

Genesee County Football League
Official Football Rules
2019 Season



Member Franchises

Davison Cardinals

Goodrich Martians

Flushing Raiders

Clio Mustangs

Bendle

Holly

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1 DEFINITIONS

1.1 Member

A Member (“Member” or Franchise”) shall be considered as a duly incorporated body holding a franchise in the Genesee County Football League (GCFL) as outlined in the GCFL By-laws.

1.2 Head Official (Frank Mar)

This will be a person identified by the GCFL as the primary representative for scheduling all game officials that referee GCFL games.

1.3 Player

A player shall be a football player

2 GENERAL

2.1 GCFL Rules

The playing rules of the Michigan High School Athletic Association (MHSAA) shall be followed except as herein noted. If there is a conflict between specific GCFL and MHSAA rules, the GCFL rules shall be followed. All rules of the GCFL are binding on all Franchises.

2.2 Insurance

Each franchise must purchase insurance from the GCFL or have it from their own organization. The team insurance form shall be the first page of each team book

2.3 Coaching Requirements

Football coaches must be at least (18) years of age. All Franchises must do background checks on ALL Coaches.

2.4 Banned Items

There will be no alcoholic beverages or any controlled substances (illegal drugs) permitted anywhere on the game or practice premises. No Tobacco (smokeless included) or e-cigarettes are permitted. There will be no weapons allowed on the game or practice premises, with the exception of properly licensed uniformed officers or uniformed security guards. Bull-horns, air horns or sirens will not be allowed to be used by any spectator at a game.

3 FRANCHISE REQUIREMENTS

3.1 Franchise Accountability

Franchises shall be held accountable for all the actions of Coaches, Players, Cheerleaders, game day volunteers and parents on the game field and at practice.

3.2 Open Registration

All Franchises of the GCFL must have advertised open registration dates for their respective communities. Registration shall take place prior to July 31st of the current year.

3.3 Franchise Declaration of Teams

Each Franchise is required to declare the number of teams, per division (i.e. Freshman, JV), they will field for the current season. Each team must have a minimum of fourteen (14) players and a maximum of (26) twenty-six players. Any exceptions must have the written approval of all franchises.

3.4 Franchise Declaration of Season Information

Each Franchise is required to send the following information to the GCFL Commissioner of Football on or before August 11th of the current year.

a) Your Franchises designated home field and names of each team. (Davison- Maroon, Goodrich-Gold)

4 SEASON INFORMATION

4.1 Start of Season

The GCFL shall determine the official start date of the season, which may and can differ from the MHSAA season start date (see Appendix 'A'-Season Specific Information).

4.2 Close of Season

The GCFL season shall end no later than the first weekend in November unless severe weather or other unforeseen circumstances require the season to be extended and such extension requires the approval of the GCFL Board of Directors.

4.3 Season Schedule

The GCFL GM of Football shall establish the season schedule no later than Labor Day.

4.3.1 Schedule Change Request

Once the schedule is considered final any requests to modify the schedule must be approved by the GCFL Commissioner of Football and the President of any Franchises that would be affected by such change.

4.3.2 Home Field Availability

All franchises must have home field availability in by July 15th

4.4 Change to Home Game Schedule

In the event a Franchise needs to change a regular season home game time or location, after their home game schedule is submitted to the GCFL, the Franchise is responsible for notifying the GCFL Commissioner of Football and the scheduled opposing Franchise at least forty-eight (48) hours prior to the game time. Once a Franchises regular season home game dates are submitted to the GCFL Commissioner of Football the dates cannot be changed without prior approval of the GCFL Commissioner of Football.

4.5 Regular Season Game Times and Game Order

Regular season games are to be scheduled on the weekend. Saturday regular season games may not be scheduled prior to 9:00 am or later than 8pm. Sunday regular season games may not be scheduled prior to 9:00 am or later than 7:00pm. The order of all regular season games shall be Freshman, and JV, unless a change in the game order is agreed to by the Presidents of the Franchises involved and the GCFL Commissioner of Football.

