASON 2017

APPLICANT INFORMATION #1

Proposed Name of Organization:

Name:		Position:	
Date of birth:	SSN:	Phone:	
Current address:			
City:	State:	ZIP Code:	
Current employer:		Employer address:	
How Long?	Phone:		
HAVE YOU EVER BEEN CONVICTED OF OR PLED GUILTY TO A CRIME OTHER THAN MINOR TRAFFIC VIOLATIONS? <input type="checkbox"/> Y <input type="checkbox"/> N – If yes describe _____			

APPLICANT INFORMATION #2

Name:		Position:	
Date of birth:	SSN	Phone:	
Current address:			
City:	State:	ZIP Code:	
Current employer:		Employer address:	
How Long?	Phone:		
HAVE YOU EVER BEEN CONVICTED OF OR PLED GUILTY TO A CRIME OTHER THAN MINOR TRAFFIC VIOLATIONS? <input type="checkbox"/> Y <input type="checkbox"/> N – If yes describe _____			

HAS YOUR ORGANIZATION PARTICIPATED IN ANY OTHER FOOTBALL LEAGUE? YES NO

If yes, name League and number of years _____

Football: Proposed divisions		
<input type="checkbox"/> Termite (6-8)	<input type="checkbox"/> Junior Varsity (9-11)	<input type="checkbox"/> Varsity (12-14)
Will you offer any additional sports/programs? <input type="checkbox"/> Basketball <input type="checkbox"/> Baseball <input type="checkbox"/> Track <input type="checkbox"/> Dance <input type="checkbox"/> Tutoring <input type="checkbox"/> Other _____		

CHEERLEADING

Will you offer cheerleading? <input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> Maybe Later		
<input type="checkbox"/> Termite (6-8)	<input type="checkbox"/> Junior Varsity (9-11)	<input type="checkbox"/> Varsity (12-14)

REFERENCES

Name	Address	Phone

SIGNATURES

I hereby certify that the facts set forth in this membership application are true and correct to the best of my knowledge. I understand that if I falsify statements on this membership application, I may not be considered for league entry. I hereby authorize the Cleveland Muny Football League or its representatives to conduct an investigation into my background history to verify the above information. I also further understand that I will abide by all rules, policies, and by-laws of the League and that my actions can be held accountable to any and all of the aforementioned and that I can be suspended, put on probation, or removed from operating a program in the Cleveland Muny Football League by the Board of Directors per their rules and by-laws.

After inspection of the team's equipment the League shall have the right to accept or reject your entry request.

Signature of applicant:	Date:
Signature of applicant:	Date:

The Weight Limits are:

WEIGHT LIMITS:

Termite:	Unlimited Weight for the entire season
Midget:	Unlimited Weight for the entire season
Peewee:	Unlimited Weight for the entire season
Bantam:	Unlimited Weight for the entire season

ROSTER LIMITS:

Termite:	35 Players Maximum
Midget:	35 Players Maximum
Peewee:	35 Players Maximum
Bantam:	35 Players Maximum

CHEERLEADER ROSTER LIMITS:

Termite:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum
Junior Varsity:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum
Varsity:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum

2018 WEIGH-IN PROCEDURE – ALL DIVISIONS

The weigh-in procedures for the upcoming 2018 season apply to all divisions and are as follows:

1. ONE (1) WEIGH-IN SUCCESSFULLY COMPLETED UNDER THE DIVISIONAL WEIGHT REQUIREMENT. WEIGH-IN DURING WEEKS 1-4 ONLY.

- Every player will weigh-in for the 1st game and attempt to make weight through week four.
- Once a player make the required weight for his/her division they are good through the playoffs.

2. PLAYOFF ELIGIBILITY

- Players must play in at least three (3) games to be eligible for the playoffs.

3. VERIFICATION OF HELMETS DURING WEIGH-IN

- Each player will hold his helmet in one hand and the contract in the other hand. The legality of the helmet will be identified by a league issued sticker (APPROVED – Jason Dunn – 2018).
- The legal helmet will be identified by a brown sticker (2017 Jason Dunn - Brown) or orange sticker (2018 Jason Dunn) which is to be included inside the helmet by the inner ear location. All helmets must have this sticker for it to be considered a legal helmet. It is the coach's responsibility to make sure all of his players have this sticker in the legal helmet. Player's will be disqualified if they do not have a green or orange league issued sticker in their helmet.
- Coaches will be instructed to verify helmets during the week to ensure all helmets are legal before arriving games. If a player has an illegal helmet that player cannot participate in the game.
- The coach may not take a legal helmet from a player who was certified to play.

Organization Responsibilities

- Organization coordinators shall ensure that all information given to them from Cleveland Muny Football League is shared with all their respective coaches.
- Each organization shall keep detailed records of coaches training dates and needs.
- Each organization shall be responsible for ensuring that all participants have physicals prior to the beginning of the season.
- Organizations shall hold a parents meeting prior to the start of the season. During the meeting the following items shall be covered:

Weight requirements

Contracts

League responsibilities and organization responsibilities

Insurance

Game days/dates

Practice days and times

Player safety training

Playoffs, championship, showcase and the admission fees

If possible provide these in writing for later review and referral.

Parent Code of Conduct and supporting all children is required.

- Assist the coaches in keeping their code of ethics.

Suggestions for developing a successful organization

To aid in the creation of a stable league, we have developed the following guidelines to assist member organizations:

GENERAL ORGANIZATION

Develop a Board with elected officers

Establish by-laws or a constitution

Establish a checking account

Establish a viable coaches meeting cadence

Keep written minutes of all meetings and make sure that minutes are given to all in attendance

Teams shall hold parents meetings during the first three weeks of the season, to introduce the staff.

Letters shall also be sent to each of the parents detailing the Cleveland Muny Football League and what League sanctions.

FUNDRAISERS

Start early!

Plan your event on paper from start to finish (don't forget a clean up committee).

Establish a committee and chairperson for the committee.

Develop an annual calendar.

Be specific with assignments; spell out the exact duties of each position

Make sure that deadlines and meetings for follow-up are set and all persons are notified.

Include all costs that may be incurred during the event. (EVERYTHING THAT'S POSSIBLE)

COACHES RESPONSIBILITIES

A coach assumes an enormous amount of responsibility once he/she agrees to sign the contract card of his players. The Head Coach and his Assistant Coaches shall be good examples for the youth and conduct themselves in a professional manner at all times, on and off the field. All coaches shall read the guidelines listed below and abide by them to the best of your ability.

