



## EYFL 8 MAN FOOTBALL RULES 2026

### SECTION I - TEAM OPERATIONAL RULES

#### 1. Roster Rules

There is no minimum or maximum number of players that a coach can have on a team. However, a team must start the game with a minimum of 8 players but may continue after the start of the game with fewer players. The game shall be forfeited in the event a team does not field the minimum numbers of players at the start of the game.

#### 2. Scrimmages

Scrimmages prior to the first season game are allowed but should be arranged privately between the teams.

#### 3. EYFL Certification Process

EYFL does NOT use team folders. All information related to a team and their given players is maintained online within the Team Management system. The EYFL runs an ONLINE TEAM FOLDER process.

EYFL HAS AN ONLINE "PLAYERS PORTAL" THAT ALLOWS PARENTS TO UPLOAD ALL DOCUMENTS FROM THEIR HOMES - \*\* Elite Youth Football League \*\* (elitesyfl.com)

The EYFL Sports Engine portal allows your parents to sign their Medical, Liability and Photo Release forms online as well as upload their Pictures and Birth Certificates. Send this website link to your parents. \*\* Elite Youth Football League \*\* (elitesyfl.com)

Teams should take the following steps regarding the documents required for ALL their players:

- a. ALL players must be added to the Team Console and all required information filled out.
- b. ALL player photographs must be uploaded into each of the players' pages on the Team Console. These photos can be uploaded through the Players Portal by parents.
- c. Parents should take a photograph of the players' copy or original birth certificate and upload it into the players page of the Team Console. These birth certificate photos can be uploaded through the Players Portal by parents  
Players/Parents must then also bring their original birth certificate to their actual certification event to verify that the picture of the birth certificate in the Console is the same as the actual original birth certificate. These originals will then be returned to the parent once certified.
- d. Players/Parents must also bring an ID of the player or parent/guardian of the player to their actual certification event so that EYFL can verify that the birth certificate uploaded is the players actual birth certificate. (See detailed description of the birth certificate and ID requirements below)
- e. Medical, Liability and Photo Release forms can be e-signed online using the Players Portal.



Player Certification Procedure - The EYFL offers multiple opportunities to certify players prior to the season at certification events held at the game fields. Teams can certify their players incrementally or all at one event. All dates for certification events will be announced on the website, social media, and through Coach Updates. When you bring your players to a certification event the EYFL will proceed to certify your player by checking the photograph, player information, verifying the player's BC and parent ID, and verifying the Liability, Medical, and Photo Release Forms are completed.

Game Check in Procedure - As the EYFL does not use player books, the game check in procedure is much easier. Prior to the games coaches will line their players up on the field and the EYFL officials will use the online check in form to check teams in. All information on each player in the team is maintained and managed online. Remember EYFL runs certification events at every game field where players can be certified through Week 3 of the season. Also prior to the season, EYFL will run certification events at multiple venues all over the state.

**ORIGINAL BIRTH CERTIFICATES AND ID REQUIREMENTS \*IMPORTANT\*** - The EYFL requires an original birth certificate verification and a copy of parent or player ID for players to participate and become certified. Players can satisfy this BC and ID verification process by choosing ANY of the following choices.

- Choice #1 - Original or Certified Birth Certificate of the player AND school ID with PHOTO
- Choice #2 - Original Passport for player
- Choice #4 - Original Federal or State ID card for player  
Notes
  - Parent's names on birth certificates - If using the parents or family members ID this name must also be on the birth certificate.
  - IDs should contain picture and birth date - Federal or State ID cards are acceptable if they contain the birth date of the player as well as a picture identification
  - Foster/Adoptive/Grandparent - In situations where the player is under a Foster, Adopted or Grandparent scenario and the name on a child's birth certificate and or parent ID is different from the player's then legal paperwork will be required to verify this difference prior to the child's certification. Both documents above are still required.
  - Presentation of Originals - In all cases original documents will only be required to be shown ONCE at the EYFL Certification office event and can then be returned to the parents/players immediately. A photograph of the birth certification only will be uploaded through team consoles.

