



CLEVELAND MUNY FOOTBALL LEAGUE

2023 RULES & REGULATIONS

Revised 2/24/2023

17325 Euclid Ave., Suite 2086
Cleveland, OH 44112
(216) 322-6689 League Director
info@cmfleague.org
www.cmfleague.org



**HEADS UP
FOOTBALL**



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CMFL MISSION STATEMENT

Our mission is to provide youths an opportunity to play football and cheerlead in a supervised, organized, and safe environment, and to promote the ideals of sportsmanship, character building, leadership, scholastics and physical fitness. To aid and assist in combating juvenile delinquency by providing and promoting the physical and emotional well-being of young athletes.

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	Junior 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 (1) League Director, (1) President, (1) Vice President (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.cmfileague.org.

2023 Administrative Officers

League President	Joe Reccord
League Vice President	John Goode
League Director	Jason Dunn Sr
Assistant League Director	Tim Wells
Cheerleader Coordinator	Stephanie Dunn
Secretary of the Board	Pending

2023 Cleveland Muny Football & Cheer Program

The Cleveland Muny Football League program offers football and cheerleading opportunities for boys and girls in multiple divisions of play. Listed below are the divisions. The cheerleaders have the same age groups.

ROOKIE TACKLE 7V7

Ages: 5-6 & 7, cannot turn next age before July 31, current year **Weight Limit:** Unlimited (see page 40-41)

7U TERMITE DIVISION

Ages: 6-7, cannot turn 8 before July 31, current year **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.

8U DIVISION

Ages: 7-8, cannot turn 9 before July 31, current year **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.

9U JUNIOR DIVISION

Ages: 8-9, cannot turn 10 before July 31, current year **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

10U DIVISION

Ages: 9-10, cannot turn 11 before July 31, current year **Weight Limit:** Unlimited

11U PEEWEE DIVISION

Ages: 10-11, cannot turn 12 before July 31, current year **Weight Limit:** Unlimited

12U JR BANTAM DIVISION

Ages: 11-12, cannot turn 13 before July 31, current year **Weight Limit:** Unlimited

13U DIVISION

Ages: 12-13, cannot turn 14 before July 31, current year **Weight Limit:** Unlimited

14U BANTAM DIVISION

Ages: 12-14, cannot turn 15 before July 31, current year **Weight Limit:** Unlimited

APPLICATION FOR MEMBERSHIP—SEASON 2023

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

Rookie (5-6) Termite (6-7) Junior (8-9) Peewee (10-11) Jr Bantam (12) Bantam (12-14)

Will you offer any additional sports/programs? Basketball Baseball Track Dance Tutoring Other _____

CHEERLEADING

Will you offer cheerleading? YES NO Maybe Later

Termite (6-7) Junior (8-9) Peewee (10-11) Bantam (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:

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.

Additional Requirements:

- 1. A short history of the organization and its athletic program.
-
-

- 2. A statement of the organizations philosophy toward collegiate athletics and its importance and role on campus.
-
-

- 3. Briefly describe how you implement, or would implement, character development within your organization (staff, coaches, student-athletes).
-
-

- 4. A statement answering the question, "Why are we interested in joining the Munny League?"
-
-

- 5. A list of the number of sports or programs currently sponsored or offered by your organization.
-
-

- 6. Projections for adding additional sports/programs along with perspective dates.
-
-

- 7. A list of the personnel currently assigned responsibilities for the organization's athletic programs including reporting and oversight.
-
-
-

- 8. An application fee of \$50.00. The fee will be used toward expenses incurred in conducting due diligence. The completed application is to be sent to the League office by email info@cmfleague.org or mail **17325 Euclid Ave., Suite 2086, Cleveland, Ohio 44112**, along with the application fee, at least two weeks prior to the scheduled organizational interview.

- 9. Each organization upon being admitted to the League as a member shall pay such Entrance Fees as the director shall from time to time prescribe.

- 10. Upon payment of annual dues, the new member shall have full privileges and requirements of membership.

- 11. **CMFL ONE LEAGUE RULE:** All organizations who participate in the Cleveland Munny Football League is exclusive to the Cleveland Munny Football League and prohibited from playing or participating in any leagues outside of the CMFL. The CMFL has the right to terminate an organizations membership at any time due to rules violations.