- ‡ Coaches eligibility requirements include completing and passing a background check, USA Football training and certification, complete CDC Heads ups Concussion online course and league administered training.
- ‡ The head coach is responsible to make sure all of his / her participants meet all eligibility guidelines. Failure to meet those eligibility guidelines will result in disciplinary action for the head coach, ineligible participant and the team/ squad.
- ‡ One coach from every level should also successfully complete the training program offered by Cleveland Muny Football League. Obtain a valid first aid/ CPR card and keep it current. A copy of certification must be on file in organization office
- ‡ All coaches shall wear the approved CMFL badge at practices, games, and any other CMFL sanctioned event. There shall be a \$10.00 replacement fee for lost badges.
- ‡ Coaches shall be responsible for the conduct and control of football players and cheerleaders and followers.
- ‡ Check valuables of team. Check locker rooms at and keep unauthorized visitors out at all times. Coaches shall remove all equipment and valuables from locker room after weigh-ins.
- ‡ All participants shall be properly supervised at all times
- ‡ Shall make sure that all participants have the proper equipment: mouth pieces, helmet, chin straps, briefs, etc.
- ‡ Teams should arrive at least 60 minutes before game time.
- ‡ Shall make sure that a first aid kit and water is available at all times.
- ‡ Shall have contracts cards available at weigh-ins and during games.
- ‡ All coaches shall sign in on a game roster sheet provided by the League.
- ‡ Good Sportsmanship - you shall set a good example for the youngsters at all times.
- ‡ No coaches shall go beyond the twenty (20) yard line.
- ‡ Coaches and staff members of the CMFL League are prohibited from smoking, drinking, and use of profanity or any illegal substance in the locker rooms, football field, and in the presence of football teams and cheer squads during the progression of scheduled leagues games and practices.
- ‡ Pursuant to the code of ethics for youth coaches who engage in the use of or distribution of illegal substance shall be suspended from participating in the CMFL Football Program. There is no course of redress on this issue.
- ‡ Organizations shall be responsible for CMFL football players and cheerleaders physicals. A copy of the completed physical must be on file in the League office.
- ‡ Coaches must be present in team gear on game day. No durags, no sagging pants, no face paint, no excessive jewelry & no hats to the back.

COORDINATORS & HEAD COACHES COMMUNICATION PLAN

LEAGUE WEBSITE: www.cmfleague.org

The Cleveland Muny Football League has its own website which will provide the program information. We encourage all supporters and participants to use the website. It will have the following information: **Updated league information for the current season is available by last week of August.**

Home Page	About us	Events	Termite Division
Playoff Games	Midget Division	Peewee Division	Bantam Division
	Sites & Directions	Coaches	Game Rules
	NFL Flag	Playoffs	Staff
	Coaches Corner	Schedule	Organizations
	Field Locations	Cheerleading	Contact Us

FAQ – Frequently asked questions

Game Scores are posted on the website by 10 p.m. on Game Days.

Weeknight games are posted the next day by 4 p.m.

League information will be placed on the website every Wednesday after 2 p.m.

The website shall notify managers of any important messages, any changes in scheduled games or activities, playoffs and any other information.

The office staff shall not call coaches or mail any information to them.

It is the HEAD COACHES responsibility to check the website regularly.

A tab has been placed on our website as recent news to make it easier for everyone.

LEAGUE OFFICIALS

- Joe Reccord, League President. (216) 355-5667
- Jason Dunn, League Director. (216) 322-6689
- John Goode, Asst. League President (216) 214-7233
- Tim Wells, Asst. League Director. (216) 200-9839
- Stephanie Dunn, Cheerleader Coordinator. (216) 926-4457
- Jason Dunn, Webmaster (216) 322-6689

BACKGROUND CHECK POLICY

Any prospective coach or volunteer of any member team who is found to have committed any of the following or whose submitted criminal background check, as required by the rules and regulations of CMFL Association, discloses any of the following criminal convictions shall be barred from participation in any CMFL sanctioned event:

1. Any felony criminal conviction for assault, domestic violence, child abuse, molestation, rape, sexual assault, any sex crime, child endangerment, and/or any other criminal felony conviction in which a person was physically injured, harmed, and/or intimidated,
2. Any criminal conviction involving the trafficking or sale of any drug, narcotic or other illegal substance,
3. Any criminal felony conviction of possession of any drug, narcotic, or other illegal substance,
4. Any other criminal conviction, action, or behavior in which the Board of Directors of CMFL, in its absolute and sole discretion, determines shall preclude a person from participating as a coach or volunteer of a member team at any event sanctioned by the CMFL.

The administration shall contact the perspective coach.

All information shall be kept strictly confidential.

Regulations

PURPOSE & OBJECTIVE:

The purpose of these rules and regulations is to establish basic standards for competition. The objective is to offer all participants an opportunity to compete in a league that stresses enjoyment and fair play.

PRE-SEASON REQUIREMENTS BEFORE BE PLACED ON THE SCHEDULE – Deadline August 1

1. All fees have been paid by August 1.
2. Coaches information has been submitted to League Office by August 1. (All Coaches)
 - a. Full Name (First and Last)
 - b. Address (include City and Zip Code)
 - c. Telephone Numbers (include Cell, Home, etc with area codes)
 - d. E-mail address
3. Must have approval of league administration to enter a team.
4. Teams are required (2) sets of jerseys (different colors) to be in the league.

SCHEDULE AGREEMENT

Once the CMFL schedule has been approved and accepted, teams shall comply with dates, days, and times.

Any major changes in the schedule, due to teams dropping out or forfeitures, or field availability shall be placed on the the website.

Cleveland Muny Football League shall not sanction any games or trips other than those scheduled by Cleveland Muny Football League during the Municipal season and any non-schedules activities are not related in any way to the Cleveland Muny Football League.

EQUIPMENT:

All teams shall submit to the League Director verification that their football equipment has been inspected and approved. (Prior to July 1 of the current season).

LENGTH & TIME FOR PRACTICE SESSIONS:

Conditioning shall not begin prior to June 1st of the year. Any team found to be conditioning prior to the above date, shall forfeit one game per occurrence. Continued violation shall result in more severe discipline. Water and first aid supplies are required to be at all practices and games.

- | | |
|---------------|---|
| First Week: | Conditioning only; no helmets, no pads, |
| Second Week : | Football may be used; no contact drills, no set offense or defensive plays. |
| Third Week: | Full football practice may begin |

Practice shall be limited to a maximum of four (4) days per week and fields shall be cleared by 8:00 p.m. or sooner whichever approaches darkness the soonest. The field must be cleared 45 minutes before dusk. The monetary fine is the same and future practice time will be suspended. No practice shall exceed more than three (3) hours. **Team practices will be reduced to (3) days a week during the school season.**

- **Live contact will be restricted to 30 minutes per day and 90 minutes total per week. Live contact, defined as drills with game-like conditions where players are taken to the ground, will not occur on more than two consecutive days.**

Any team caught in violation of this rule shall be fined \$200 per incident. The fine shall be paid prior to the start of the season, if not paid the team shall be dropped from the League.

TEAM COLORS:

New teams shall check with League Director prior to selecting their team colors. This is to avoid conflicts of other respective team jerseys. Each team is required to have (2 sets of jerseys-different colors).

COACHES PROPER DRESS:

Coaches are required to wear athletic apparel, same colors as their team. Coaches may not wear excessive jewelry, doo rags, sagging pants, bandanas & hats to the back.

PARTICIPANTS PROPER DRESS**Fully equipped and dressed is a requirement**

Coaches allowing players to participate in contact, scrimmages or regular game competition without being fully dressed shall be recommended to the CMFL Board of Directors for suspension. (Helmet, all pads (shoulder, hip, thigh and knee), own mouthpiece, Jersey, pants is considered fully dressed.

Sun visors are not permitted. (unless prescribed by a physician – most have MD document)

Sun visors shall only be worn if prescribed by a physician and is properly fitted to the helmet. The doctor's written document must be attached to the player's contract. The player's parent(s) shall sign a liability waiver exempting the referees and the CMFL Association.

Wear the uniform properly

Players, Coaches, Coordinators, Participants or CMFL Football personnel shall not permitted to wear bandannas or any other decorative paraphernalia on. No sagging of pants, jerseys tucked in, mouth piece is to be worn in the mouth.