If parents are concerned about releasing their originals to the coach, they can attend any of the precertification events and/or offices to show the EYFL official their originals and then retain them.

For the EYFL to certify a player fully, the player MUST be present and ALL paperwork complete. Parents are not required if a player has all their correct information in hand at the event. Coaches can certify their players incrementally at various locations and/or events or bring all their players to one event. The EYFL advises teams to do as much in advance of the first game as possible to reduce delays.



There are TWO ways in which players can be certified prior to their playing in a game:

- a. EYFL Regional Certifications at Pre- Season Jamborees- These certifications are held approximately 1-3 weeks prior to the season start. They will be at Jamborees scheduled independently by EYFL teams and the ESYFL certification team will travel into all regions and conduct the events. The EYFL will provide dates and locations for these meetings a month prior to the season on the EYFL website, social media, and through Coach Updates.
  - b. EYFL Game Day Certification- For the first 3 weeks of the season EYFL provides certification offices that are situated at every game field where the EYFL is conducting tournament games for that week. Players can be certified immediately before their games.
4. **Player Game Check in Codes & Minimum Game Qualification for Playoff Entry.** Each time a player checks in for a game they are given a status code “GP” = Game Played, “IR” = Injured Reserve or “AB” = Absent, status codes for that game. A player must have a minimum of three “GP” or “IR” status codes for their regular season games to qualify for the playoffs and must check in at a game for at least 3 games even if on IR status.
5. **Adding players after the start of the season**  
Additional new players can be added to a team after the start of a season; however, the deadline for adding players is BEFORE the 3<sup>rd</sup> game of the season plays. Players added late must still abide by the minimum game status playoff criteria detailed above. Players that have played in a game during the regular season may not be added to other rosters or teams, once the game has been played, they are on that official roster for the season.
6. **Player Photo Rules**  
All players can use the Players Portal to upload a picture of each of their players to the Team Console along with the following guidelines:
- a. Photographs must be small enough to fit into the upload box on the Team Console.
  - b. Player photographs can be taken with the Player in any type of jersey or t-shirt. A number is NOT necessary on the photograph as the EYFL certifies the player’s jersey number separately.
  - c. The player’s FULL face with some of the shoulders must be taken in the photograph.
  - d. The photographs can be taken with an ordinary digital camera and then uploaded into the player page of the Team Console.
7. **Coaches Badges**  
Every Organization will be allowed four Admin badges for their Board Members/ Coordinators. Each team in the tournament is allowed 6 Coaches badges. All Head coaches, Assistant coaches, and Team Manager fall under this 6-badge requirement. Each team may also have 2 Junior Coach badges for youth members of the coaching staff aged 15- 17. Junior Coaches will register as players on the EYFL system in lieu of Background Check due to their age.



## 8. Tournament Divisions

In the 2026 tournament there are three tournament division designations. All teams play the regular season games without a division designation. During the regular season EYFL ranks the teams of an age division based on strength of schedule, wins/ losses, points scored, points against, point differential and other factors. Prior to the post- season playoffs, EYFL will determine the number of teams for each age division that qualify as D1, D2, and D3 based on these stats and number of teams in that age division.

D1 teams will play a hybrid double elimination tournament to determine who goes to the championship. Both D1 and D2 teams are competing for a state title. EYFL will offer D3 teams the option to play D3 bowl games in their regions.

## 9. Jerseys

EYFL does not provide game jerseys. Player numbers **MUST** be added into the “Jersey Number” box on the players Team Console page. Jersey numbers are mandatory by week 3 of the season and players **MUST** remain in the same number for the entire season from week 3 onwards. Nicknames, Player Names, or advertising on jerseys are allowed during the Spring Season. Roman numerals **ARE** allowed if it is only a maximum of 2 characters, i.e. IV, XI etc., no III or XII. No more than 2 characters for any “Jersey Number”.

## 10. Divisional Weights and Ages

League Age is based on “League Age” determined by the player’s age as of July 31<sup>st</sup> of the year preceding the playing of the tournament. (i.e. if the tournament is being played in 2026 then the player’s age is based on July 31<sup>st</sup>, 2025).