4.6 Rescheduling Games

In the event a regular season or playoff game must be rescheduled the GCFL Commissioner of Football must approve the proposed rescheduled date. In the event the proposed rescheduled game date is on a weekday (i.e. Monday – Friday), the Presidents of both Franchises involve must approve the proposed rescheduled date.

4.7 Labor Day Restriction

Franchises may not schedule any games on Saturday or Sunday of the Labor Day weekend. Franchises may not schedule practices on the Friday before or the Monday after Labor Day weekend.

6 PRACTICES

6.1 Practice Hours

Each Franchise shall determine their practice schedule/hours. Practices shall last no longer than two (2) hours per day.

6.2 Practices per Week

Prior to the first game, Franchises shall be limited to a maximum of Five (5) events per week, with an event being defined as practice or a scrimmage game. After the first scheduled game, there shall be a maximum of five (5) events per week with event being herein defined as practice, a scrimmage game or a scheduled game. (i.e. Franchises may have up to five (5) practices prior to the first scheduled game and four (4) practices each week after the first game).

6.3 Weekend Restriction

Franchises are not allowed to hold practices* on Saturday or Sunday. ** - Team viewing parties are allowed

6.4 Body Contact - Practice

The opening week of the season, first three days will be for conditioning purposes, there will be no contact with other players. Blocking devices may be used for technique purpose only. Players are only allowed to wear helmets for the first 3 days of the start of season. Full pads will be allowed starting the beginning of the second week of practice. All plays MUST complete a conditioning week (doesn't have to be week 1 but must be completed before contact).

6.5 Prohibited Practices

The GCFL offseason is defined as the period after the last GCFL event of a year (i.e. Super Bowl) and before the opening week of next season.

7 OFFICIALS (REFEREES)

7.1 Number of Officials per Game

All games will be administered or supervised by Three (3) Officials.

7.2 Arrival Time for Officials

Officials shall be at the game field at least **twenty (20) minutes** prior to the scheduled starting time of the first game.

7.3 Monitoring of Officials

The GCFL Commissioner of Football will monitor the Officials performance throughout the season per weekly game reports and Officials evaluation forms submitted by Franchises. Official review forms will be available on www.thegcfl.com.

7.4 Officials Fee

The regular season fee for the three (3) Officials will be shared equally between the two participating Franchises. The GCFL shall determine the fees for Officials and Franchise payment terms prior to the start of the season (see Appendix 'A'-Season Specific Information). Franchises shall remit their portion of the fees to the GCFL Head Official.

7.5 Delivery of Rules to Officials

The GCFL Commissioner of Football will furnish a copy of the official GCFL rules and any changes for the current season to the Head Official each year prior to the start of the regular season games. The Head Official must ensure all other officials have a copy of the rules, as well as, an understanding of them.

8 PLAYER ELIGIBILITY AND PARTICIPATION

8.1 Team Rosters

Each Franchise shall fill its team rosters in the manner of its choosing:

8.1.1 Player Sign-up

Franchises shall conduct an open registration and accept players on a first-come first-served basis, there shall be no cuts or try-outs for any players

8.1.2 Eligibility

Each player listed on a team's roster shall meet the Roster Eligibility Requirements defined herein.

8.2 Roster Eligibility Requirements

Each franchise is solely responsible for ensuring that each of the players listed on its team's rosters meet all of the Roster Eligibility Requirements listed herein.

8.2.1 Eligibility Age

A player may only appear on a team's roster if the player meets the age requirements for that team. *A player's age for determining a player's eligibility shall be their age as of July 1st of the year concerned.* See section 12 for age requirement for each level/division and Appendix 'A'-Season Specific Information, for birth date ranges.

8.2.2 Player Registration Information

A player may only appear on a team's roster if the franchise has the following Registration Information for the player. The player Registration Information shall be available for inspection upon GCFL request. All players' Registration Information shall be available at every game.

8.2.2.1 GCFL Registration Card

Each football player must complete an official GCFL registration card that is to be signed by either their parent or legal guardian authorizing their participation. All Franchises must use the official GCFL registration card that has been sanctioned by the GCFL.