The Football Shoes Rule

All divisions are required to wear molded plastic cleat football shoes. No football shoes with the male screw in on turf fields. All players will be inspected for proper cleats.

Players shall wear plain white socks or matching team socks.

When the players tape the exterior of their shoes only athletic tape is to be used and/or exposed.

Protective cast is not permitted

Participants are permitted play wearing any type of cast per OHHSAA rules.

Cheerleaders

- ‡ Cheerleaders shall wear proper uniforms or matching outfits.
- ‡ Briefs shall be worn under all skirts.
- ‡ Cheerleaders' shall cheer in well-constructed tennis shoes with the proper arch support.
- ‡ Socks shall be worn at all times; they should be white or a color coordinating with the uniform.
- ‡ Cheerleaders shall wear full briefs under their uniforms for practice and games. Any cheerleader without proper garments shall sit for one game. The Coordinator of Cheerleading shall deal with any following offenses.
 - ‡ Cheerleaders cheering for school and CMFL Football
 - ‡ Derogatory or offensive cheers and cheering
 - ‡ All violations of the Cheerleader code of ethics
- ‡ No stud or dangling earrings shall be worn during the games or practice

CONTRACT PROCEDURE

Each player on a team's roster SHALL completely fill out two (2) contracts. The contracts shall be either typed or neatly **printed in ink** and SIGNED BY THE PARENT/GUARDIAN, STUDENT ATHLETE AND THE HEAD COACH. A picture shall also be attached to each card. Each approved contract will generate an ID card for each player that will be used for game day check in.

- Inform the players of the team name and division.
- Proof of age - previous season's contract card, birth certificate, baptismal record, copy of school record, or letter signed by school personnel.
- A current sports physical dated after January 1st is required for certification.
- 4th quarter school report cards are mandatory for certification.
- Contracts cards shall be at every scheduled game.
- Contracts shall be stamped across the photo with the date of filing and the validation of his/her birth date.
- One copy shall be kept on file in the Cleveland Municipal Football office.
- In order for a player to be eligible for a weekend game, his contract card shall be on file in the Cleveland CMFL office on that Tuesday before the respective game. **NO EXCEPTIONS! CONTRACTS SHALL BE VALIDATED MONDAY AND TUESDAY, 5:00 p.m. – 8:00 p.m. at The League Office 17325 Euclid Ave., Suite #2138, Cleveland 44112**
- THE REGULAR SEASON DEADLINE FOR SIGNING PLAYERS IS ON TUESDAY AT 6:30 P.M., THE WEEK OF AFTER THE THIRD GAME.

ELIGIBILITY RULE

- ‡ Each child shall be made aware of the penalty involved with ineligible play by his/her coach. All requirements shall be read and signed by the child, parents, and coaches.
- ‡ All contracts shall be verified by the coach, thereby making that coach responsible for the verification of the child's age, player did not play any school football and the fact that the parent did in fact sign the contract. A space is provided for the coach's signature on the contract.
- ‡ A player may not play on a Junior High or High School team and then play in the Munny League. In addition, once a player participates in a school game and then quits the school team, he may not play in the Munny Football League.
- ‡ No High School players are allowed to participate in the Cleveland Munny Football League.
- ‡ If an organization reports an ineligible player on their team, the player shall be removed from the team and all games will be forfeited.

PENALTY - The penalty for playing with an illegal player with knowledge has changed.

When a team has been reported and verified that they have used an illegal player, the illegal player will be removed from the team and roster. Any coach with coaching responsibilities on more than one staff in a different division will be subject to same suspension if the team he or she is coaching is in violation of the rule. Players are not allowed to be played in multiple youth leagues and is considered an illegal player if participating in another league.

The illegal player will be dismissed and the team will forfeit all victories that the illegal player participated in. (meaning if the illegal player is on the game roster sheet – he is considered a participant)

The team will be coached by the staff of the remaining divisions in that organization for the remainder of the season.

TRANSFER PROCEDURE

PLAYERS

1. Any player who joins the organization shall remain with the organization throughout their eligibility.
2. A player may join another organization, only if the parent or legal guardian requests a transfer. Transfer requests shall be submitted in writing to the League office, stating a bonafide and valid reason for said transfer.
3. If the transfer is granted, the player shall be placed in the new team's roster.
4. No organization shall sign any player that has appeared on any other roster from the preceding year.
5. If an organization signs a player without the consent of the league office the organization shall be brought up for disciplinary action.
6. A player is not permitted to take part of any drills or practice with a new organization unless the player release form has been completed and signed by the League Compliance Officer.

PENALTY

1st Offense - Two game suspension

2nd Offense - The second offense both the division head coach and/or and "signature" coaches shall be suspended indefinitely.

If there is more than one infraction per team/organization, the organization shall come before the League Administration for determination of the penalty. Each offense shall carry a fine of \$500.00 to the offending organization, said fine shall be paid prior to the league playoffs, if said infraction occurs during the playoffs, the fine must be paid prior to the entry fee deadline of August 1st.

3rd Offense - Arbitration Board shall review possible indefinite suspension

AUTOMATIC TRANSFER RULE (Parents shall submit in writing the reason for the transfer)

Coach agrees to release a player

Parents moved

Organization fails to have a team in a specific division

Separation or divorce of parents

Player's father becomes head coach of a new team (Only the offspring are permitted to accompany the coach to the new team).

COACHES RELEASE

Teams requesting the service of a coach that is presently coaching for another organization shall request a release from the organization's coordinator. The release shall be finalized prior to August 1st of the current season.

PRE-GAME CHECK-IN PROCEDURE

- * Teams are to assemble in the check-in area in one line with their verified contract/ID cards in their right hand and Helmet in their left hand.

PLEASE BE ORDERLY!!

- * The coach should line his players up in the order of the contract/ID cards presented.
- * The coach of the opposing team will check the contract/ID cards of the players as they step through line.
- * Players should step up to the opposing coach and say their name clearly.
- * Teams playing the first game of the day shall check-in prior to the start of the game and shall be allowed to check-in up until the start of the game. Coaches and players are strongly urged to arrive at the field at least 60 minutes before game time.
- * Games shall start by designated scheduled times unless agreed to start early by both coaches and officials.
- * All players who made the check-in must have the official stamp imprint on their arms. Only players with the official stamp are eligible to play. Field men and opposing coaches have the right to inspect and approve the stamp imprint.
- * Only officially stamped players, coaches, and designated managers are permitted on the team bench and/or area. Failure to comply may result in a 15-yard penalty.
- * All complaints pertaining to pre-game check-ins, illegal players, or any other protest, shall be brought to the attention of the field men before the game. The field men and one (1) coach from each team are witnesses for check-ins. The other coach, players, parents, managers, sponsors, or team affiliates are not permitted in the locker rooms to watch check-ins.

Latecomers: The coaches should be available to check-in latecomers. However, no player should be checked in after the start of the game, and anyone not checked in cannot play.

If the I.D. cards are unavailable for players: If an I.D. card is unavailable for one, some or all of the players, the coach of the opposing team and field manager should record the names of the players, their numbers, and the explanation giving for the missing I.D. card(s). This information should be turned into the Director.