6U 5 & 6 yrs unlimited weight  
8U 7 & 8 yrs unlimited weight  
9U 8 & 9 yrs unlimited weight  
10U 9 & 10 yrs unlimited weight  
11U 10 & 11 yrs unlimited weight  
12U 10, 11 & 12 yrs unlimited weight  
13U 11, 12 & 13 yrs unlimited weight  
14U 12, 13 & 14 yrs unlimited weight  
15U 13, 14 & 15 yrs unlimited weight

Note - Players 8 and 9 may play in their designated division as well as ONE division up from their age group only. (i.e. an 8-year-old may play on 8U and 9U but not on 10U. 10 and older may play in their designated divisions as well as up TWO division from their age group only. (i.e. a 10-year-old may play on the 10U, 11U and 12U teams but not on 13U).



#### 11. Coaches on the field of play

- Each 6U may have ONE coach on the field during play for the entire season.
- 8U, 9U and 10U divisions may have a coach on the field up to and including the first 2 weeks of the ESYFL regular season games.
- 12U divisions and higher may NOT have a coach on the field at all.

For coaches on the field of play, before the snap, both offensive and defensive coaches must be a minimum of 15 yards from the line of scrimmage. Coaches must be behind the end zone in red zone plays. The coach may not interfere with the play of the game, or they will receive a 15-yard penalty. The following activities shall be construed as interfering:

- Moving players during a play or after the QB has begun the cadence
- Speaking or shouting to players during the play or after the QB has begun the cadence.
- A coach is "caught" in the middle of the play or obstructing a play in any way. (It is the coach's responsibility to be out of the play no matter where the ball ends up)
- Having more than one (1) coach on the field in any area

#### 12. Parents on the sidelines

All parents must stand behind the parent line, that will be required to be marked clearly by field teams with physical barriers. The only representatives allowed on the beyond that barrier are individuals with proper EYFL identification. Unauthorized personnel on the field or sideline can result in a 15-yard personal foul on the offending team. The first time is a warning. The second time is a 15-yard personal foul on the head coach. The third time is a ejection of the head coach for the rest of the game and the game following. It is the head coach's responsibility to ensure the security of his or her sidelines.

#### 13. Player Injuries

Due to liability and insurance issues EYFL does not provide their own EMT coverage. If a severe injury occurs on the field coaches are instructed to call 911 to allow qualified EMT personnel to deal with the issue. Only the parent or guardian of the child will be allowed onto the field in these circumstances. If a major injury occurs during the game, the EMT and EYFL staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final. In the event of a postponed game, the referees will have both head coaches sign the referee score card with details of how the game ended, to ensure the same scenario will be applied at the start of the makeup game.

#### 14. Payments

In order for all teams to get a spot on the schedule they must have paid a minimum of \$600 per team of their player fees by Jan 15<sup>th</sup>. Please note: This is not an additional deposit. This deposit amount is part of your player fees and will be credited to your team player fees payments. EYFL fees are always PER PLAYER. Schedule deposits are required for all teams. Early registrations will not be counted as part of your team schedule deposit. If an organization has multiple teams in the tournament (i.e. more than 2 teams) then a \$400 per team deposit will apply.



There are 2 ways for coaches/players to pay their fees:

- Organizations/ coaches can pay fees through the EYFL invoicing system online. This system does charge a processing fee that will be added to the total invoice amount paid by the organization.
- Organizations/ coaches can pay fees through Zelle to send payments without the processing fee.

Due Dates:

- Schedule Deposit of \$200 per team due Jan 15<sup>th</sup> (\$100 if organization has multiple teams) This is a portion of the team's player fees NOT and additional amount.
- Final player payments are due by the 1<sup>st</sup> Game, which for the 2026 Season will be February 14.



## OFFICIAL GAME RULES

**Unless otherwise amended below**, the current year's SSAC (Sunshine State Athletic Conference) Rules of the Game shall apply. SSAC Rules of the Game and other resources are available at [\\*\\* Elite Youth Football League \\*\\* \(elitesyfl.com\)](http://** Elite Youth Football League ** (elitesyfl.com))

### 1. *Coin Toss*

The EYFL conducts their own unique coin toss procedures.