The Weight Limits are:

WEIGHT LIMITS:

Rookie Tackle:	Unlimited Weight for the entire season
6U:	Unlimited Weight for the entire season
7U Termite:	Unlimited Weight for the entire season
8U:	Unlimited Weight for the entire season
9U Junior:	Unlimited Weight for the entire season
10U:	Unlimited Weight for the entire season
11U Peewee:	Unlimited Weight for the entire season
12U Jr Bantam:	Unlimited Weight for the entire season
13U:	Unlimited Weight for the entire season
14U Bantam:	Unlimited Weight for the entire season

ROSTER LIMITS:

15 Players Maximum (9 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)
35 Players Maximum (16 Minimum)

CHEERLEADER ROSTER LIMITS:

Termite:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum
Junior:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum
Peewee:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum
Bantam:	22 Cheerleaders Maximum and 5 Cheerleaders Minimum

2023 CHECK-IN PROCEDURE – ALL DIVISIONS

The check-in procedures for the upcoming 2023 season apply to all divisions and are as follows:

1. State ID's are required for all game day check-ins

2. PLAYOFF ELIGIBILITY

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

3. VERIFICATION OF HELMETS & CONTRACTS DURING CHECK-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 – 2022 or 2023).
- The legal helmet will be identified by a WHITE 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 WHITE 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.
- **A PLAYER HAS UNTIL THE TEAMS TAKE THE FIELD TO START THE GAME TO GET CHECKED IN. ONCE THE GAME STARTS THE PLAYER CAN NO LONGER BE CHECKED IN TO PLAY FOR THAT GAME**

Organization Responsibilities

- Organization coordinator shall ensure that all information giving 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.
 - ✓ Age requirements
 - ✓ Contracts
 - ✓ League responsibilities and organization responsibilities
 - ✓ Insurance
 - ✓ Game days/dates
 - ✓ Practice days and times
 - ✓ Player safety training
 - ✓ Playoffs, championship, competition 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 cleanup 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	Forms	About us	Divisions/Standings
Flag Football	Safety	All-Star Game	Media
	Team Store	Playoffs	Coaches Corner
	Clinics	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 organizations 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) 399-2885
- John Goode, Asst. League President (216) 214-7233
- Tim Wells, Asst. League Director. (216) 200-9839
- Stephanie Dunn, Cheerleader Coordinator. (216) 297-5526
- Jason Dunn, Webmaster (216) 399-2885

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.

CMFL One League Rule:

All organizations who participate in the Cleveland Muny Football League is exclusive to the Cleveland Muny Football League and prohibited from playing or participating in any leagues outside of the CMFL. The CMFL has the right to terminate a organizations membership at any time due to rules violations.

PLAYERS MAY NOT DUAL PARTICIPATE – MEANING A KID CAN NOT PLAY ON THE 7U AND 8U TEAM IN THE SAME SEASON SIMULTANEOUSLY. THIS ALSO APPLIES FOR PLAYING FOR MIDDLE SCHOOL OR HIGH SCHOOL TEAM DURING THE SAME SEASON. REFER TO OHSSA RULE.

YOUTH COACH CERTIFICATION



All coaches of the Cleveland Muny League Football programs are required to complete the following guidelines.

- USA Football youth certification for non-contact & contact coaches
- Attend an in-person CMFL sponsored coaches leadership training
- Complete a background check
- Lindsay's Law: **Sudden Cardiac Arrest in Youth Athletes**
- Signed coaches code of conduct

CERTIFICATION TOPICS

- Health & Safety
Head, Heart, Heat & Emergency Action Planning
- Abuse Prevention
Updated & Enhanced
- Foundations of Transformational Coaching
Updated & Enhanced
- Foundations of Quality Coaching
New & Featuring the Football Development Model
- Principles of Contact
Featuring Shoulder Tackling, Blocking & Defeating Blocks, Equipment Fitting and Levels of Contact



Transportation and team travel

- Coaches who transport minors to and from practice and games with the consent of the legal guardian must be able to furnish a valid driver's license and vehicle insurance
- Program coordinators are responsible for having a copy of coaches driver's license and insurance on file

COACH ID BADGE:

- Once your background check has been submitted, please email a headshot with your first and last name, organization, team name, and age division to photos@cmfleague.org
- Coaches must wear their ID badge at all team's practices and games. No coach will be allowed to coach without their ID badge.
- ID Badge and privilege to coach can be revoked temporarily or permanently if the coach becomes disqualified per the Background Screening Policy

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.