8.2.2.2 Proof of Age

Each football player shall furnish proof of their age. The only acceptable forms of proof are a government issued birth certificate or passport. All other forms or records, including but not limited to, school I.D. cards, hospital certificates, and baptismal certificates are specifically excluded for proof of age.

8.2.2.3 Physical

Each football player must have proof of a **current physical** by a licensed physician (i.e. MD or DO), physician assistant (PA), or nurse practitioner (NP), authorizing the player's participation for the current year. Any player without a current physical is not allowed to practice, play a scrimmage game or participate in any GCFL event until a current physical is obtain and proof provided. A **current physical** is one that is enforce during the season, if a physical expires during the season a player must provide an updated/current physical prior to resuming any practices or games.

8.2.2.4 Photograph

Each player must have a color photograph, taken during the current year, attached to the official GCFL registration card. For football players the photograph must show the player from the waist up, showing players face without a helmet and showing the players jersey number clearly.

8.2.2.5 Additional Documentation

The GCFL Commissioner of Football may require additional documentation in order to determine/validate a player's eligibility and shall be the final arbiter of the sufficiency of said records.

8.3 Game Participation

Subject to the limitations and restrictions of sections 12 and 13, a player listed on a team's roster may participate in that team's games.

8.4 Penalty for Eligibility Violation

Regardless of the intent or motivation, any time, a player listed on a team's roster is found not to meet the Roster Eligibility Requirements, then that player shall be suspended from GCFL games and practices for the remainder of the season, ii) the player's team shall forfeit all games the player participated in, and iii) the offending franchise shall be fined \$500.

8.5 Penalty for Falsified Player Registration Information

Regardless of the intent or motivation, any time, a player listed on a team's roster is found to have falsified Player Registration Information, then that player shall be suspended from GCFL games and practices for the remainder of the season, ii) the player's team shall forfeit all games the player participated in, and the director and coach suspended for minimum of one week & additional time possible per commissioner's discretion.

8.6 Eligibility Exceptions

The GCFL will make eligibility exceptions for players. Players with a signed waiver approved by the GCFL, play in the division that is approved. Players may only waiver to play up, and cannot waiver to play down. No more than two (2) waivers per team. Waivers will be reviewed by all franchises and to be approved must be signed by all franchises.

8.7 Outside District Players

Each team within a franchise may have up to (4) four outside players from another district at anytime.

Exception: If the community/district does not offer a youth football program, the does not count against the 4 allowed.

9 ROSTERS

9.1 Team Book-Roster Exchange Meeting

The GCFL Commissioner of Football may schedule the GCFL Team Book Review-Roster Exchange meeting at least two (2) weeks prior to the season's first game. Any player whose Player Registration Information is found to be incorrect or incomplete shall be listed on an GCFL Roster Deficiency form and submitted to the GCFL Commissioner of Football. Every Team Book/Roster MUST be signed off (approved) by every Franchise at meeting. Books will be final that day, other than an "X" man qualifications.

9.2 Roster Exchange – Ineligible Player

Any player whose Player Registration Information is found to be incorrect or incomplete shall be deemed ineligible to play in any game until those registration deficiencies are corrected. The GCFL Commissioner of Football shall publish to all Franchises a list of ineligible player's immediately after roster exchange. Each Franchise shall be responsible to provide satisfactory proof to the GCFL Commissioner of Football that the registration deficiencies have been corrected. The GCFL Commissioner of Football shall provide to all Franchises an updated ineligible player list, periodically.

9.3 Roster Close Date

All Franchise football rosters shall be officially closed after the Team Book-Roster Exchange meeting. No Franchise may add players to their team rosters after the rosters are declared closed.

