



UFF OF AMERICA, INC.

2016/2018

RULES AND REGULATIONS

Article I. MEMBERSHIP, FRANCHISE, & FEES

1. NAME

The Name of this organization will be the "UFF of America, Inc." (Heretofore to be known as "UFFOA"). This is a privately owned organization operating as a Minor League Football League for its members' enjoyment. To become a private member each year, teams must file a League application. If selected into the UFFOA, these teams are required to pay, in a timely manner, annual League fees/dues. (The due dates will be announced each year.) These selected members/teams will receive the benefits within the UFFOA's by-laws, thus providing the organization with the enjoyment to participate in the UFFOA's season games of American Football.

The benefits received are from the League's structure by design of the League's rules, regulations, and by-laws. These rules for the organization are the same for each team accepted into the UFF of America, Inc. We, the UFFOA Board Members, strongly advise this is contingent upon the cooperation of each team's program/organization by following the UFFOA Rules and Regulations. This League's board members have been selected and appointed by the UFFOA Head Executive Advisor and the Commissioner, who sets forth and enforces the League rules and regulations

2. MEMBERS

New members are those that have been newly admitted into the League and have not completed a full year in the League. New teams will be given probationary status upon acceptance into the League.

Probationary members are teams serving their first year in the UFFOA, Full and Associate teams returning from a suspended status, or a member team whose prior membership has lapsed. Probationary members may be granted full member privileges following one completed playing season as a probationary member and are voted into full membership by the BOD. Probationary members who have completed a full season and have not yet complied with all of the criteria of the UFFOA, may be held at the probationary level for a period of another additional year or said team may be recommended by the Executive Board to become a suspended or inactive team of the UFFOA. Any team may be placed on a probationary status because of disciplinary reasons. Probationary teams may serve on committees, but not hold positions on the Executive Board.

3. LEAGUE STRUCTURE

A. Division

There may be conferences and/or divisions at the sole discretion of the BOD depending on number of teams, geographic distances, or various other criteria as deemed necessary for such action. The Commissioner will professionally assign the divisions and conferences for the approval of the BOD. If necessary, a vote may be needed and will be determined by the Head Executive Advisor.

B. Member Teams

Each member team will have one (1) primary representative to make decisions on behalf of their respective team and one (1) secondary representative who may hold a binding vote in the

absence of said teams primary representative and one (1) alternative representative who may attend League meetings in the absence of the primary or secondary representative who may cast a vote in the absence of both.

4. MINIMUM CRITERIA FOR UFFOA ADMISSION

A. Minimum Qualification

Teams must provide:

(i) evidence of ownership and proof of corporate structure, (ii) evidence of financial stability, (iii) evidence of stadium insurance, (iv) evidence of operational stability, (v) evidence of ability to be competitive, and; (vi) be of the highest moral character and deemed an overall good fit for the image and structure of the UFFOA.

ii. Threshold

The threshold as to whether these basic mandatory requirements are met will be at the sole discretion of the BOD.

4. NEW MEMBERS

A. Procedure for League Admission

i. Application

This rule will be determined each year if the admission fee of \$25 (twenty-five dollars) will be used. Those wishing to be considered for admission into the UFFOA must complete an application for admission with a \$25 (twenty-five dollar) deposit towards the League fees at time of application. The deadline date for the balance due the League to be "paid in full" will be determined by the due dates mandatory for payment.

ii. Presentation

The UFFOA will request that a formal presentation be made to existing members electronically or at an annual meeting by any applicant applying to the League. Registration by application must be filled out by the date required by the UFFOA. Dates will be posted each year.

iii. Majority Vote

A simple majority vote of the existing legal member team representatives must approve the applicant for League membership. Existing member team's representatives may cast their vote in person at the annual meeting or by other means acceptable to the BOD including the use of email, telephone, or the League website/message board. The BOD will strongly consider and review all votes but reserves the right to decide, based on the views of the votes, if a team is worthy to be in the UFFOA based on the overall criteria of the teams in question, meeting the UFFOA requirements.

B. Acknowledgement

New member teams will be required to be expressly bound by the rules and regulations of the UFFOA including our by-laws and will be required to complete a UFFOA membership application. A \$25 (twenty-five dollar) deposit must accompany the membership

application before the deadline date to submit their application.
NOTE: Refer to 4A, New Members, (i) Application.

5. LEAVE OF ABSENCE

Procedure:

A. A member team may file a written request to petition UFFOA for one (1) year leave of absence from active status.

B. Review and Determination: A review of petitions for a leave of absence will be conducted by the BOD. A determination will be made by the BOD and the petitioner will be notified of the BOD decision. All decisions regarding approval or denial of a leave of absence are final.

C. Reinstatement Fee: A member team granted a leave of absence will be charged a one-time \$50 (fifty dollar) reinstatement fee if the team wishes to request a return to active status the following year. League fees are non-refundable.

D. Voting Rights: A member team will have no right to vote on League matters during a leave of absence.

6. EXISTING TEAMS

A. Annual Review: Existing member teams may be subject to an annual review by the Head Executive Advisor, Commissioner, and the BOD. Member teams should be prepared to provide any information requested by the Head Executive Advisor, Commissioner, or BOD to assist in evaluating the existing member's compliance with League rules and regulations. If requested, member teams must respond as soon as possible.