VERIFICATION OF HELMETS DURING WEIGH-IN – The player must have a legal helmet to participate

- Each player will hold his helmet in one hand and the contract in the other hand. The legality of the helmet will be identified by the brown or orange sticker (APPROVED – Jason Dunn).
- The legal helmet will be identified by a brown or orange sticker which is to be included inside the helmet by the inner ear location. All helmets must have this sticker for it to be considered a legal helmet. It is the coach's responsibility to make sure all of his players have this sticker in the legal helmet. Player's will be disqualified if they do not have a brown or orange sticker in their helmet.
- Coaches will be instructed to verify helmets during the week to ensure all helmets are legal before arriving games. If a player has an illegal helmet that player cannot participate in the game.
- The coach may not take a legal helmet from a player who was certified to play.
- Players must play in at least three (3) games to be eligible for the playoffs.

CONCESSION STAND GUIDELINES

Concession space shall be allotted on the first come, first served basis. Concession stands are permitted at Patrick Henry's "Bump Taylor" Field, John F. Kennedy Field and Luke Easter Field.

All concession stands must be set up by 9:00 a.m. No cars will be allowed beyond the designated parking areas after such time.

The CMFL shall in no way be responsible for the liability of the concession stands or their assignees. The organizations shall assume all responsibilities for the concession its workers, foodstuffs and equipment.

- No charcoal fires may be used.
- No cans or bottles may be sold, i.e. beverages must be in cups or plastic containers. If a beverage is sold in a bottle or can it must be poured into a cup.
- Only teams that are playing at that particular field on that day will be allowed to operate concessions.
- Organizations/Teams are responsible for cleaning the concession area within a fifty foot radius.
- Bump Taylor / Luke Easter - No vehicles are to remain parked next to the Concession stands. Luke Easter stands are to be set up away from the field fence and Closer to the street.
- It is the responsibility of each team/organization to acquire the proper licenses and permits.
- Deep fryers are not permitted at John F. Kennedy.

FILING A PROTEST

Protests shall only be filed on eligibility status. After the game is officially started, protests shall be submitted in writing to the CMFL Football office, located at 17325 Euclid Ave., Suite 2138, Cleveland, OH 44112, between 10 am and 5 p.m., Monday following the game or the next business day. A protest fee of \$50.00 must accompany the written protest. The protest fee shall be returned if the protest is upheld.

Copies of the written protest shall be mailed or given to all teams involved by the team filing the protest.

The Vice President of Board of Directors shall chair the Arbitration committee and shall hear all arbitration/protests. The Arbitration Board should be given ten (10) days to respond to protests. If a hearing cannot be held due to a conflict with the football schedule, an emergency meeting shall be called for the purpose of rendering an immediate response.

RULES OF PLAY

The CMFL Association will be played under and governed by the National Federation of State High School Association rules with the CMFL Association modification.

SIZE OF BALL: Termite Division: **WILSON K2, NIKE PEE WEE**
 Midget Division: **WILSON K2, NIKE PEE WEE**
 Peewee Division: **WILSON TDJ, NIKE JUNIOR FOOTBALL**
 Bantam Division: **WILSON TDY, NIKE YOUTH FOOTBALL**

KICK OFFS: There shall be NO kick off for the Termite, Midget & Peewee Division. The ball shall be put into play on the 35-yard line of the offensive team at the beginning of the game and after each touchdown.

Kickoff from the (50) yard line for the offensive team will take place in the Varsity Divisions. The ball will be placed at the 35-yard line after a touchback.

LENGTH OF GAME: **TERMITES:** Four eight (8) minute quarters regulation time.
MIDGET: Four eight (8) minute quarters regulation time.
PEEWEE: Four eight (8) minute quarters regulation time.
BANTAM: Four eight (8) minute quarters regulation time.

TIME OUTS: Four (4) time-outs during regulation games and one (1) extra time out for each overtime period. Time outs can be carried over to the second half. *(5) Time-outs for the termite division.*

SCORING: Touchdowns count for six (6) points. Safeties count for two (2) points. A kicked extra point counts for two (2) and an extra point scored by a run or pass counts for one (1) point.

SAFETY: After a safety occurs, the KICKING team shall punt or kick the ball in play at the TWENTY (20) YARD LINE. This is a FREE KICK CATCH OR RECOVERY BY K

6. If any K player recovers or catches a free kick, the ball becomes dead. It belongs to K unless it is kick-catching interference and R chooses an awarded fair catch or unless it is first touching. Any K player may catch or recover the ball before it goes beyond R's free-kick line if it is touched first by R. Such touching in the neutral zone by R is ignored if it is caused by K pushing or blocking R into contact with the ball or if any K player muffs or bats the ball into contact with R. Any K player may recover a free kick if it has both touched the ground and goes beyond the plane of R's free-kick line. The two requirements may occur in any order. If Free kick becomes dead inbounds between the goal lines while no player is in possession or inbounds anywhere while opponents are in joint possession, the ball is awarded to R.

**WIN/LOSE/TIE
POINT SYSTEM:**

In the league standings, two (2) points will be recorded for a win, one (1) point for a tie, and no points for a loss.

FOOTBALL CLOCK OPERATIONS

CLOCK STOPS ON:

- 1. Player runs out of bounds
- 2. Incomplete Pass
- 3. Change of possession (Turned over on downs)
- 4. Team Time out

RESTART THE CLOCK ON THE SNAP

- 1. Restart on the snap of the ball
- 2. Restart on the snap of the ball.
- 3. Restart on the snap of the ball
- 4. Restart on the snap of the ball

CLOCK STOPS ON:

- 5. Team picks up a First Down (Chains being set)
- 6. Penalty on the play
- 7. Official Time out
- 8. Scoring plays

RESTART ON THE OFFICIAL'S SIGNAL

- 5. On Referee's signal to start the clock
- 6. On Referee's signal to start the clock
- 7. On Referee's signal of the ball
- 8. On Referee's Signal to start the clock

SPECIAL NOTES

- XP Plays** – the clock does not run at any time.
- Varsity Game only** – we have Kickoffs - Clock starts when the ball is touched after the kick.
- Overtime periods** – The time clock is not used during the overtime periods.

MERCY RULE CLOCK OPERATIONS (2ND Half Only)

Team leads by 20 Points – Take the score off the scoreboard (at any time)

<p>CLOCK STOPS ON</p> <ul style="list-style-type: none"> A. Penalty on the play B. Official Time out C. Scoring Plays D. Change of Possession (Turned over on downs) 	<p>RESTART ON THE OFFICIAL'S SIGNAL</p> <ul style="list-style-type: none"> A. On Referee's signal to start the clock B. On Referee's signal to start the clock C. On Referee's signal to start the clock D. On Referee's signal to start the clock
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TIE BREAKER IN STANDINGS:

Should a tie in the standings of a division occur, the procedure shall be as follows:

- 1. Head to Head Competition
- 2. Best record within the conference/division
- 3. Best defensive record (based on lowest number of points given up)
- 4. Flip of a coin

PLAYOFFS: The League will provide a plan of play with the season schedule prior to the start of the season. All teams are in the post season playoffs.

AWARDS: Each participant will receive a certificate of participation if funding is available.

OVERTIME PROCEDURE - THE OVERTIME IS USED ONLY IN THE PLAYOFFS!

1. Team winning flip has a choice of offense or defense.
2. Teams will be given one (1) additional timeout for each overtime period.
3. Alternating possessions of four downs per team until a winner is declared.
4. If both ends of the field areas are determined to be too muddy – the mid-field area (fifty yard line) will be used accordingly to complete the game.