- 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 30 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 permitted. Players are authorized to wear **clear visors** without the presence of any tint. They must also be made of rigid material and nothing that is easily breakable as this can cause damage to the eyes if one were to take a hit.

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 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 used on game-day to verify certification of an athlete.

- Inform the players of the team name and division.
- Proof of age – State ID
- A current sports physical dated after January 1st is required for certification.
- 4th quarter school report cards are recommended for certification.
- Contracts cards shall be at every scheduled game.
- Contracts shall be stamped across the bottom 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 #2086, Cleveland 44112**
- THE REGULAR SEASON DEADLINE FOR SIGNING PLAYERS IS ON TUESDAY AT 6:30 P.M., THE WEEK OF AFTER THE SECOND 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 Muny League. In addition, once a player participates in a school game and then quits the school team, he may not play in the Muny Football League.
- ☐ High School freshman are allowed to participate in the Cleveland Muny 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 play 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 prior to week three of the regular season.
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/mother 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 Contract/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 a White+
- + sticker (APPROVED – Jason Dunn).
- The legal helmet will be identified by a white 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 white 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.
- Organizations are responsible for assisting in the cleanup of the sports complex.
- 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 2086, 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.

CENTER SHOTGUN SNAP RULE

CENTER SHOTGUN SNAP RULE FOR 6U-11U – **NO CENTER SHOTGUN SNAP RULE FOR 12U, 13U OR 14U**

ON A PASS OR RUN PLAY

- A. It is illegal to lineup over the center while in the shotgun/pistol formation. The defensive player must be (2) yards back from the center if covered.
- B. When offense is in the shotgun formation, the defense must line up head up or wider of the guards. The defense may rush the "A" gaps. (A gaps are between the center and guard)
- C. The center may not receive any contact until he is in a protective football position. The center may not be touched as long as his head is down.
- D. A center snapping the ball and not picking his head up will result in a 15 yard unsportsmanlike penalty.
- E. VIOLATION OF THE CENTER SHOTGUN RULE WILL RESULT IN "ROUGHING THE SNAPPER PENALTY" OF 15 YARDS.

ON A KICK PLAY (PUNT AND XP KICK)

- A. It is illegal to lineup over the center while in the shotgun formation. Must be (2) yards back from over the center. No rush allowed over the center and in the A or B Gaps on any kick play. The rush must come from outside the C gap (C gap is outside the tackles). The referee will instruct the player to stay back the (2) yards.
- B. The defensive players may only rush the C gap and outward.

NO BLITZING RULE

6U & 7U Division – No blitzing allowed

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.

<u>SIZE OF BALL:</u>	Rookie Tackle:	WILSON K2, NIKE PEE WEE
	7U Termite Division:	WILSON K2, NIKE PEE WEE
	8U Division:	WILSON K2, NIKE PEE WEE
	9U Junior Division:	WILSON K2, NIKE PEE WEE
	10U Division:	WILSON TDJ, NIKE JUNIOR FOOTBALL
	11U Peewee Division:	WILSON TDJ, NIKE JUNIOR FOOTBALL
	12U Jr. Bantam Division:	WILSON TDJ, NIKE JUNIOR FOOTBALL
	13U Division:	WILSON TDY, NIKE YOUTH FOOTBALL
	14U Bantam Division:	WILSON TDY, NIKE YOUTH FOOTBALL

KICK OFFS: There shall be NO kick off for the Termite, Junior, Peewee & Bantam 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.

<u>LENGTH OF GAME:</u>	6U:	Four eight (8) minute quarters regulation time.
	TERMITES 7U:	Four eight (8) minute quarters regulation time.
	8U:	Four eight (8) minute quarters regulation time.
	JUNIOR:	Four eight (8) minute quarters regulation time.
	10U:	Four eight (8) minute quarters regulation time.
	PEEWEE 11U:	Four eight (9) minute quarters regulation time.
	12U:	Four eight (9) minute quarters regulation time.
	13U:	Four eight (9) minute quarters regulation time.
	BANTAM 14U:	Four eight (9) 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 6U & 7U 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: The ball will be spotted at the 50-yard line after a safety.