- a) In the presence of each team's captains, the game officials will conduct the coin toss prior to the game starting. The referee will select the coach that will call the coin toss. The choice of which coach shall call the coin toss is at the discretion of the head referee entirely and is not to be questioned at all.
- b) The winner of the coin toss will then have three options.
  - 1) choose to be on offense
  - 2) choose to be on defense
  - 3) choose the side of the field.

Based on the winner's choice the loser will choose ONE of the remaining other options. After halftime the teams will switch roles for ball control and field REGARDLESS...NO EXCEPTIONS. In the ESYFL, there are NO deferring roles with regard to the coin toss. The teams will switch sides at half time regardless of the coin toss results. It is done this way because there are only 2 halves in an EYFL competition and not 4 quarters of play.

- c) Both teams are responsible for obtaining volunteers to run the sideline chains and down marker, however at least one member of the 3-member chain crew must be from each team.

### 2. *Overtime Rules*

There is NO overtime for the regular season games. For the playoffs the overtime will be governed by Kansas City Tie Breaker Rules starting from the 10-yard line, teams will be given 4 downs to score. For Kansas City Tie Breaker rules please refer to the EYFL website Referees page.

### 3. *Playing field size*

The playing field will be forty yards wide and eighty yards long, with two ten-yard end zones.



#### 4. *Game times and Timeouts*

- a) The game will consist of two continuous 22-minute halves with a five-minute halftime. The clock will be continuously running, only stopping for team and/or referee time outs and the last 2 minutes of the game.
- b) Referees will give a mandatory 2-minute warning in both halves but will only stop the clock for the warning in the second half.
- c) The clock stops in the last 2 minutes of the game (i.e. the second half) and will revert to normal SSAC game time rules. i.e. stopping for timeouts, penalties, incomplete passes and out-of-bound running plays etc.
- d) Each team is allowed two, thirty-second timeouts per game. ONE IN EACH HALF. An unused timeout from the first half may carry over to the second half, in this case resulting in the accumulation of timeouts for the second half.
- e) In the last two minutes of the game, the team with a lead of more than 18 points cannot call a time out.
- f) There may also be one referee timeout at each 10-minute mark for water breaks where the clock will stop, however this referee timeout will be at the discretion of the referee crew. If the weather is not hot the timeout will not be implemented.
- g) On 2-minute warning in the 1<sup>st</sup> half the clock starts on the ready after the referees warning call to coaches.
- h) On 2-minute warning in the 2<sup>nd</sup> half the clock starts on the snap after the timeout.

#### 5. *Additional Uniform Items*

In the EYFL, tinted face shields are allowed. Armbands and decorative player apparel are allowed to be worn in any area of the player's body. Tape is allowed. No jewelry. No metal cleats.

#### 6. *Game Balls*

The game ball must be comparative to a Wilson Traditional Youth Football.

- K2 for 6U & 8U
- TDJ for 9U, 10U & 11U
- TDY for 12U & 13U
- TDS for 14U & 15U

The officials will rotate balls from each team while they are on offense. All balls must be approved by the game official prior to the start of the game. Composite footballs are allowed.



## 7. Game Scoring

- a) Touchdown 6 points.
- b) There are NO field goals.
- c) Extra Point values are: 1 point for a RUN or PASS from the 2.5 yd line, 2 Points for a RUN or PASS from the 5 yd line and 3 Points for a RUN or PASS from the 10 yd line.
- d) Safety 2 points.
- e) Following every game the referee will provide the EYFL Field director with an accurate Game Score of the game results. Head coaches from each team will be allowed 15 minutes (from game end) to go to the EYFL site offices to verify and validate the game score. If there is a dispute on the correct score the EYFL official will contact the referee and settle the dispute with all parties. If the Head coach fails to go to the EYFL tent for the score validation within the allotted 15-minute time frame, the referee score will be deemed accurate and set.
- f) There will be no change to scores or changes to wins and losses once the dispute process listed in 7.e above is complete. The referee scores will be deemed FINAL and cannot be changed after the fact, up to and including finding errors made by any party after the allotted time frame.