		<u>Termite/Midget</u>	<u>Peewee</u>	<u>Varsity</u>
First series	STARTS	5-yard line	10-yard line	10-yard line
Other series	STARTS	5-yard line	5-yard line	5-yard line

Overtime Rule regarding possessions. (A clarification)

- a. Alternating possessions of four downs per team until a winner is declared.
- b. For example:
 - First Step: Coin Flip to determine who starts with the ball.
 - Second Step: Each team gets (1) additional time out in each series.
A series is defined where both teams have had the ball on offense and have played defense.
 - If Team A uses their timeout when on offense, then they do not have one on defense in that series.*
 - Third Step: If the offensive team scores, then the defensive team must get its Opportunity to score. Please remember that the extra point must be played unless it is not needed.

If the offensive team does not score and the defensive team scores on its possession then the game is over.

If the teams are tied after the first series, THEN – the teams switch roles for the second series. No Coin flip takes place.
 - Example: If Team A is on offense in the first series and the game is still tied after the first series – THEN – Team B starts on offense in the second series. (NO COIN FLIP IS NEEDED)*
 - This continues to alternate until a winner is declared.

KICKOFF/PUNT RULES

KICKOFFS

Each half will start with a kickoff in the Bantam Division.

- A. All kickoffs will be from the 50-yard line.
- B. Once the ball is kicked off the ball is live. If the receiving team fumbles the ball or if the ball is touched by a player of the receiving team, the ball may be recovered by the kicking team but the kicking team may not advance the ball. The kicking team will receive the ball at the point of recovery
- C. When a kickoff goes out of bounds the receiving team shall have the option of:
 - a. Taking the ball at the point where it went out of bounds
 - OR
 - b. Accept a five (5) yard penalty and re-kick the ball.
- E. All teams in the Varsity Division must kickoff.
- F. **NO KICKOFF IN THE TERMITE, MIDGET AND PEEWEE DIVISION.**

PUNTING – BANTAM DIVISION

- A. **No punting in the Termite, Midget or Peewee Divisions.**
- B. The offensive team may punt at any time.
- C. A punt is always a free kick.
- D. A punt can only be advanced if caught in the air off of the punters foot.
- D. The defensive team may rush a punt only from the outside the last player on the LOS, one player on each side. E. Free Catch-There shall be a free catch of a punt. The receiver shall signify his intentions for a free catch by waving his hand clearly over his head.
- F. The return team may not drop back more than three returners.
- G. The ball is ruled dead once it has been touched down or the progression of the ball has been stopped.
- H. **NO MUFFED PUNT** - a **muffed punt** is defined as "touching of the ball prior to possessing the ball". A **muffed punt** occurs when there is an "uncontrolled touch" of the football by a player on the returning team after it is punted.
- I. If the ball is snapped over the punters head in the field of play it will be automatically blown dead and returned to the line of scrimmage and turn over on downs if it was 4th down.
- J. If the snap is rolled back or dropped by the punter the play is blown dead and returned to the line of scrimmage and turn over on downs if it was 4th down.

AUTOMATIC PUNT RULE: TERMITE, MIDGET & PEEWEE DIVISIONS

when the offensive team declares a punt, the clock will stop running. The referee will then mark off 20 yards and the clock will resume with a 15 second run off. The 15 seconds will elapse regardless of the time it takes to walk off the 25 yards. The clock will not begin again until the offense has snapped the ball. Any punt from the opposing team's 35 yard line will be placed on the opponent's 15 yard line. No punting inside the opponent's 30 yard line.

FIELD GOAL – Play is blown dead if the ball is ruled unkickable.

GAME RULE MODIFICATIONS FOR ALL DIVISIONS

1. TEAM WARM-UP PERIOD:

- (7) seven-minute warm-up time for the teams on the field prior to their game.

2. THE PROPER EQUIPMENT:

- a) A participant **may not play** if they are wearing any protective cast. b) No bandannas or decorative paraphernalia are allowed to be worn. c) Each participant must wear their own mouth piece item.

3. THE PROPER FOOTBALL SHOE (CLEAT):

For the Termite Division: The molded plastic cleat shoe is legal.

For the Junior Varsity Division: The male screw in (grass only) and plastic cleat shoe is legal.

For the Varsity Division: The male screw in (grass only) and plastic cleat shoe is legal.

4. THE PROPER FOOTBALL:

For the Termite Division: **K2 WILSON, NIKE PEE WEE**

For the Midget Division: **K2 WILSON, NIKE PEE WEE**

For the Peewee Division: **WILSON TDJ, NIKE JUNIOR FOOTBALL**

For the Bantam Division: **TDY WILSON, NIKE YOUTH FOOTBALL**

5. THE LENGTH OF GAMES:

For the Termite Division: Four (8) minute quarters of regulation time

For the Midget Division: Four (8) minute quarters of regulation time

For the Peewee Division: Four (8) minute quarters of regulation time

For the Bantam Division: Four (8) minute quarters of regulation time

6. THE START OF THE GAMES:

For the Termite Division: No Kickoffs. Ball is placed at 35 yard line

For the Midget Division: No Kickoffs. Ball is placed at 35 yard line

For the Peewee Division: No Kickoffs. Ball is placed at 35 yard line

For the Bantam Division: Kickoff from the (50) yard line for the offensive team.

7. AFTER A SAFETY OCCURS:

For the Termite Division: No Punts/Kicks. Ball is placed at 50 yard line

For the Midget Division: No Punts/Kicks. Ball is placed at 50 yard line

For the Peewee Division: No Punts/Kicks. Ball is placed at 50 yard line

For the Bantam Division: Punt/Kick from the (20) yard line for the offensive team.

8. THE TEAM TIMEOUTS:

For the Termite Division: (5) time outs during regulation, (1) extra TO in each O.T.

For the Midget Division: (4) time outs during regulation, (1) extra TO in each O.T.

For the Peewee Division: (4) time outs during regulation, (1) extra TO in each O.T.

For the Bantam Division: (4) time outs during regulation, (1) extra TO in each O.T.

9. COACHES AND BENCH AREAS (Amended to league rules due to OHSAA)

a) Coaches must stay in between both 20-yard lines.

b) (6) Six coaches on the sidelines. (Does not include Coordinator)

POINTS OF EMPHASIS FOR THE 2018 SEASON

Contact both to and with helmet. Any initiation of contact with helmet is illegal. Therefore, there must be a focus on enforcing the existing rules.