B. Removal from UFFOA:

Should the BOD determine by 51% (fifty-one percent) majority vote of existing BOD members that an existing team is not in compliance with UFFOA rules and regulations or for any other reason the existing team may be removed from the UFFOA or be given a specific amount of time to rectify the situation to the satisfaction of the BOD. The BOD may request the existing legal League member teams to vote on the fate of the team to be removed from the UFFOA.

C. Fines:

All League fines are nonrefundable and will be considered owing as regular fees and subject to any penalties associated with unpaid fees. Unpaid fines will increase each week.

7. ANNUAL FEES

A. Non Refundable:

All League fees and fines paid to UFFOA are non-refundable and must be paid in full with seven (7) days or before the next week's game. Unpaid fines result in a game loss, while fines are unpaid.

B. Annual Fees:

New members and existing members of the UFFOA will pay an annual entry fee each year, known as membership League fees, paid in full. The dates will be posted and payment is expected.

i. League fees will be voted on as a part of the annual budget prepared by the BOD at the beginning of each year by the BOD Members. The Head Executive Advisor and/or the Commissioner can suggest the amount of League fees/dues for the physical year.

C. Fee Schedule:

BOD will issue a schedule of fees ("Fee Schedule") each year with dates all fees must be paid in full with no exceptions.

D. Voting Rights:

Payment in full of annual entry fee or current with the issued fee schedule will entitle each team to one (1) vote on UFFOA issues designated for member voting by the BOD.

E. Payment Method:

All League fees must be made payable to UFF of America, Inc. by money order, check, PayPal, or cash.

F. Payment Date:

All League fees must be paid in full by a date elected by the BOD.

G. Failure to pay fees:

NOTE: Failure to pay fees or fines may result in expulsion from UFFOA. Expulsion from UFFOA due to failure of paying fee is at the sole discretion of the BOD. While any fines or fees are outstanding, a team will receive an automatic forfeit score regardless if the game is played or not. The game will be allowed to be played, but the outcome is an automatic loss and the fines or fees are still due until paid in full with the same automatic forfeit to continue until paid. Fines may increase each week they are not paid.

Article II. Voting

1. VOTING MEMBERS

Each member team will hold one (1) vote in matters requiring a vote regardless of whether a member from that team holds an elected position on the BOD providing no fines or fees are due.

2. MAJORITY VOTE

All votes will be held to a majority vote, except in particular instances listed in the by-laws where a 51% (fifty-one percent) vote is required. A simple majority vote passes with greater than 50% (fifty percent) of the teams in attendance. A quorum must be reached in order to hold a majority vote.

3. ABSTANTEE VOTING

A. Secondary or Alternative Representative

If that team's primary representative is not present when ballots are cast, the team's secondary contact or alternative representative may then cast a binding vote. The BOD will not wait for an absentee vote if either representative is unavailable.

B. Method of Voting

If a team is unable to send any representative to a meeting where voting will take place and not done by the BOD, they may cast their

vote via the message board which is preferred, or through another form of written communication with the Head Executive Advisor or the Commissioner's office, text message, email, written letter, which will be forwarded to the entire board for verification.

C. Time Limit

If a team cannot attend a meeting and wants the opportunity to review a matter being voted on, they can request in writing (using one of the methods previously described) that the matter be continued and a vote be cast within forty-eight (48) hours of the vote taking place. However, if a team cannot/does not attend a meeting or ask in writing (using one of the methods previously specified), the vote taken at the meeting will be binding and the team will be officially considered to have abstained in voting on the matter.

4. LOSS OF VOTING RIGHTS

A. Inactive

A team cannot vote if they hold an inactive status as listed in Article IV Section 4D.

B. Unpaid Fees

A team cannot vote if they have outstanding fees or fines as listed in Article IV Section 6.

C. Probation

A team placed on probation may lose their voting rights as a part of their probation. The decision on whether a team loses their voting rights and length of probation will be decided by the Head Executive Advisor or the Commissioner at the time the Probation is announced. The matter will be reviewed with the Head Executive Advisor, Commissioner, and BOD at the Commissioner's request, if necessary.

5. VOTING OUTSIDE OF A MEETING

A. Superseding Rule

The Head Executive Advisor and the Commissioner of the UFFOA have the authority to override any policies, league rules, regulations, and/or fines as they see fit after reviewing all written, verbal, or videos relating to the infraction or violations regardless of the BOD votes as well as in case of a voting tie. The Commissioner will vote to break any tie after reviewing all information regarding any penalties and infractions in any policies stated under the League Rules and Regulations.

B. Call to Question

Only the League Head Executive Advisor, Commissioner or Board Member acting on behalf or in place of the Commissioner can call a vote outside of the League Meeting if desired for matters of concern.

C. Announcement and Posting of Question

The question may or may not be posted on the League message board or electronically. Text message or an email can be sent out to inform all team representatives of the posting of the question. If within 48 hours, a response from a team has not been received,

both methods of communication will be tried again. No further attempts are required.