## 8. 8 on 8 Tackle Football

The game will be played eight on eight. For specific team sizes and costs see Rule # 1 and 14 in the EYFL Operational rules section above.

## 9. Substitutions

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

## 10. Unsportsmanlike behavior

- **EYFL Timeout** – If a game becomes confrontational, EYFL officials will stop the game, send players to their sidelines, keep the clock running and have a 2-minute cool down period. Two EYFL timeouts in a game will result in a cancelled game.
- **EYFL Two Strikes Rule** – The first unsportsmanlike penalty issued to any player during the game results in a WHOLE team penalty of fifteen yards. All players that commit an unsportsmanlike penalty from there on out are ejected from the game, the player may stay on the sidelines to watch the game. This penalty will be reviewed by the EYFL to determine further suspension. There is zero tolerance for Fighting and ejection is mandatory.
- **EYFL Zero Tolerance** – Any player that throws a punch at another person will be ejected from the game and upon EYFL review, will be suspended the following week and/ or the remainder of the season. If the EYFL decides to enforce an additional game suspension rather than removal from the season, should the player have another incident of fighting they will be removed from the tournament for the remainder of the season with no exceptions.

## 11. Offensive and Defensive Lineman rules

- The line of scrimmage extends from sideline to sideline for both offense and defensive players. Therefore, all minimum and maximum player rules apply from sideline to sideline.
- The offense must have a minimum of five offensive players lined up on the line of scrimmage for every play. This rule applies from sideline to sideline.
- The SSAC rule regarding Defensive Lineman states “that defensive players within one yard of the football are



considered lineman. The SSAC Rule on this issue is in place to define who can be legally blocked below the waist and or legally blocked in the back. There are no minimums or maximum rules for defensive linemen.

- Defensive players may position themselves anywhere on the defensive side of the football, no requirements for defensive players being in either a two-, three- or four-point stance. Defensive players two or more yards from the line of scrimmage can neither block below the waist nor be blocked below the waist. Blitzing by any defensive player is allowed.

#### 12. *Blocking below the waist and blocking in the back*

Blocking below the waist is allowed inside the designated free blocking zone. The free-blocking zone is a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.

Blocking below the WAIST is permitted in the free-blocking zone when the following conditions are met:

- All players involved in the blocking are on the line of scrimmage and in the zone at the snap.
- The contact is in the zone.
- And the ball is in the free blocking zone
- 
- Once the ball has left the free blocking zone, the zone no longer exists, and blocking below the waist is illegal

Blocking in the BACK is permitted in the free-blocking zone when the following conditions are met:

- By offensive linemen who are on the line of scrimmage and in the zone at the snap.
- Against defensive players who are in the zone at the snap.
- The contact is in the zone.
- And the ball is in the free blocking zone
- Once the ball has left the free blocking zone, the zone no longer exists, and blocking in the back is illegal

#### 13. *Ready for Play rule*

The offense is given twenty-five seconds from the referees “ready for play” signal to the time they must snap the ball to begin the next play.

#### 14. *Jersey eligible number passing rules*

There are no jersey eligible number rules for receiving a pass. All players that are uncovered by one of their own offensive players are eligible for a pass.

#### 15. *Roughing the Center*

NO player in ONLY the 6U and 8U Divisions may line up on (head up), go over the top of, run directly into or “rough” the Center. The clarification here is that a defensive player on the defensive line of scrimmage shall not line up directly over the snapper (center) or run directly into the snapper from the guard/center gap on any scrimmage play. This will constitute roughing the snapper and result in a 15-yard penalty and an automatic first down. Clearly the center will be “bumped” from time to time, or “shaved” as the defensive player shoots their gap, however the premise of the rule is that the initial intent of the defensive player should be to control their lane without, however an obvious intent simply to run directly into the Center in an unsafe manner. Once the Center



begins to engage the block then “all bets are off” and the defensive player is entitled to engage as well. This is a thin line of judgment; however, the referees have been given latitude here to determine the intent of "roughing the snapper" in the same way as a "roughing the kicker" is concerned. This is about protecting the players more than anything.