**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

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 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

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.

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)

CLOCK STOPS ON

- A. Penalty on the play
- B. Official Time out
- C. Scoring Plays
- D. Change of Possession (Turned over on downs)

RESTART ON THE OFFICIAL'S SIGNAL

- 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

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/Junior</u>	<u>10U/Peewee</u>	<u>12U/Bantam</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

Kickoffs are no longer permitted in freshman games, and they are only permitted in junior varsity games if both head coaches mutually agree. Kickoffs are already not permitted in junior high games.

“Player safety on kickoffs is something being discussed at all levels of football – professional, college, high school and younger,” said Beau Rugg, OHSAA Director of Sport Management and Officiating and the OHSAA’s football administrator. “And at the sub-varsity levels, there isn’t much time spent working on kickoffs, so this will help.”

In games with no kickoffs, the ball will be spotted at the 35-yard line to start halves and after scores. The ball will be spotted at the 50-yard line after a safety.

<http://ohsaa.org/news-media/articles/ArtMID/2006/ArticleID/350/Noting-the-Start-of-High-School-Football-Practice>

- A. **NO KICKOFF IN THE TERMITE, JUNIOR, PEEWEE & BANTAM DIVISION.**

PUNTING – 12U JR BANTAM, 13U & BANTAM DIVISION

- A. **No punting in the 6U, 7U, 8U, 9U, 10U & 11U 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 punter's 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 punter's 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: 6U, 7U TERMITE, 8U, 9U JUNIOR & 11U 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 Division: The molded plastic cleat shoe is legal.

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

For the Bantam 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 Junior Division & 8U:

K2 WILSON, NIKE PEE WEE

For the Pee wee Division & 10U, 12U:

WILSON TDJ, NIKE JUNIOR FOOTBALL

For the Bantam Division:

TDY WILSON, NIKE YOUTH FOOTBALL

5. THE LENGTH OF GAMES:

For the 6U – 10U Division: Four (8) minute quarters of regulation time

For the 11U – 14U: Four (9) 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 Junior Division & 8U: No Kickoffs. Ball is placed at 35 yard line

For the Pee wee Division & 10U: No Kickoffs. Ball is placed at 35 yard line

For the Bantam Division & 12U: No Kickoffs. Ball is placed at 35 yard line

7. AFTER A SAFETY OCCURS:

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

For the Junior Division & 8U: No Punts/Kicks. Ball is placed at 50 yard line

For the Pee wee Division & 10U: No Punts/Kicks. Ball is placed at 50 yard line

For the Bantam Division & 12U: Punts/Kicks. Ball is placed at 50 yard line

8. THE TEAM TIMEOUTS:

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

For the Junior Division & 8U: (4) time outs during regulation, (1) extra TO in each O.T.

For the Pee wee Division & 10U: (4) time outs during regulation, (1) extra TO in each O.T.

For the Bantam Division & 12U: (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 2022 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

Heat Index under 90°	<p>All sports:</p> <ul style="list-style-type: none"> • Provide ample amounts of water. This means water should always be available and athletes should take in as much water as they desire.
Heat index 91° to 95°	<p>All sports:</p> <ul style="list-style-type: none"> • Provide ample amounts of water. This means water should always be available and athletes should take in as much water as they desire. • Mandatory water breaks every 20 minutes for 10 minutes duration. • Ice-down towels for cooling • Watch/monitor athletes carefully for necessary action • Alter uniform by removing items if possible • Reduce time of outside activity as well as indoor activity if air conditioning unavailable • Postpone practice to later in day if possible • Helmets and other possible equipment removed if not involved in contact or necessary for safety. If necessary for safety, suspend activity. <p>Re-check temperature and humidity every 30 minutes to monitor for increased Heat Index</p>
Heat index above 96°	<p>All sports:</p> <ul style="list-style-type: none"> • Stop all outside activity in practice and/or play, and stop all inside activity if air conditioning is unavailable.