D. Quorum

On certain issues the BOD may have, at least four (4) teams of the League members must vote in order for the vote to be valid. If the quorum is not reached by the allowed time limit, the vote will be null and the question retracted. Or the BOD will make the vote.

E. Method of Voting

A team may cast their vote via the message board or electronically which is preferred, or through the following forms of written communication with the Commissioner's office or Head Executive Advisor. The written communication can be a text message or email, which will be forwarded to the entire board for verification.

F. Time Limit

When the BOD requests a vote on a matter of interest, the Team Representatives have the following time frame. From the time of the first notification, teams will have forty-eight (48) hours (2 days) to cast their vote by the method(s) prescribed above. The Head Executive Advisor Commissioner has the opportunity to extend the vote after forty-eight (48) hours (2 days) by another twenty-four (24) hours (1 days). If a quorum is not reached, or a majority vote not achieved within the established timeline, the vote will be null and the question retracted. The BOD will then make the decision at the Head Executive Advisor or Commissioner's request.

6. TIE BREAKER

The Commissioner will cast the deciding vote in the event of a tie.

Article III. Awards

The UFFOA will award a trophy to the League champion and a trophy to its runner up. Any other awards will be given at the discretion of the BOD.

Article IV. GRIEVANCES

1. REPORTING

All UFFOA grievances must be submitted electronically within forty-eight (48) hours (2 days) after the incident in question by text or email to the UFFOA Commissioner or Head Executive Advisor. A written copy of the grievance must be filed with the Commissioner or the Head Executive Advisor within one (1) week from the time of the alleged infraction. The Commissioner will notify all members of the pending complaint and assign the grievance to the appropriate BOD members for review. NOTE: Grievances must have legitimate merit in order to be reported.

2. HEARING

The Commissioner may elect to conduct hearings in person or by conference call or deal with the situation personally. Reminder, an appeal can be requested by the party involved.

3. DECISION

Any decision rendered on a grievance will be released and announced to members within seven (7) days via letter, email, League website, or UFFOA League Facebook Site – UFFOA Owners Open Forum.

4. APPEAL

Any member team can appeal any grievance to the BOD within forty-eight (48) hours of a decision. Requests for appeal will be acknowledged via telephone or in person. However, a written copy of the appeal request must be received by the BOD within forty-eight (48) hours of the initial decision. Send information to: directors@uffofamerica.com.

5. DECISION MAKING AUTHORITY

Any infraction that involves a UFFOA board member affiliated team will be handled by the Commissioner and other UFFOA board members not involved with the infraction. In addition, UFFOA BOD member must excuse himself from voting on the final disposition of the grievance. Any Board Member that has a team “MUST” remember to vote as a “Board Member” ... not wearing your “team” hat. We vote in the best interest of the League and cannot allow it to become personal.

6. DISPUTES BETWEEN MEMBER TEAMS

It will be the duty of the Commissioner and/or rules committee to settle grievances between teams and to rule on any disciplinary action to be administered as per the current by-laws.

7. GRIEVANCES CONCERNING OFFICIALS

All grievances concerning officials must be reported to Commissioner, Head Executive Advisor, or forwarded to the Head of Officials. Make sure any and all grievances are reasonable and worthy. Game rules are one thing and judgment calls are another.

Article V. SCHEDULING

1. PREPARATION

The preparation of the UFFOA schedule will be the responsibility of the Commissioner and/or the Head Executive Advisor and will be posted within fourteen (14) days of finalizing League membership or within seven (7) days of final revision and ratification of said schedule. The BOD will schedule the games, both home and away, as soon as we know what teams are committed. You will know when your home and away games are, including everyone’s bye weeks for make-up games.

A. Scheduling Accommodations

The League will make every reasonable effort to accommodate needed requests for schedule limitations up to final posting. However, if a request cannot be met due to late submission, or said request would cause undue hardship on a member team, the League will not be held responsible for any forfeit, loss of monies, or other penalty that may occur in the way of fines.

B. Regular Season

The League will make every attempt to utilize a ten (10) game schedule, under certain circumstances however, this may be impossible and an alternative number of games, not to exceed 10 (ten) during the regular season may need to be scheduled.

C. Make-Up Games

All rescheduled games must be played on or before bye weeks. The League will maintain two (2) built in weeks in which to make up games that cannot be contested on their originally scheduled date. The Saturday immediately following the final scheduled regular season game shall be used to make up games postponed during the regular season. In the event that more than one game is postponed in the season, the game that was in the earliest chronological order shall be contested. The other game will be handled according to our forfeiture procedures or the Commissioner or the Head Executive Advisor.

2. PLAYOFF SEEDING

Playoff seeding and format will be as follows:

A. Home Field

The team with the best remaining UFFOA League record will be the host team for all playoff games, but not including the UFFOA championship game. That will be announced each year after the BOD decides on a venue for the game.

B. Tie Breakers

For determination of playoff qualification, playoff seeding, and any other College rankings, the following tiebreaker tier will be utilized: i. Best overall League record; ii. Head to Head; iii. Best road record; iv. Total points scored; v. Coin Toss. When necessary, we will refer to the College rules.