Emphases on all types of illegal helmet contact are:

1. **Spearing** - any act by the offense or defensive player who initiates contact against any opponent with the top of his helmet.
 2. **Face tackling** - an act by the defensive player who initiates contact with a runner with the front of his helmet.
 3. **Butt blocking** - an act by the offensive or defensive player who initiates contact against an opponent who is not running with the front of his helmet.
 4. **Blows to the head by the defender** - an act by the defensive player hand(s) to slap the opponents head are illegal. A blocker may not initiate contact with his arm or hand against an opponent above the opponents shoulder.
 5. **Initiating contact to the head** - it is illegal for either team to use any other part of the body or equipment to initiate contact to the head. Contact to the helmet of another player could be one of the three specific illegal contact fouls or it could also be a personal foul for unnecessary roughness. This is not limited to acts by the defensive (such as a defensive back making a big hit on the receiver, or the linebacker making the big blow against a back out of the backfield). When in doubt the official shall call a foul.
 6. **Helmet to Helmet contact** - initiated acts of helmet to helmet contact will be penalized when they occur in all contests. Contact initiated by one player with a helmet to helmet of another player could be one of the three specific illegal contact fouls or it could also be a personal foul for unnecessary roughness. When in doubt the official will always rule it a foul.
 7. **Making an initial contact with a defender with head down** - this act by the runner lowering his helmet to spear an opponent is not legal.
- The acts noted above have no place in the game. When in doubt, all the acts will be viewed as illegal by the officials and will be penalized accordingly.
8. **Crack back / Blindside blocking** – it is illegal to position yourself to make a block on a player at an angle using shoulder, helmet or forearm. The block must be executed using a two hand shove.
 9. **Defenseless Player** – A **player** in the act of or just after throwing a pass. A **receiver** attempting to catch a pass who has not had time to clearly become a runner.
 - a) A player in the act of or just after throwing a pass;
 - b) A receiver attempting to catch a pass who has not had time to clearly become a runner;
 - c) The intended receiver of a pass in the action during and immediately following an interception or potential interception;
 - d) A runner already in the grasp of a tackler and whose forward progress has been stopped;
 - e) A kickoff or punt returner attempting to catch or recover a kick, or one who has completed a catch or recovery and has not had time to protect himself or has not clearly become a ball carrier;
 - f) A player on the ground including a ball carrier who has obviously given himself up and is sliding feet-first;
 - g) A player obviously out of the play or not in the immediate vicinity of the runner; and
 - h) A player who received a blindside block with forceful contact not initiated with open hands.

OHSAA LIGHTNING AND INCLEMENT WEATHER POLICY

Recognition

Coaches, athletic trainers, athletes, administrators and contest officials shall be educated regarding the Signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately two to three miles, ANYTIME that lightning can be seen or heard, the risk is already present. Weather can be monitored using the following methods:

•**Monitor Weather Patterns** – Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the competition, and by scanning the sky for signs of potential thunderstorm activity.

•**National Weather Service** – Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area; a warning indicates severe weather has been reported in an area, and everyone should take proper precautions. Any thunderstorm poses a risk of injury or death even if it does not meet the criteria for severe weather. Therefore, anytime thunderstorms are in the forecast (even if it is only a 20 percent chance), event organizers shall be at a heightened level of awareness to the potential danger of lightning.

Management

•**Evacuation** – If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures should be announced and displayed on placards at all athletic venues.

•**THIRTY-MINUTE RULE** – Competition or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin

2018 TERMITE DIVISION GAME RULE MODIFICATIONS

FOR THE Ages 6 – 7, Weight Limit – Unlimited.

MANDATORY PLAY RULE: Each player must play a minimum of 3 plays for the game.

1. THE PROPER SHOE (CLEAT):

The molded plastic cleat football shoes are for the Termite Division.

2. (1) COACH FROM EACH TEAM MAY BE ON THE FIELD DURING THE GAME.

- A. The coach is permitted to huddle with his players before the play.
- B. The defensive coach must go back 20 yards from the line of play.
 - No instructions once the offense breaks the huddle.
 - 1st violation (warning), 2nd violation (15 yd. penalty)
- C. The offensive coach must go back 10 yards from the line of play.
- D. The defensive coach may not move his players AND give any instructions once the offense breaks the huddle.
- E. Coaches on the field are not permitted to question the officials.

3. THE GAME BALL FOR TERMITE GAMES → **K2 WILSON, NIKE PEE WEE**

4. LENGTH OF GAME FOR TERMITES - Four (8) minute quarters of regulation time

5. THE COACHES ON THE SIDELINE:

- A. Each team is permitted (6) coaches on the field.
- B. This does not include the organizational coordinator

6. THE PRE-GAME COIN TOSS

- a.) The head coach and team captains are to meet with the officials at mid-field.
- b.) Each team is limited to (4) team captains to go to mid-field prior to the game.

7. START OF GAME * **NO KICKOFFS IN TERMITE DIVISION ***

Termite → Ball placed at 35-yard line for the offensive team.

8. TEAM TIME OUTS

- A. Each team gets five (5) time outs during the regulation game.
- B. Each team gets one (1) additional time out in overtime.
- C. Timeouts can be carried over to the next period excluding the O.T. period.

9. WHEN A SAFETY OCCURS **After the safety**

- A. The game official will place the ball at mid-field for play.

10. AUTOMATIC PUNT RULE – FOR THE TERMITE DIVISION!

- A. The official advances the ball TWENTY YARDS (20) once the team states "We are punting", **IF THE BALL IS OUTSIDE THEIR OPPONENT'S 35-YARD LINE.**
- B. The game official will place the ball once notified that the team is punting.

10. THE HEAD COACH IS THE ONLY PERSON TO ADDRESS THE GAME REFEREES

- a.) The head coach is the only coach to talk to the referees during the game on rule Interpretations or issues in a **sportsmanlike manner.**

Points of Emphasis

9. CENTER – KEEP YOUR HEAD UP:

The center is to keep his head up when snapping the ball to the QB in a shotgun formation.

10. GOOD SPORTSMANSHIP IS A REQUIREMENT

2018 MIDGET DIVISION GAME RULE MODIFICATIONS

For Ages 8 - 9, Weight - Unlimited

MANDATORY PLAY RULE: Each player must play a minimum of 3 plays for the game.

1. **THE PROPER SHOE (CLEAT):**
The molded plastic cleat football shoes are for the Midget Division.
2. **(1) COACH FROM EACH TEAM MAY BE ON THE FIELD DURING THE GAME.**
 - A. The coach is permitted to huddle with his players before the play.
 - B. The defensive coach must go back 20 yards from the line of play.
 - No instructions once the offense breaks the huddle.
 - 1st violation (warning), 2nd violation (15 yd. penalty)
 - C. The offensive coach must go back 10 yards from the line of play.
 - D. The defensive coach may not move his players AND give any instructions once the offense breaks the huddle.
 - E. Coaches on the field are not permitted to question the officials.
3. **THE GAME BALL FOR TERMITE GAMES** ⇨ **K2 WILSON, NIKE PEE WEE**
4. **LENGTH OF GAME FOR TERMITES** - Four (8) minute quarters of regulation time
5. **THE COACHES ON THE SIDELINE:**
 - A. Each team is permitted (6) coaches on the field.
 - B. This does not include the organizational coordinator
6. **THE PRE-GAME COIN TOSS**
 - a.) The head coach and team captains are to meet with the officials at mid-field.
 - b.) Each team is limited to (4) team captains to go to mid-field prior to the game.
7. **START OF GAME** * **NO KICKOFFS IN MIDGET DIVISION** *
Midget ⇨ Ball placed at 35-yard line for the offensive team.
8. **TEAM TIME OUTS**
 - A. Each team gets five (5) time outs during the regulation game.
 - B. Each team gets one (1) additional time out in overtime.
 - C. Timeouts can be carried over to the next period excluding the O.T. period.
9. **WHEN A SAFETY OCCURS** **After the safety**
 - A. The game official will place the ball at mid-field for play.
10. **AUTOMATIC PUNT RULE – FOR THE MIDGET DIVISION!**
 - A. The official advances the ball TWENTY YARDS (20) once the team states "We are punting", **IF THE BALL IS OUTSIDE THEIR OPPONENT'S 35-YARD LINE.**
 - B. The game official will place the ball once notified that the team is punting.
10. **THE HEAD COACH IS THE ONLY PERSON TO ADDRESS THE GAME REFEREES**
 - a.) The head coach is the only coach to talk to the referees during the game on rule Interpretations or issues in a **sportsmanlike manner.**

Points of Emphasis

9. **CENTER – K E E P YOUR HEAD UP:**
The center is to keep his head up when snapping the ball to the QB in a shotgun formation.
10. **GOOD SPORTSMANSHIP IS A REQUIREMENT**

2018 PEEWEE DIVISION GAME RULE MODIFICATIONS

For Ages 10 - 11, Weight limit – Unlimited.