2022 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

2022 JUNIOR 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 Junior 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 JUNIOR GAMES ⇨ **K2 WILSON, NIKE PEE WEE**

4. LENGTH OF GAME FOR JUNIOR - 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 JUNIOR DIVISION ***

Junior ⇨ 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 JUNIOR 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

2022 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.

2022 JUNIOR BANTAM DIVISION GAME RULE MODIFICATIONS

For Ages 12, 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 \implies **Wilson TDJ, Nike Junior Football**
 3. **THE LENGTH OF THE GAME**
Pee wee \implies **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 \implies **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.

2022 BANTAM DIVISION GAME RULE MODIFICATIONS

For Ages 12 – 14 (no HS Sophomores), 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 - Offense will start from the 35-yard line.**
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 ball will be spotted at the 50 yard line after a safety
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.

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.

CLEVELAND MUNY FOOTBALL

Rookie Tackle 7-Player Rule Book



17325 Euclid Ave., Suite 2086
 Cleveland, OH 44112
 (216) 322-6689 League Director
info@cmfleague.org
www.cmfleague.org

Cleveland Muny Football Rookie Tackle 7-PLAYER RULES

Rookie Tackle uses the NFHS rule book as a base and employs the following adjustments for 7-player football:

1. Because of the all players, all positions, all skills philosophy, there are no restrictions on jersey numbers or player positions.
2. All game action takes place on one half of the field with all possessions starting on the 40- yard line going toward the end zone in between the numbers.
3. A turnover on downs brings the ball back to the 40-yard line, and the teams switch sides from offense to defense, defense to offense.
4. Turnovers on interceptions or fumbles are blown dead immediately. No returns are allowed in order to protect players from running toward the 20-yard administration zone between the two fields. Play restarts on the 40-yard line with the recovering/intercepting team now on offense. There are no defensive touchdowns.
5. After each play, the ball is spotted in the middle of the field. Hash marks are not used.
6. Because of the limited field size, all 15-yard penalties are enforced as 10-yard penalties.
7. No penalty on the offense can take the ball beyond the 40-yard line to ensure the administration zone.
8. Penalties on the offense that are called and accepted on or behind the 40-yard line result in a loss of down.
9. Penalties on the offense called between the 40-yard line and the end zone in which yardage is lost, even if limited in enforcement by the 40-yard line, are enforced as written in terms of down lost or replayed.
10. There are no defensive safeties. Tackles behind the 40-yard line are respotted at the 40-yard line.
11. All personal foul penalties include an immediate substitution from the field for a minimum of one play to allow coaches to address misconduct and promote good sportsmanship. We call this a cooling off period.
12. All plays are blown dead and the ball is returned to the 40-yard line if an offensive ball-carrier or a fumbled ball crosses over midfield or at the official's discretion if coaches, administrators or players from the multiple fields and the dead zone area become close enough in proximity to be a concern for safety.
13. The game is played in four 10-minute quarters with a running clock. The clock may stop after a score to flip the field.

Playing Field

1. The playing field is 40 x 35 1/3 yards, allowing for two fields to be created on a traditional 100-yard field at the same time.
2. The sidelines extend between the insides of the numbers on a traditional football field and should be marked with cones every five yards. Use traditional pylons, if available, to mark the goal line and the back line of the end zone.
3. Additional cones can be placed between the five-yard stripes and in line with the inside of the numbers to further outline the playing surface if desired.

4. All possessions start at the 40-yard line going toward the end zone.
 - a. This leaves a 20-yard buffer zone between the two game fields for game administration and safety purposes. Game officials, league personnel, athletic trainers and designated coaches are allowed in this space.
 - b. The offensive huddle may take place in the Administrative Zone.
 - c. Players not in the game stand on the traditional sidelines with one or more coach(es) to supervise.
 - d. The standard players' box should be used for sideline players. With the field split in two, this keeps players between the 25- and 40-yard line on each respective field and side.
5. First downs, down markers and the chain gang are administered in accordance with National Federation (NFHS) or local rules – starting from the 40-yard line.