9.4 Player Roster List

Each Franchise is required to prepare a roster list for each of their teams and provide all other Franchises and the GCFL Commissioner of Football with copy of the roster list for each of their teams at the scheduled Roster Exchange meeting. The roster list must be in a format substantially similar to the sample in Appendix 'B' and must contain the following information:

- a) Franchise Name
- b) Level (i.e. Freshman (3rd-4th Grade), JV (5th-6th Grade)
- c) Team Color
- d) Head Coach
- e) Assistant Coaches
- f) Head Director
- g) Assistant Director

The roster list must also contain the following for each player on the team:

- h) Jersey #
- i) Last Name
- j) First Name
- k) Date of Birth
- l) Age as of July 1st of the current year
- m) Weight
- n) For Varsity X-man, indication if they are a declared X-man.

9.5 Player Roster Book

Each Franchise is required to prepare a roster book for each of their teams and have completed roster books available for inspection at the Roster Exchange meeting and at every game. The roster books must contain the following information for each player on the team:

- a) Completed official GCFL registration card.
- b) Copy of player's birth certificate.
- c) Current physical form.
- d) GCFL waiver, if required.
- e) For any player with a cast, written authorization from a licensed doctor authorizing the player to play in the game.

9.5.1 Order of Roster Book

The player information will be ordered in the roster book as follows based on level:

Order of Roster Book	Freshman (3 rd -4 th Grade)	JV (5 th -6 th Grade)
First Section	Waivered 7-year old players, if any (in jersey # order)	Waivered 9-year old players, if any (in jersey # order) and then Must be a 6th grader
Second Section	Remainder of team (in jersey # order)	Remainder of team (in jersey # order)
Third Section	Possible X-man players	Possible X-man players

9.6 Franchise Certification of Information

Each Franchise is responsible for ensuring the accuracy of all of its player's information contained in their roster lists and roster books and that each of its players are eligible to play on the team they are assigned. Franchises must also complete the certification section of each of its players GCFL Registration Card prior to the Roster Exchange meeting.

10 PARTICIPATION

10.1 Minimum Play Requirements

Every uniformed Freshmen (3rd-4th Grader), JV (5th-6th grader), football player for a game must play a minimum number of plays per half. Minimum plays will be determined based on the number of football players on a squad as follows:

Number of Player on a Squad -	Twenty-six (26) or less players
Minimum Play Requirement -	6 plays per half

10.1.1 Play Definition

A play is considered a play unless it is a dead ball foul.

10.1.2 Minimum Play Rules During Overtime

In the event a game goes into overtime, the minimum play rule is suspended during overtime.

10.1.3 Penalty for Violation of Minimum Play Requirements

Any team that has a player or players that do not receive the required minimum plays during a game will forfeit the game, their head coach will be suspended from participating in practices or games the following week.

10.1.4 Waivers**Freshmen Division**

7 year olds or 2nd graders must have a letter from their parents allowing them to play

10 year olds...may apply for a waiver to play Freshmen if.... UNDER 10 BEFORE JULY 1

JV Division

IN ORDER TO PLAY JV DIVISION, PLAYERS MUST BE UNDER 12 BEFORE JULY 1st

11 FOOTBALL AGES AND WEIGHTS**11.1 Official Weight**

The GCFL established weight definition, for any player, is the players NATURAL WEIGHT.

11.2 Division Classification by Eligible Age & Weight

Natural Weight Limits

Division	Eligibility Age Restriction	X-Man Player Maximum Natural Weight Limit
Freshman 3 rd -4 th Grade	8 or 9 years old (7 yrs old see note below)	125 lbs
Junior Varsity 5 th -6 th Grade	10 or 11 No 7th Graders	145 lbs

Allowable Weight Limit With Equipment (no helmet)

Division	Eligibility Age Restriction	Equipment Allowance Weight	X-Man Player Maximum Natural Weight Limit
Freshman 3 rd -4 th Grade	8 or 9 years old (7 yrs old see note below)	6 lbs	131 lbs
Junior Varsity 5 th -6 th Grade	10 or 11 No 7th Graders	7 lbs	152 lbs

11.3 X-Man Player Restrictions

The purpose of X-Man is to allow youths that do not meet the Regular Player weight limits to play football based on the requirements and restrictions defined below:

- a) There is no limit on the number of declared X-Man per team and they must be declared at Roster Exchange of current year. Any declared X-Man's GCFL registration form must be at the front of their team's Roster Book with an X in the upper right hand corner of the GCFL registration card.
- b) Once a player is declared an X-Man, they will remain an X Man in their team's Roster Book for that year and shall be allowed to participate as follows:
 - i. During the official game weigh-in, if an X-Man's weight is within the 'X-Man Player Maximum Natural Weight Limit' for their division they will play as an X-Man for that game.
 - ii. During the official game weigh-in, if an X-Man's weight is within the 'Regular Player Maximum Natural Weight Limit' for their division (i.e. non-X-Man weight) they will play as a Regular Player.
 - iii. A team may not replace their declared X-Man with any other players.
- c) While on offense, an X-Man can only play in the Center, Guard or Tackle position. X-Man may NOT advance the ball.
- d) While on defense, an X-Man can only play in a down lineman position and must be lined-up on/or between the offensive tackles. X-Man may ONLY advance the ball in the event the X-man personally recovers a fumble recovery or interception.
- e) A declared X-Man is allowed to play on any Special Teams according to the following restrictions:
 - i. On kick-offs, an X-Man must only play in a position on the front line and there can only be a maximum of five (5) X-Man on the field.
 - ii. On punts, an X-Man must play in a position according to section 11.3c
 - iii. An X-Man may punt or kick
 - iv. If X-Man punts .. he can't advance the ball... if he does the ball is dead at the point the punt was caught.
- f) A declared X-Man for a game must have an 'X' on the back of their helmet in a contrasting color to the helmet and must be large enough to be seen by Officials. The 'X' on the helmet may only be removed after completion of the game.

12 GAME DAY PLAYER CHECK-IN

The game day player check-in process is to review each team's roster books, verify player weight and equipment and ensure the spotter sheets are accurate. The following outlines the check-in process.

12.1 Weigh-In Scale

The home team must furnish a Digital/Electronic scale for official weigh-in purposes prior to the start of each game and must also furnish a certified calibration weight of 25lbs or 50lbs, for verifying the accuracy of the scale.

12.2 Check-In Time and Team Order

Prior to each game, players are required to check-in. The check-in must start no later than sixty (60) minutes prior to the game. The home team will check-in first followed immediately by the visiting team

12.3 Check-In Personnel: Regular Season Games

The only personnel allowed in the Check-In area at regular season games are the team's General Manager or their designee, Head Director, GCFL Executive Board members, and Franchise presidents. Each team's General Manager or their designee shall be responsible to conduct the Check-In process ("Check-In Official"). Head Coaches are NOT allowed in the Check-In area during the Check-In process. Game Officials are not allowed to perform the Check-In process.

12.4 Spotter Sheets (For your own team only)

Each team must have a spotter sheet for their team. The spotter sheet must be in a format substantially similar to the sample in Appendix 'C' and contain the following:

- a) Franchise Name
- b) Level (i.e. Freshman (3rd-4th Grade), JV(5th-6th Grade))
- c) Team Color
- d) Game Date
- e) Players jersey number, first names and last name.
- f) All players on the team must be listed in numerical order by jersey number.
- g) Any Varsity X-Man player must have an 'X' after their jersey number.
- h) Players must only be listed on the spotter sheet one time.

12.5 Check-In Procedure

- a) Each team must bring their team's official team-roster book to Check-In.
- b) Each player must show up at Check-In with all equipment and uniform, which they will wear during the game, or they will not be weighed in. A player's equipment must comply with the list of eligible player equipment contained herein.
- c) Each team's Check-In Official shall perform the Check-In for the opposing teams.
- d) The Check-In Official shall verify: i) each player's name and jersey number match that listed in the roster book, , ii) each player has a mouth guard, and iii) optionally weigh players to verify they meet eligibility weight.
- e) The Check-In Official shall update the team's coach for any ineligible players or X-man players.
- f) Team books must be exchanged at the conclusion of the Check-In process and returned after the games team's handshakes.
- g) Any player that does not complete or pass the Check-In process prior to the start of the game shall be deemed ineligible to play in the game and must remove their helmet and shoulder pads for the duration of the game

12.6 Missing or Altered Equipment

Any player that is found during the Check-In process to be missing any mandatory Player Equipment may not play in the game until necessary equipment is provided and verified by opposing team's General Manager or their designee.