3. POSTPONEMENTS AND FORFEITS

UFFOA will not be legally or financially responsible for any postponements, forfeits of UFFOA regular season games/pre-season games/post season games that are scheduled by teams or UFFOA. Postponements will be made up on or before League bye weeks. Forfeits are an automatic loss and a \$500 (five hundred dollar) fine. Unless the BOD agrees by vote to be less, but not less than \$250 (two hundred fifty dollars).

Article VI. FORFEITS

1. DEFINITION

A forfeited game is defined as a game not played or not completed because one of the following reasons. Additional reasons will be reviewed by the BOD and voted on.

A. A team ceases to exist for any reason without leaving the League time or the ability to re-create a schedule without causing undue difficulties for the League or its member teams; or

B. A visiting team fails to show up for a regularly scheduled UFFOA game. NOTE: This game could be rescheduled during one of the two bye weeks. Team must call or notify waiting team.

C. A visiting team shows up late for a regular scheduled game and fails to show up within the given grace period of thirty (30) minutes of kickoff, unless having a legitimate reason. The reason will be evaluated by the BOD as to its legitimacy. A legitimate reason would be a team traveling by bus and the bus breaks down. The game must still be played.

D. A home team changed the game time, date, or location without proper 72 (seventy-two) hour notification; or the Wednesday before Saturday's game.

E. A home team fails to have access to an acceptable playing facility for any reason or the game cannot be made up during a scheduled make-up week; or

F. The minimum number of six (6) officials is not present within thirty (30) minutes of kickoff. (To be reviewed by the BOD and call the Commissioner ASAP or the Head of Officials ASAP.

G. Any team owing fees for any reason to the UFFOA regardless of the outcome of the contest as it was scored on the field if not paid by imposed date by the UFFOA BOD. This will constitute a "no win" for that team on their record in the playoff standings. PayPal information is available on the League website.

2. NON-CONTESTED GAMES

The outcome of forfeits or games not played will not negatively impact the home team or away teams standings. The outcome of the game is as if the game was never scheduled. All attempts will be made to make up non-contested games during the scheduled make-up weekend that is already set into each season schedule.

A. When the proper number of referees fail to show up to a game. [Five (5) officials and one (1) clock operator]

B. When severe weather or an "Act of God" unforeseen and unplanned cancels a game that was either not started or not compete as defined by the by-laws.

3. PARTIAL GAMES

Partial Games scores will count at the time of disruption or by severe weather or other "Act of God" if both teams' offenses have had the opportunity to compete a series of plays during the third quarter. If the disruption happens before then, the game will attempt to be made up. If the game cannot be made up, the game is called a non-contested game unless the BOD feel the disruption was caused by one team or the other unjustifiable actions causing the game to be ceased. The officials' report will weigh heavily with the BOD.

A. Any team that is found to purposely disrupt a game in order to maintain a score or cause a non-contested game will be immediately placed on probation and up for expulsion from the League. This includes the actions of a team's fans. Fines will be imposed on that team.

4. CREDIT FOR FORFEITED GAMES BY AVERAGE POINTS SCORED

A UFFOA team that receives a forfeit from a League scheduled game will be awarded a victory and three (3) points on their overall UFFOA standing. If said team has not yet scored any points during the season. Otherwise, the BOD will calculate the average

amount of points scored during the season and award that amount as credit towards the win.

5. FORFEIT PENALTY

A. Any member team forfeiting a UFFOA scheduled game may be fined by the BOD members and/or expelled by the Commissioner, Head Executive Advisor, and BOD members. A fine of \$500 (five hundred dollars) must be paid by or before the next week's game is played.

B. A member team will be considered not in good standing if it forfeits two (2) consecutive games or if, in the judgment of the BOD, it has acted in willful violation of UFFOA by-laws or rules and a team suspension is in order.

C. A member team forfeiting two (2) UFFOA games in any regular scheduled season will be placed on one (1) year probation. If member teams are already on probation, UFFOA may expel the member teams or extend the probationary period through the next full season. A forfeiting team may be held responsible to their appointment for up to \$500 (five hundred dollars) out-of-pocket expense in addition to a fine from the UFFOA.

D. A member team expelled from the UFFOA for forfeiting games cannot reapply for admission into the UFFOA under the same ownership or team name. A member team expelled by UFFOA for forfeiting games cannot circumvent this Article and apply for UFFOA membership by changing team name under the same ownership.

E. A team that forfeits a UFFOA game may be asked to make monetary restitution to the opposing team for all responsible costs expended in preparation for the game. The forfeiting team will not be permitted to play its next scheduled League game, until said judgment is satisfied and approved by the BOD. If the BOD decides to do so, the restitution will not exceed \$500 (five hundred dollars).

F. A member team requesting restitution from another Member team must submit receipts or other acceptable documentation for losses to the Head Executive Advisor or Commissioner within one (1) week of the forfeited game. Both member teams and the Commissioner must agree upon payment arrangement. Failure to provide receipts or acceptable documentation within the one (1) week period will result in a League ruling that no losses occurred, and thus no compensation will need to be rendered by the violating member team. The forfeiting team must pay the UFFOA a \$100 (one hundred dollar) fine first and a maximum of \$500 (five hundred dollars) or less to the member team. The BOD can lessen the fine to \$250 (two hundred fifty dollars).