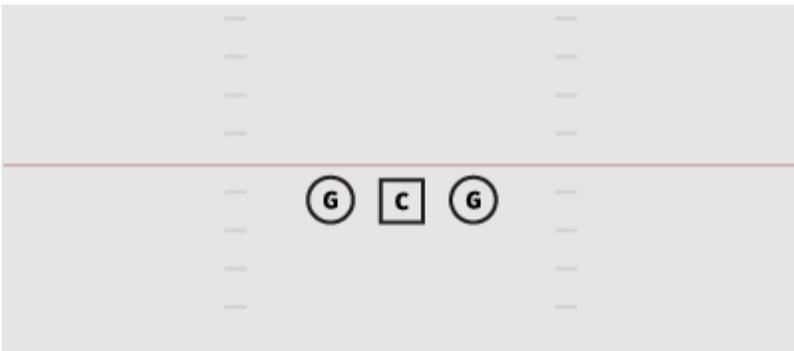
Special team's adjustments

1. There are no special teams.
 - a. There are no kickoffs or punts. Each possession starts with the ball on the 40-yard line, regardless of whether there is a score, turnover or turnover on downs.
 - b. There are no extra points by a kick.
 - i. All PATs are attempted through a run or pass try. Coaches can choose to go for one point from the three-yard line or two points from the five-yard line.

Offensive adjustments

1. Each play must include three offensive linemen – a center and two guards, one on either side of the center. These players are ineligible for first touch as the receiver of a pass regardless of the numbers on their jerseys and regardless if they are covered by an end.

- a. Player rotations may result with traditional non-lineman numbers at these positions for the purpose of fundamental skill development.



2. Guards are required to play from a two-point stance. There are no three-point stances.

3. The center may only have his or her snapping hand down on the ball.

4. The distance (split) between a guard and center may not exceed three feet (one-yard) but may be closer.

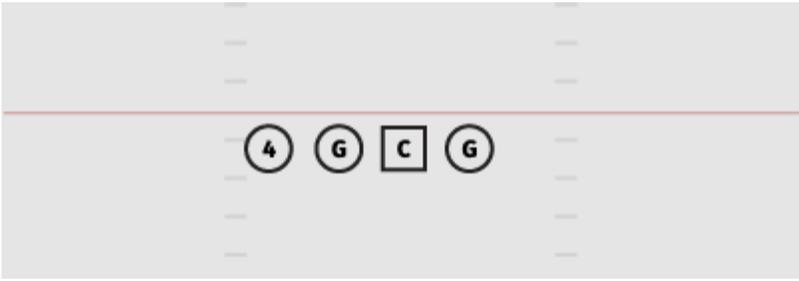
5. Because of the all players, all positions, all skills philosophy, players should change positions during the game. Therefore:

- a. The three offensive linemen must identify themselves on each play by raising their hands as they break the huddle and approach the line of scrimmage.
- b. Once identified as an offensive lineman, players may not shift to another position.

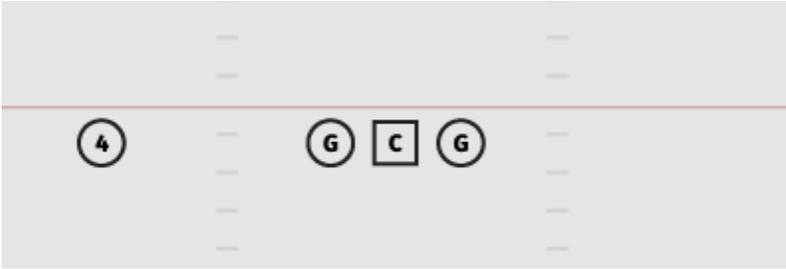
6. The quarterback-center exchange may be direct, pistol or shotgun.

7. Quarterback sneaks are prohibited in all situations because the defense is not allowed to have players aligned over the center or in the center-guard A-gap.

8. The offense must have four players on the line of scrimmage. No more, no less. The fourth player can be a tight end or split end. See figures below.