MANDATORY PLAY RULE: Each player must play a minimum of 3 plays for the game.

1. THE PROPER SHOE (CLEAT)

The molded plastic cleat football shoes are for the Pee wee Division.

2. THE GAME BALL FOR THE JUNIOR VARSITY DIVISION

Pee wee ⇒ Wilson TDJ, Nike Junior Football

3. THE LENGTH OF THE GAME

Pee wee ⇒ Four (8) minute quarters of regulation time

4. THE PRE-GAME COIN TOSS

e.) The head coach and team captains are to meet with the officials at mid-field.

f.) Each team is limited to (4) team captains to go to mid-field prior to the game.

5. THE COACHES ON THE SIDELINE:

A. Each team is permitted (6) coaches on the field.

B. This does not include the organizational coordinator

6. THE START OF THE GAME

Pee wee ⇒ NO KICKOFF - Offense will start from the 35-yard line.

Automatic Punt Rule in effect for Pee wee Division

7. TEAM TIME OUTS

A. Each team gets four (4) time outs during the regulation game.

B. Each team gets one (1) additional time out in overtime. (Playoffs only)

C. Timeouts can be carried over to the next period excluding the O.T. period.

8. WHEN A SAFETY OCCURS **After the safety,**

The game official will place the ball at mid-field for play.

9. THE HEAD COACH IS THE ONLY PERSON TO ADDRESS THE GAME REFEREES

c.) The head coach is the only coach to talk to the referees during the game on rule

Interpretations or issues in a **sportsmanlike manner.**

Points of Emphasis

10. CENTER – K E E P YOUR HEAD UP:

The center is to keep his head up when snapping the ball to the QB in a shotgun formation.

11. GOOD SPORTSMANSHIP IS A REQUIREMENT

Officials are to penalize those participants (both coaches and players) when their conduct violates good sportsmanship guidelines.

12. ILLEGAL HELMET HITS ARE A BIG POINT OF EMPHASIS THIS YEAR

No spearing, No helmet to helmet, No initial contact to head, No Face tackling will be carefully watched and penalized in 2018.

2018 BANTAM DIVISION GAME RULE MODIFICATIONS

For Ages 12 – 14 (no HS Freshman), Weight Limit - Unlimited.

MANDATORY PLAY RULE: Each player must play a minimum of 3 plays for the game.

1. **THE PROPER SHOE (CLEAT)**
The molded plastic cleat football shoes are for the Bantam Division.
2. **THE GAME BALL FOR THE Bantam DIVISION**
Bantam \implies **TDY WILSON, NIKE YOUTH FOOTBALL**
3. **THE LENGTH OF THE GAME**
Bantam \implies **Four (8) minute quarters of regulation time**
4. **THE PRE-GAME COIN TOSS**
 - A. The head coach and team captains are to meet with the officials at mid-field.
 - B. Each team is limited to (4) team captains to go to mid-field prior to the game.
5. **THE COACHES ON THE SIDELINE:**
 - A. Each team is permitted (6) coaches on the field.
 - B. This does not include the organizational coordinator
6. **THE START OF THE GAME**
Bantam \implies **Kickoff from the (50) yard line for the offensive team.**
7. **TEAM TIME OUTS**
 - A. Each team gets four (4) time outs during the regulation game.
 - B. Each team gets one (1) additional time out in overtime. (Playoffs only)
 - C. Timeouts can be carried over to the next period excluding the O.T. period.
8. **WHEN A SAFETY OCCURS** **After the safety,**
The punting/kicking team will punt/free kick from the 20 yard line.
9. **THE HEAD COACH IS THE ONLY PERSON TO ADDRESS THE GAME REFEREES**
 - A. The head coach is the only coach to talk to the referees during the game on rule Interpretations or issues in a **sportsmanlike manner.**

Points of Emphasis
10. **CENTER – KEEP YOUR HEAD UP:**
The center is to keep his head up when snapping the ball to the QB in a shotgun formation.
11. **GOOD SPORTSMANSHIP IS A REQUIREMENT**
Officials are to penalize those participants (both coaches and players) when their conduct violates good sportsmanship guidelines.
12. **ILLEGAL HELMET HITS ARE A BIG POINT OF EMPHASIS THIS YEAR**
No spearing, No helmet to helmet, No initial contact to head, No Face tackling will be carefully watched and penalized in 2018.

CODE OF CONDUCT /PLEDGES

PLAYERS CODE OF CONDUCT PLEDGE

I hereby pledge to provide a positive attitude and be responsible of my actions and participation in this youth sports program by following this Code of Conduct.

1. I shall treat my coaches, teammates, officials, other players and spectators with respect regardless of race, sex, creed or abilities and I shall expect to be treated accordingly.
2. I shall practice good sportsmanship and encourage the same from fellow players, coaches, officials and parents at every practice and game.
3. I shall attend every practice and game that is reasonably possible and I shall notify my coach when I cannot.
4. I shall listen and follow my coach's instructions.
5. I shall not fight.
6. I shall not use profanity during practice, games or at officials, coaches, teammates, other players, or spectators.
7. I shall not play under the influence of drugs, tobacco or alcohol.
8. I shall encourage my parents to be involved with my team in some capacity because it's important to me.
9. I shall do my best in school.
10. I shall remember that in sports I have an opportunity to learn and to HAVE FUN.

PLAYERS: Thank you for being a part of the Muny Football League. We are here to serve YOU! Along with the opportunity to participate come responsibilities. Players are expected to follow the Code of Conduct guidelines. Your effort and time shall be required if this is to be a positive experience. Remember we are here to provide opportunities; YOU have the ability to control the outcome.

CHEERLEADER CODE OF ETHICS

I shall remember that first and foremost I am a lady and will carry and conduct myself as a lady at all times and that improper behavior while in uniform reflects poorly on my parents, my coaches, my team my neighborhood and my league.

I shall be a positive representative of my team and CMFL.

I shall be respectful of the feelings of others, my teammates as well as the competitors.

I shall not curse, smoke, drink alcoholic beverages or be involved with illicit drugs.

I shall respect myself, the coaches, league administrators, players, spectators and officials at all times.

I shall do my best to be punctual and prepared for practice and games.

I shall try to do my best at every practice & game, working hard to improve my skills and to help my team.

I shall not try to humiliate, embarrass or degrade any other team, player, coach, spectator or cheerleader.

I shall remember that I am a part of a team, and will not put my self-interest above the team interest.

I shall remember that participation in any sport is a privilege that is not to be abused by unsportsmanlike conduct.

I shall remember that sports participation is an opportunity to learn and have FUN not just to please my parents or coach

I shall control my temper and resist the temptation to retaliate if I feel I've been wronged.

I shall do my very best to listen and learn from my coaches.

I will do my very best in school



Win with character, lose with dignity.