*16. Ball Carrier down rule*

The ball carrier is down according to high school football rules.

*17. Player down rule*

In the event a ball carrier falls to the ground because of contact or not, the player is down, and the play is over.

*18. Fumbles*

A fumble ball may be advanced once it is recovered. Interceptions are live and can be advanced.

*19. Kick Offs*

There are no kick offs. The ball will be placed on the 15-yard line at the beginning of the game, at the start of the second half and after any touch downs.

*20. Punting*

There are NO punts. For all 4th down plays, team coaches may choose to either run the 4th down play or "declare" the intention to punt to the referee and the other team head coach. In the case of a declared punt the ball will then be placed 25 yards further down the field from the 4th down line of scrimmage.

Declared punts from 25-yard line or less of the opposing team will be measured as “half the distance”. During the last 2 minutes of the game after the third down ends the officials will place the ball and signal the fourth down ready for play. The Offensive Team will then have within 25 seconds in which to either declare an intention to punt (clock stops immediately after declaration; starts on the snap), run the fourth down play (clock stops after fourth down ends; results of the fourth down play will determine when the clock will start), take a Team time out (clock stops, starts on the snap) or take a delay of game penalty (clock stops, if accepted, the clock will start on the snap).

*21. Safety*

After a safety, the ball is placed at midfield (40-yard line) with a new series awarded to the team that scored the safety.

*22. Game Delay from a Player Injury*

If a major injury occurs during the game, the EMT and EYFL staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final. In the event of a postponed game the referees will have both head coaches sign the referee score card with details of how the game ended, to ensure the same scenario will be applied at the start of the makeup game.

*23. Mercy Rules*

The following mercy rules apply:

- a) If a team gets a lead of twenty-four (24) points or more at any time during the game, the losing team will start with the ball at midfield.
- b) If a team has a lead of twenty-four (24) points or more as well as there being less than 5 minutes left in the game, that team may not throw a forward pass or a backward pass from beyond the line of scrimmage. All offensive plays should be running plays only. A 15-yard penalty will be assessed for each infraction of this rule.



- c) In the last two minutes, the team with a lead of eighteen (18) points or more cannot call a time out.
- d) In the event a team has a lead of eighteen (18) points or more and has offensive possession of the ball, with 60 seconds or less remaining on the clock in the game, the game will be called final.

#### 24. EYFL Specific Discipline Rules

All disciplinary measures apply to players, parents, AND coaches. **There will be security at all game fields, paid for by EYFL, to ensure the safety of all players, parents, coaches, and spectators.**

- a) All EYFL Head Coaches MUST have signed the “Coaches Code of Conduct” form that informs EYFL that they have had a formal meeting with their parents, coaches, and players to explain all disciplinary rules.
  - a. **EYFL Timeout Rule** - This rule applies to ALL aged teams. It can be executed by EITHER the EYFL staff member or the head referee. This is where if teams start getting confrontational with each other, **OR** after any fight, we call a EYFL Timeout. **THE CLOCK KEEPS RUNNING**, players go to their sidelines for 2-3 minutes, while the head referee gives a final warning to both coaches in the middle of the field to inform them that if this happens again, then the game will be stopped and both teams will lose.
  - b. **EYFL Two Strikes Rule** – The first unsportsmanlike penalty issued to any player during the game results in a **WHOLE** team penalty of fifteen yards. All players that commit an unsportsmanlike penalty from there on out are ejected from the game, the player may stay on the sidelines to watch the game. This penalty will be reviewed by the EYFL to determine further suspension. There is zero tolerance for Fighting and ejection is mandatory.
  - c. **EYFL Zero Tolerance** –Any player that throws a punch at another person will be ejected from the game and upon EYFL review, will be suspended the following week and/ or the remainder of the season. If the EYFL decides to enforce an additional game suspension rather than removal from the season, should the player have another incident of fighting they will be removed from the tournament for the remainder of the season with no exceptions.
  - d. **Step on the Field Rule** - While this rule is executed by EYFL and not the referees, this is to inform you that we have now implemented a rule, that any sideline player and or parent that steps onto the field of play in ANY event, including the event of a fight/disagreement etc. between players, will result in the termination of that parent and child from rest of the tournament.