Article VII. STADIUM/FIELDS

1. STADIUM

A stadium is not mandatory (but strongly recommended) for a scheduled UFFOA game. Each member team's home venue must have an adequate playing field: standard size, adequately marked [at least lines every ten (10) yards], have goal posts, and should have a working scoreboard. However, the League is using an official time keeper (clock operator). If it's found that a team posts on their application that they have all of the above and don't, they will receive a \$25 (twenty-five dollar) fine.

2. GAME LOCATION AND TIME

All UFFOA games will be scheduled for Saturday, starting no earlier than 5:00 p.m. and no later than 7:00p.m. Late arriving teams will be given a thirty (30) minute grace period during which the game can start late (unless in an emergency and agreed upon by the Head Executive Advisor or the Commissioner. Any changes in game time must be mutually agreed upon by the teams and must be submitted to the Commissioner or Head Executive Advisor by Thursday at 1:00 p.m. on the week of the game. The Commissioner or the Head Executive Advisor reserves the right to reschedule games at his or her sole discretion. It is the desire of this League that all scheduled games be consistent unless circumstances make the playing of a game impossible. No last minute venue or time changes of games unless approved by the Commissioner or Head Executive Advisor.

A. Night Games

A properly lighted field stadium is mandatory for all night games. Always make sure that your stadium lights are working properly.

3. DAMAGE TO FACILITIES

Any damage to the visiting locker room by the visiting team will be the sole expense of the visiting team and may result in expulsion from the UFFOA. Any damages should be reported to local police. A copy of the report must be mailed into the Head Executive Advisor or the Commissioner's Office with pictures, if available or emailed to the League at directors@uffofamerica.com.

A. Damage Restitution:

Payment arrangements must be agreed upon by both teams and UFFOA BOD.

4. INSURANCE (IMPORTANT)

The League teams will provide general stadium liability insurance required by organizations and the UFFOA in order to rent a stadium/field. The UFFOA recommends "Katy Insurance". Make sure that you ask about the starting date and the ending date of the policy.

Article VIII. RULES OF PLAY

1. GOVERNING RULES

UFFOA will play by the College rules of the previous season, except as modified by the UFFOA. Rule modifications will be proposed, and voted on, by the voting of BOD members with a majority vote implementing modifications. Rule modifications may be repealed if they create an undue hardship on game officials, unintended consequences during the course of games, or if they are deemed unnecessary or unfair. This will be determined by the Head of Officials and the UFFOA BOD.

2. PRE-GAME AND GAME DAY ARRIVAL

Each team should be on the field two (2) hours before game time and ready to play within thirty (30) minutes prior to kick-off. If the game is not played on the date scheduled, the Commissioner must be notified immediately and the disposition of the game will be determined by the Head Executive Advisor or the Commissioner.

Each team is responsible for its own travel and transportation expenses.

3. GAME BALL

Only NFL size DUKE footballs (made by Wilson) are to be used in the UFFOA. Footballs must be of real leather. No composite type footballs will be permitted or high school or college footballs with white stripes.

4. TEAM UNIFORMS

A. Definition

All teams will dress their team in matching uniforms consisting of helmet, shoulder pads, jersey, football pants, and cleats. Jerseys must match color throughout the entire team. Players on the field must wear football pants. No shorts are allowed per NFL Rules or UFFOA rules. Head Referee will enforce uniform rules. Jersey must be worn properly. No knot tying or raising up jersey to play. Helmets must remain on at all times while on the field. Referees will penalize teams for these infractions. Thigh pads and knee pads are required, but not enforced. All helmets must be the same color with NO exceptions.

B. Colors

When possible, the home team will wear dark jersey and the visiting team will wear light unless the two teams can mutually agree by Thursday prior to the game as to which uniform tops they will be wearing. All teams must have two (2) team jerseys, home and away, or teams will be fined \$50 (fifty dollars) for each game that they do not have the proper attire. **NOTE:** Two (2) jerseys are mandatory.

C. Uniforms

Uniform must be in useable condition with normal wear and tear.

D. Numbers

Jersey numbers must be intact and properly affixed to the uniforms. NO duplicate numbers may be used by the same team in any UFFOA games. It is recommended that teams follow the football numbering system per position; however, players will not be kept from playing a certain position because of their number. They will need to report to the officials.

E. Ineligibility

Any player that does not meet the rules of the team uniforms listed above will be ineligible to play. NO exceptions, including ineligible players that are on suspension from the League. If a player is ineligible and caught playing, consequences will be severe.

F. Tinted Visors

Any player that wishes to or is required to by a doctor's written prescription must sign a tinted visor liability waiver form with his team before their participation in any refereed game. This is a safety factor. **NOTE:** If a player is injured, first responders must be able to see the player's eyes without removing his helmet due to possible severe injury. The UFFOA will not enforce this rule and accepts no responsibility for a player or any member that used a tinted visor.

Article IX. PLAYERS

1. OFF-SEASON FREE AGENCY

After the UFFOA has officially completed its season, all players are declared free agents and are permitted to change from one team to another without consent, but cannot sign a contract until after July 1st of the upcoming calendar year. Team owners are requested to have their players sign team contracts.