CLEVELAND MUNY FOOTBALL COACHES CODE OF CONDUCT PLEDGE

I hereby pledge to live up to the standards of a coach that were set by the Cleveland Muny Football League, by following the Coaches' Code of Conduct Pledge.

- ☐ I shall place the emotional and physical well being of my players ahead of any personal desire to win.
- ☐ I shall remember to treat each player as an individual, with respect and dignity.
- ☐ I will attend every workshop, practice and game that is reasonably possible and notify the Organizational Coordinator if I cannot attend
- ☐ I shall be illegal drug and alcohol-free during games and any activities for the entire season. I will try to carry this throughout my personal life. I shall refrain from their use before and at all CMFL sports events.
- ☐ I will remember that the game is a small portion of my life and that there are far greater goals than just winning.
- ☐ I shall do my very best to provide a safe playing situation for my players and if in my opinion a player appears impaired in some manner, I shall report it to organizational coordinator immediately.
- ☐ I promise to get to know my players as young men and to provide them with a positive role model, both on and off the field.
- ☐ I shall lead, by example, in demonstrating fair play, courtesy and sportsmanship to my players, opposing team members and game officials.
- ☐ I shall lead, by example, in wearing athletic apparel, same colors as my team.
I will not wear excessive jewelry and doo rags.

With regard to Referees:

- I believe that Referees, just as coaches and players, are attempting to do their best.
- I will instill in my players and spectators a respect for that fact.
- I understand that my attitude can influence my players and spectators.
- I will display a controlled and undemonstrative attitude toward Referees at all times.
- Neither I nor my players and spectators will address a Referee before, during or after the game in a demeaning fashion.

With regard to opposing teams:

I believe that the way my team conducts itself can also have an influence, for better or worse, on those we compete against.

- I will endeavor to make my team a positive role model.
- I will not coach, nor allow my players to play, with intent to cause injury to opposing players.
- Neither I nor my players and spectators will display hostile behavior towards opposing players.
- Neither I nor my players and spectators will speak in a negative manner toward any member or spectator from the opposing team.
- I will emphasize winning without boasting and losing without bitterness.

INELIGIBLE PARTICIPANTS. It is strongly recommended that no ineligible participant compete in any practices, contest or event against eligible contestants. Players considered ineligible include being older than the allotted age group, playing for a school team or another league during our calendar season.

MINIMUM PENALTY FOR USING INELIGIBLE PLAYER. In the event an ineligible contestant is used in any League game or contest, knowingly or unknowingly, the minimum penalty shall be forfeiture of the game, contest or event.

CHEERLEADER COACHES CODE OF ETHICS

Be professional in and accept responsibility for your actions. Your language, manner, punctuality, preparation and presentation should display high standards.

Display self-control, respect, dignity and professionalism to all involved with the sport - this includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your athletes to demonstrate the same qualities

Shall refrain from any form of personal abuse towards your athletes. This includes verbal, physical and emotional abuse. Be alert to any forms of abuse directed towards your athletes from other sources while they are in your care.

Show concern and caution towards sick and injured athletes. Provide a modified training program where appropriate. Allow further participation in training and competition only when appropriate. Encourage athletes to seek medical advice when required.

Maintain the same interest and support towards sick and injured athletes.

Always strive to be truthful and put colleagues or other professionals in a positive light.

Remember that you are a role model to all cheerleaders and a representative of your team and CMFL.

Not smoking, cursing, fighting, consumption of alcoholic beverages, or illicit drugs, will be tolerated.

Show respect to players, cheerleaders, coaches, officials and league administrators at all times.

Recognize and applaud honestly and whole-heartedly the efforts of your team, squad opponents.

Give opponents full credit when they win; will accept victory graciously and defeat with dignity.

I will encourage good sportsmanship from fellow, coaches, cheerleader, players, officials and parents at every game and practice by demonstrating good sportsmanship.

PARENT'S CODE OF CONDUCT PLEDGE

I hereby pledge to provide positive support, care and encouragement for my child participating in youth sports by following this Parent Code of Conduct.

1. I shall remember that the game is for children and not for adults.
2. I shall place the emotional and physical well-being of my child ahead of my own to provide a positive, enjoyable experience for all.
3. I shall ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability.
4. I shall encourage good sportsmanship by demonstrating positive support for all players at every game, practice or other sports events.
5. I shall provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all.
6. I shall promise to help my child enjoy the youth sports experience within my personal constraints by assisting with coaching, being a respectful fan, and providing transportation or whatever I am capable of doing.
7. I shall require that my child's coach be trained in responsibilities of being a youth sports coach and that the coach agree to the youth sports Coaches' Code of Conduct.
8. I shall insist that my child play in a safe and healthy environment.
9. I shall demand a drug, alcohol and tobacco free sports environment for my child and agree to assist by refraining from their use at all youth sports events.
10. I shall do my best to make youth sports fun for my child.

CHEERLEADER CHECK IN PROCEDURE

Prior to the beginning of your game you shall have the girls meet in a clear end zone or section of the field. Teams should shake hands or generally acknowledge each other.

Each coach shall check in their opposing team and sign the rosters, the form are 3 part NCR paper; the white copy goes to the field man to be submitted with the score sheet; pink copy to the home team; yellow to the visiting team. (The home team is the team on the left on the schedule)

If the opposing team does not have a squad, you should give your squad sign-in sheet to the field man.

Each girl shall cheer in a minimum of 4 games in order to participate in the Competition.



CITY OF CLEVELAND
Mayor Frank G. Jackson

City of Cleveland 2018 Athletic Field Request Form

Organization: _____ **Date:** _____

Mail permits to: _____
(Organizational Representative's Name)

Mailing address: _____
(Address) (Street, Ave, Rd) (City) (Zip Code)

Telephone Numbers: Home: _____ **Work:** _____

Fax: _____ **E-mail address:** _____

Activity planned: _____

<u>Field(s) Requested</u>	<u>Dates</u>	<u>Days</u>	<u>Times</u>

SPECIAL NOTICE FOR EVENTS

First Day of League games: _____ **Tentative End of season** _____

List below any special days: (i.e.-Opening Day, State or Regional Tournaments, Closing)

Event	Day	Date	Starting Time	Site
Event	Day	Date	Starting Time	Site
Event	Day	Date	Starting Time	Site

Mail Request to: Tim Wells 601 Lakeside Ave. Room 8-City Hall Cleveland Ohio 44114
Fax Request to: Division of Recreation, Attn: Tim Wells Fax number (216) 664-4675

TIMELINES FOR REQUEST: Spring Season- due March 3
Summer Season- due March 28
Fall Season- due May 23

***Leagues are required to submit season schedules 3 weeks prior to start of their season.
Your season schedules will be forwarded to Division of Parks Maintenance.***

2018 Cleveland Muni Football League Rules & Regulations
Field Permits Normal processing time is approximately 2 to 3 weeks.
No ball diamond field permits are granted until April 1ST!



COACHES CHECKLIST FOR GAME DAY

Player Contract Cards

Transportation Plan

**First Aid Kit & Supplies
(Tape, Cold Packs, Medical Supplies)**

**Extra Equipment
Pads, Mouth Pieces, Chin Straps, Etc.**

Water Cooler – Cups

Trash Bag Footballs

Coaches Items

Kicking Tee

Uniforms – Jerseys

**AND ANY OTHER ITEMS THAT COACH WANTS
THERE**