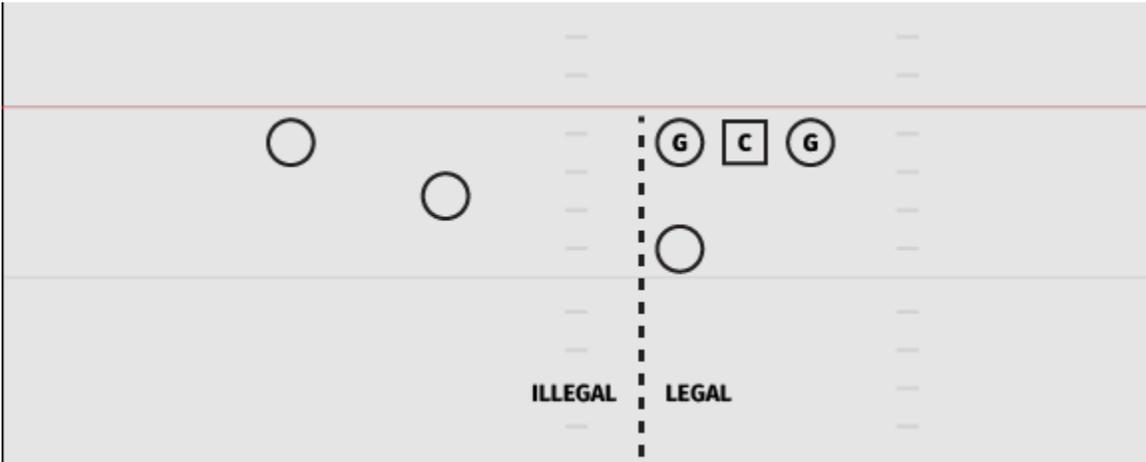
or



9. The four offensive players who are not playing guard or center may be deployed in positions at the coach’s discretion as long as one is on the line of scrimmage.

10. No trips formations are allowed.

- a. For purpose of Rookie Tackle, trips is defined as any three players outside the guard-to-guard box on the same side of the ball.



11. Motion is allowed by a backfield player as long as it doesn’t create an illegal trips formation.

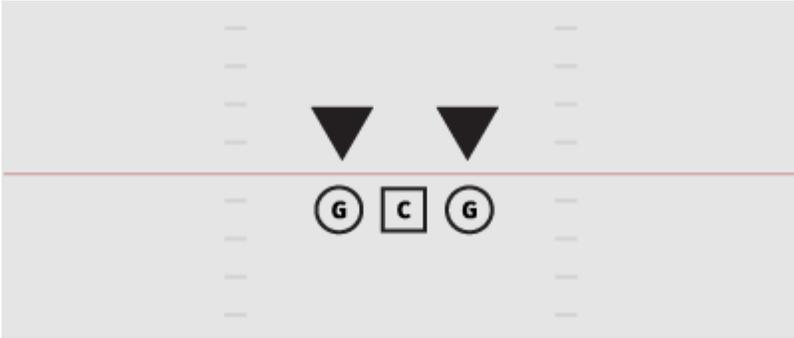
12. All blocks below the waist, in any situation, are illegal.

Defensive adjustments

1. Defenses may only have two defensive linemen unless an offensive formation includes a tight end. In that case, a

third defensive player may line up over the tight end.

- a. A tight end is defined as a player on the line of scrimmage and within three feet (one-yard) of a guard.
2. Defensive linemen must be in a two-point stance.
3. Defensive linemen over guards must be aligned in a head up or outside shade position.
4. Players in an outside shade must always have one foot aligned inside the stance of the opposing player.



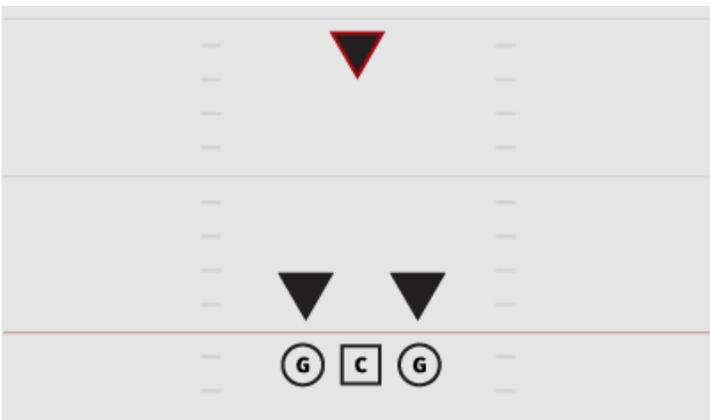
5. Defensive line of scrimmage players may not penetrate the A-gap on the snap of the ball. Contact with the hands must be made with the offensive line player before defeating the block into the A gap.