#### 25. Standard Disciplinary Procedures and penalties

- 1. All players and coaches (with EYFL badges) can be in the coach’s box on the sidelines. The coach’s box is between the twenty-yard lines. These individuals must have proper identification to be on the playing side of the field barriers. Failure to comply with this rule will result in fifteen-yard unsportsmanlike conduct. All parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders and other filming equipment for cameramen’s usage shall be no closer than 15 yards from the outside line of the player’s box at each site to protect the children, fans, and staff.
- 2. Profanity and arguing with any game official, EYFL staff, or opposing parent/coach is not allowed, **ZERO TOLERANCE**. This will be strictly enforced. Failure to comply will be handled as follows:
  - a. The coach will be ejected from the game and suspended by the league for up to three games.
  - b. Coaches can only be reinstated at the league coordinator’s discretion.
  - c. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week’s game. If



the problem persists, then the child of the parent/guardian may be suspended for one game.

- d. Players will be ejected from the game and suspended for the following week's game. If the problem persists, then the child may be suspended for the season and banned from future participation in the league.
3. Any player and/or coach who is ejected from a game and is determined to have been correctly removed is subject to a minimum of ONE game suspension (additional sanctions may apply depending on the nature of the offense). If further occurrences take place, sanctions may result in up to and including banishment from the league. **NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.**
4. Parents that are in violation of the parent lines or are not in the designated area determined by EYFL at the game site will be asked to leave the field area and be suspended for one week.
5. Parents found engaging in verbal or physical violence with players, parents, coaches, referees, or EYFL staff will be suspended indefinitely from the league.

**All disciplinary decisions in the EYFL are made by a special Discipline committee and all decisions are final.**

#### *26. Penalties Summary*

##### **Loss of five yards:**

1. Delay of game
2. Encroachment
3. False Start
4. Illegal formation
5. Illegal forward pass, penalty and Loss of down
6. Illegal forward lateral, penalty And Loss of down
7. Ineligible receiver down field
8. Incidental face mask
9. Intentional grounding, penalty and Loss of down
10. Illegal substitution
11. Illegal shift or motion
12. Illegal Touching, penalty and Loss of Down

##### **Loss of fifteen yards:**

1. Un-sportsmanlike conduct (by a player, coach, or spectator).
2. Intentional or accidental coach interference while on field.
3. Blocking below the waist, clipping, tripping, chop blocking
4. Grasping an opponent's face mask.
5. Roughing the passer
6. Slapping a blocker's head
7. Illegal participation
8. Sideline interference or non badged individual.
9. Illegal hit or block after a fair catch signal

##### **Loss of ten yards:**

1. Holding
2. Illegal use of hands (hands to the face, block in the back)

##### **Disqualification:**

1. Second unsportsmanlike facemask penalty
2. Fighting whether it is a player or spectator
3. Striking, kicking, or kneeling any player or spectator
4. Intentional contact with a game official



5. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action)
6. Any other act that is unruly, rough, and/or flagrant.

#### 27. *Equipment Requirements*

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSAE standard.
3. A mouthpiece.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that have a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

**No player shall participate while wearing illegal equipment.**

#### 28. Communication Devices

1. EYFL will follow the National Federation of State High School Associations (NFHS) rules concerning the use of one-way communication devices for high school football coaches and players. These devices can help coaches communicate more effectively with players, especially in loud stadiums.
2. All devices must be one-way communication devices only and be officially approved devices that meet all safety standards.

#### 29. Divisions/Playoffs

1. There will be 3 divisions of play in EYFL. Division 1, Division 2 and Division 3. All divisions of play will be determined solely by a playoff selection committee selected by the EYFL **AFTER** the regular season has completed. Determination of division of play will be based on many factors including strength of schedule, wins and losses, and other factors deemed appropriate by the committee. All selections will be final.
2. All players must have been checked in/participated in at least 3 games to be able to play in the playoffs. If a player is injured, they will still be required to check in and with the team at least 3 times during the regular season to be eligible.