2. UFFOA LIABILITY WAIVER

Each coach, player, or staff person of a member team must complete UFFOA a liability waiver prior to beginning practice, games, or any UFFOA activity. No individual will be eligible for any UFFOA event until the UFFOA provided liability waiver is signed. Owners must have this waiver available before the season starts, when requested by the UFFOA.

3. TEAM CONTACTS

No player can switch member teams after signing a team contract without written release from said team. Any player signing with two (2) member teams in the UFFOA in the same season will be disqualified for the remainder of the season. Any member team utilizing a player that has signed with two member teams will forfeit the game, and maybe fined or expelled from UFFOA. However, a player can sign with a team in another League. This is not recommended by the UFFOA and viewed as unethical and not encouraged.

A. Solicitation or Recruitment

Member teams are not permitted to contact or solicit players once a player has signed with another UFFOA member team.

4. PLAYER FEES, FINES, AND EQUIPMENT

Each member team will be responsible for collection of all players' fees, team fines, and equipment.

5. PLAYER LEAGUE SUSPENSIONS

Each player will be responsible for serving League suspensions in the event suspension is imposed on a player. Players will be listed on the League message board as inactive until said suspension is served and the team's fine is paid in a timely manner.

6. NON-PAYMENT OF PLAYERS

There will be no payment for any type whatsoever for player participation in any UFFOA game. Teams found in violation of this will be subject to fines or immediate suspension or expulsion.

7. TEAM ROSTERS

A. Rosters

NOTE: The teams' "Main Roster" of names and player photos (head only) must be on file with the UFFOA no later than two (2) weeks before the opening game set for each year. However, the UFFOA will allow that some players can be signed by any UFFOA member team up to but not after the 1st (first) game of the season. Rosters must be posted on the UFFOA Website by 6:00 pm on the

Friday before the UFFOA schedule game. Only the players listed on the UFFOA website are eligible to play in any season's games.

B. Final Rosters

All teams must post their main final roster on the general forum of the League website. The Commissioner must receive a final roster before the 1st (first) game of the season. Failure to adhere to this ruling will result in a team being fined.

C. Roster Limits

UFFOA opening game day rosters require a minimum of thirty (30) players and will be capped at fifty-five (55) players maximum. After 55 its \$25 a player cap off 60.

D. Roster Modifications

Each team is allowed to modify their roster an unlimited number of times until the 1st (first) game of the season; however, the Commissioner must have the photo I.D. of each player before opening day.

E. Small Team Exception

Once the roster is closed, if at any time a team falls below fifty-five (55) active players, they cannot add players after the first game of the season. Make sure you have backup players to replace an injured player.

F. Injury Reserve

A player can be given an IR status and become an inactive play that is no longer counted on the active roster. Once a player is placed on IR, they can no longer participate as player during a team's practice or game for the rest of the season.

8. PLAYER EJECTIONS FOR FIGHTING

A team owner will be fined \$100 (one hundred dollars) for any player who is ejected by an official for fighting during a season game. The player must leave the grounds immediately. Any player ejected for fighting is automatically expelled from the UFFOA for the remainder of the season. **NOTE:** One (1) punch constitutes fighting.

A. Any UFFOA player ejected from a League game, other than for fighting, will be ineligible to participate in the next game. (In the event of forfeit or non-game, the ejected player will be ineligible until after a physical game has been played).

B. Any UFFOA player ejected from two (2) League games in one (1) season will be ineligible for four (4) games starting after the second ejection. If there are not four (4) games remaining, said player shall be declared ineligible for the remainder of the season. Team owner will be fined \$25 (twenty-five dollars) for each ejection or \$100 (one hundred dollars) if the player was fighting. The player is automatically expelled from the League.

C. Any UFFOA player ejected from a post season game is ineligible for remainder of the post season as well as the first game of League play the following year regardless of what UFFOA team player may sign with.

D. During a player's career within the UFFOA, if a player is ejected three (3) times from a game, regardless of what team he has played for, if a team is still active or in good standing, the player will

receive a lifetime ban from the UFFOA on ground of an established pattern of unacceptable behavior. The UFFOA is sending a message that there is no tolerance for this type of behavior or fighting.

9. PLAYER ROSTER CHALLENGES OF PHOTO I.D.

Each team will have the ability to challenge the opposing team's roster twice in a game. A challenge can be made only toward one player at a time, or the overall number of players. Teams cannot blanket challenge everyone on the roster at one time. In order to exercise a challenge, the challenging team must utilize a game time out. If the challenging team does not have any remaining timeouts in the half, they no longer have the ability to challenge a roster unless the official knows the player is ineligible.

A. A challenge will be initiated by calling a timeout, and the team's coach informing the Head Referee that he would like to challenge the opposing player's eligibility.

B. The Head Referee will ask the player being challenged to produce a valid I.D., or begin the process of counting the number of players active in a game who were from the start of the game.