- a. Rule enforcement: Deliberate stunting into the A-gap is to be treated as an illegal procedure foul and enforced as a five-yard live ball penalty.

6. If the offense aligns with no tight ends, the defense may still align with three players on the line of scrimmage (press corner), but the player must be positioned over the receiver he or she is covering.

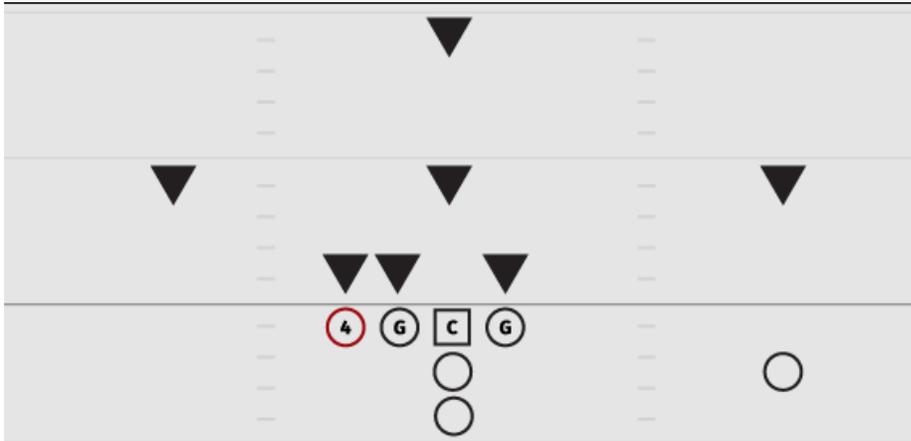
- a. With the exception of the players covering the guards, the defense is not required to have additional players on the line of scrimmage but has the option to do so. If not aligned on the line of scrimmage, a player must be a minimum of four yards behind the line of scrimmage.

7. The defense must have one player at least 10 yards off the line of scrimmage.



8. The remaining four players can be deployed at the coach's discretion but must be four yards off the line of scrimmage unless covering a tight end or split end on the line of scrimmage.

- a. Example: If the offense aligns with its fourth line-of-scrimmage player as a tight end, then the defense may align a player directly over the tight end on the line of scrimmage to balance the running surface.



9. No blitzes are allowed. Players within the box at the snap can penetrate upon the snap. Linebackers, safeties and cornerbacks (both on the line and at depth) can flow to the ball naturally after a handoff is made, but predetermining penetration to a specific gap is illegal.

a. The box includes offensive players who line up within two yards of the ball and on the line of scrimmage along with the defensive players lined up over them.

b. On pass plays, anyone outside the box on the snap cannot rush the quarterback and must remain behind the line of scrimmage in pass coverage.

i. Rule application: The restriction on blitzing is intended to encourage skill development within the passing game and allow young players to execute a successful handoff with limited penetration.

ii. Rule enforcement: Illegal blitzes by a linebacker or defensive back shall be enforced as an illegal procedure foul and a five-yard live ball penalty. If continued blitzing is determined to be a product of coach encouragement, a 10-yard unsportsmanlike conduct penalty can occur.

c. Good coaches are encouraged to be creative with their formations but not use “the box” to delay defensive penetration.

10. If the ball is inside the four-yard line, the four non-linemen, non-deep players may align on the goal line.

Scoring

1. Offensive touchdowns are worth six points.

2. PATs are the coach’s choice to attempt a one-point try from the three-yard line or a two-point try from the five-yard line.

3. With no special teams, there are no field goal attempts.

4. There are no defensive touchdowns as all turnovers are blown dead immediately. No returns are allowed to limit play back in the direction of the administrative zone.

5. There are no two-point defensive safeties. All tackles behind the 40-yard line result in a loss of down, but the offense retains the ball, and the ball is re-spotted at the 40-yard line to preserve the Administrative Zone.



CITY OF CLEVELAND
Mayor Frank G. Jackson

City of Cleveland 2021 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.***

2022 Cleveland City Soccer League Rules & Regulations
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**