C. The player at that time must produce a valid I.D. within five (5) minutes. A team binder of a photocopy of the player's I.D., along with the rest of the team's will constitute as a valid I.D. It is strongly encouraged that teams keep said binder on hand. Failure to produce an I.D. within the five (5) minute time limit, the player will be considered ineligible.

D. A player is considered active during the game if they have (or during the game, had on) a jersey and pads, and could take the field at any given time from thirty (30) minutes prior to kick off or during the photo I.D. check in.

E. The Head Referee will determine if the challenge is valid or invalid. If valid, the player is ejected from the game, or if over the number of players, the team must remove players in order to reach the limit of fifty-five (55) players. The challenging team will receive their game timeout back. In addition, the game is suggested to continue in order to have an outcome if the call is reversed after the game during a follow up review. If the challenge is invalid, the challenging team loses the game timeout and play is continued.

F. The Head Referee will report back to the Head of Officials the challenge. If the challenge is valid, the Head Executive Advisor, Commissioner, or BODs will review the incident independently after the game.

10. PLAYOFF I.D. CHECKS

During all playoff games, the Referees will check everyone's I.D. Book before the start of the game.

Article X. COACHES/OWNERS/STAFF

1. No coach can switch teams within the UFFOA once the first League game is played.

2. A coach that is on the BOD cannot handle any infraction between his team and another League team. The matter will be

3. UFFOA owners are not permitted to be board members of another League or own a team in another League in the same season of the UFFOA.

Article XI. OFFICIALS

1. HEAD OF OFFICIALS

The Head Official is responsible to report all major incidents such as but not limited to player ejections, and also must report scores to the League Commissioner or Head Executive Advisor via email or telephone within forty-eight (48) hours of the completed UFFOA sanctioned game.

2. NUMBER OF OFFICIALS

A. A minimum of six (6), five (5) officials and one (1) clock operator is mandatory for all UFFOA regular season and playoff games and to be paid \$80 (eighty dollars) per official as well as \$50 (fifty dollars) for the clock operator for a total of \$450 (four hundred fifty dollars).

ii. A minimum of six (6) officials is mandatory for all UFFOA championship game and will be paid by the UFFOA.

3. SCHEDULING OF REFEREES

Securing of the adequate number of officials for each UFFOA game is the responsibility of the Head of Officials. If however, the minimum number of officials cannot be fielded at game day there "may" be a forfeit victory awarded to the visiting team if the game cannot be rescheduled. However, rescheduled games will be played on one of the two (2) designated bye weeks already scheduled.

4. WEATHER CANCELATION

For each contest, the team of officials will designate a Head Official. The Head Official (white hat) is the only one that can call a game due to inclement weather. A one (1) hour delay is a prerequisite to exercising this right. The BOD requests that all games attempt to finish play to avoid any rescheduling or make up games.

ARTICLE XII – BY-LAW AMENDMENTS

NOTE: Revisions or changes can be made to these by-laws if a majority of The BOD members agree to the change and is voted upon as described in the League's by-laws. All changes must be voted upon at a BOD Meeting or on a conference call.

Addendum I – Team Conduct

handled by the remaining BOD members and Commissioner, or the Head Executive Director.

1. TEAM CONDUCT

All teams and any individuals representing a team shall conduct themselves in a professional manner at all times. This includes all League sanctioned events, as well as those events that said team may participate in of their own accord in which it is understood they have an affiliation with the UFFOA. Such activities include but are not limited to: League scheduled games, League meetings, non-League pre-season games, fund raising events, post season games and or tournaments, and general conduct.

2. PENALTIES

If an individual or team as a whole is witnessed or is reported to have been in violation of the UFFOA conduct policy a formal investigation may be conducted by the Commissioner’s office. All BOD members and member teams will be notified immediately that there is an ongoing investigation. This investigation may include any fact finding activities deemed necessary to compile evidence to confirm said violation or to clear alleged offender of guilt. Upon conclusion of this investigation, the Office of the Commissioner will report findings to BOD. If there is supporting evidence of said conduct violation(s), formal action may be taken up to and including probation, monetary sanctions, or expulsion from the UFFOA. If there is insufficient supporting evidence of wrongdoing, a statement will be issued from the Commissioner’s office explaining the investigation has been concluded and no violations were found.

3. OFFICIALS RULE MODIFICATIONS FOR UFFOA (UFF)

Official crews are encouraged to use a four (4) play cool-off rule for situations that may warrant them instead of an Unsportsmanlike Conduct foul. If a player is asked to sit for four (4) plays, the second time in one (1) game, the player will be ejected from the game and the team owner will be fined.

4. RUNNER IS ONLY DOWN BY CONTACT AFTER CONTACT FROM THE OTHER TEAM - COLLEGE RULE

The ball becomes dead; the down is ended:

- a. When a runner goes out of bounds or held so his forward progress is stopped or allows any part of his person other than hand or foot to touch the ground **after being contacted by an opposing player.**

5. FIFTEEN (15) MINUTE QUARTERS

The clock running time for a game shall be **sixty (60)** minutes with periods and intermissions as indicated in the table. There is NO running clock. Exception: see Continuous Running Clock rule #9.

PERIOD OF TIMING	CLOCK TIME
<u>First Half:</u> First Period Intermission for Changing Goals Second Period	Fifteen (15) Minutes Two (2) Minutes Fifteen (15) Minutes Two (2) Minute Warning
<u>Intermission:</u> When Teams Leave the Field	Fifteen (15) Minutes is Normal
There is no mandatory warm-up period <u>Second Half:</u> Third Period Intermission for Changing Goals Fourth Period	Fifteen (15) Minutes Two (2) Minutes Fifteen (15) Minutes Two (2) Minute Warning

7. KICK OFFS, PUNTS, AND FIELD GOALS CAN BE RETURNED FROM THE END ZONE

When any K player touches a scrimmage kick beyond the expanded neutral zone to R’s **End Line** before it is touched beyond the neutral zone by R and before the ball has come to rest, it is referred to as “first touching of the kick” and the place is the “spot of first touching.” Such touching is ignored if it is caused by R pushing or blocking K into contact with the ball.

8. TOUCHBACK

It is a touchback if any free kick or scrimmage kick:

- A. Which is not a scoring attempt or which is a grounded three (3) point field goal attempt, breaks the plane of R’s **End Line**, unless R chooses a spot of first touching by K.

9. CONTINUOUS RUNNING CLOCK RULE

There is no continuous running clock (College Rules); however, if the two (2) teams agree to a running clock, it can only be activated during the fourth period of play. No game official and/or Head Referee can impose a running clock unless both teams agree. The continuous running clock option can be suggested by the Head Referee to the two teams if one team is ahead by thirty plus (30+) points/five (5) touchdowns, but only in the fourth period. Again, the decision must be agreed on by both teams, not just one. If agreed upon by both teams and the game score then becomes within fourteen (14) points, either one of the two teams can request to the Head Referee to discontinue the continuous running clock and resume regular play for the remainder of the game.

10. PRE-GAME EXCHANGE OF TEAM PLAYERS BOOK

The Head Coach or Team Representative from both teams must review each other's player roster thirty (30) minutes prior to kick off for:

- A. Picture I.D. of all staff members and players.
- B. Picture of player with jersey number.
- C. **NOTE:** A count for how many players are present at the time of identification thirty (30) minutes before game kick off time.
- D. This exchange should be done thirty (30) minutes before game kick off time.
- E. All players from both teams must be present for photo I.D. check. If a player is not present and arrives late after the book has been reviewed by both Teams, the late player will be deemed ineligible for that game only. Any players that arrive late and miss the I.D. book check will not be permitted to play unless a legitimate excuse is known prior to the I.D. book exchange of eligible players and accepted by the opposing team.

F. **NOTE:** A player arriving late and unannounced and is utilized in the game, may be challenged by the opposing team. If said player is found to be ineligible, Head Referee will eject player from the game and player will receive a one (1) game suspension and their organization will be subject to a fine of \$100 (one hundred dollars).

G. **NOTE:** Team Owners, Head Coaches, and Captains – Please reiterate to your players in your program the importance of being on time for games and all events. Most importantly, players must arrive early due to the player's book exchange thirty (30) minutes prior to kick off. Organizations have the entire pre-season to inform players to have their schedules in tune with all game day times. If book checks are not performed by either team, there is no repercussion for a grievance being brought before the Commissioner or BOD on the matter described above. The UFFOA does require photo I.D. book check at each and every game.

11. PLAYER ROSTER CHALLENGES OF LATE PLAYERS

Each team will have the ability to challenge the opposing team's roster twice in a game. A challenge can be made only toward one player at a time, or the overall number of players. Teams cannot blanket challenge everyone on the roster at one time. In order to exercise a challenge, the challenging team must utilize a game time out. If the challenging team does not have any remaining timeouts in the half, they no longer have the ability to challenge a roster.

A. A challenge will be initiated by calling a timeout, and the team's coach informing the head referee that he would like to challenge the opposing player's eligibility.

B. The Head Referee will ask for the player being challenged to produce a valid I.D., or begin the process of counting the number of players active in a game that were present during the players ID book exchange before the game.

C. The player at that time must produce a valid I.D. within five (5) minutes. A team binder of a photocopy of the player's I.D., along with the rest of the team's will constitute as a valid I.D. It is strongly encouraged that teams keep said binder. Failure to

produce an I.D. within the five (5) minute time limit, the player will be considered to be ineligible. The Head Referee will file a report with the UFFOA Commissioner and the BOD and a fine will be imposed to be paid at such time as directed by the BOD.

D. A player is considered active during the game if they have (or during the game, had on) a jersey and pads, and could take the field at any given time.

E. The Head Referee will determine if the challenge is valid or invalid. If valid, the player is ejected from the game, or if over the number of players, the team must remove players in order to reach the limit of fifty-five (55) players. The challenging team will receive their game timeout back. And the game is suggested to continue in order to have an outcome if the call is reversed after the game during a follow up review. If the challenge is invalid, the challenging team loses the game timeout and play is continued.

F. The Head Referee will report back to the Head of Referees the challenge. If the challenge is valid, the Commissioner or BODs will review the incident independently after the game.

12. PLAYOFF I.D. CHECKS

During all playoff games, the Referees will check everyone's photo I.D. before the game.