13 TEAM GAME EQUIPMENT

13.1 Football Specification

Any football used in a game must be a Wilson/Baden brand made of either leather or composite material and of the appropriate size as defined in the chart below:

Division	Football Size
Freshman 3 rd -4 th Grade	K-2 or TDY
Junior Varsity (5 th -6 th Grade)	TDJ

13.2 Coaching Communication Devices

Wireless headsets are allowed between coaches only from press-box to sideline only.

13.3 First-Aid Kit

Each team must have a First-Aid kit present at all practices and games.

14 PLAYERS EQUIPMENT

14.1 Footwear Requirement

All-purpose cleats, turf or gym shoes must be worn by all players. Shoes with removable cleats no longer than ½ inch are allowed. Removable cleats with any metal showing must be replaced. Shoes with metal cleats or removable metal tips are strictly prohibited. Players must wear one of the types of shoes at the official check-in. The kicker may put on a kicking shoe while on the sideline.

14.2 Mouth Guard Requirement

All players must wear a mouth guard during all games or practices that involve contact between players. Mouth guards should be attached to the helmet and may not be clear or white in color. Any player using a special dental mouth guard must be brought to the attention of the Official prior to the start of the game. The Official may request to see written authorization from a licensed dentist or doctor authorizing use of the special dental mouth guard.

14.3 Helmet Requirement

All helmets must have a valid N.O.C.S.A.E. approved stamp on the helmet. Cages or T-Bars are mandatory on all helmets. No single-bar masks are allowed. All eye shields/visors must be clear, no tinted eye shields/visors are allowed.

14.4 Jersey Numbers

There will be NO duplicate jersey numbers on the same team. Jersey numbers DO NOT have to match the position in which the player plays. Teams may/will have jerseys that are identified as extras for situations such as replacement for torn, blooded or missing jerseys. These jerseys may only be used if team coaches for both teams are notified of the change in number.

14.5 Unauthorized Equipment

Anytime a player is suspected of wearing altered or unauthorized equipment, the game will be stopped. The General Managers for each team and the Head Official will inspect the equipment in question for compliance with the MHSAA Rules and/or the GCFL Rules. Any equipment found not to be in compliance must be removed from the player immediately. If the player is caught a second time during the same game the play will be suspended from playing in the current game and the player's next game. The Head Official shall be the final arbiter in determining if the equipment is unauthorized.

14.6 Mandatory Game Day Equipment

Each player, male or female, must have and wear the following equipment in order to be eligible to play in a game. The player must have all equipment with them during the pre-game check-in process.

- a) Jersey and Game pants
- b) Shoulder pads
- c) Thigh and knee pads
- d) Hip and tail bone pads
- e) Mouth Guard (see requirement above)
- f) Approved footwear (see requirement above)
- g) Approved helmet (see requirement above)

14.7 Optional Game Day Equipment

Players are allowed to wear the following optional game day equipment. The Head Official shall be the final arbiter in determining if the optional equipment is authorized.

- a) Cold weather clothing
- b) Any gloves made for football use
- c) Un-altered manufactured elbow, forearm, hand and shin pads
- d) Rib pads
- e) Wrist coach
- f) Neck protector
- g) Ace bandages
- h) Medical tape (cloth) for injury prevention
- i) Arm casts between the wrist and elbow with appropriate foam protection as required by the MHSAA rules. The Head Official may also request to see written authorization from a licensed doctor authorizing the player to play in the game.

14.8 No Player Electronic Devices

No electronic device that allows communication with players may be worn by any player while on the playing field during a game.

14.9 Penalty for Violating Electronic Device Restriction

If a player is caught using an electronic communication device during a game, the head coach will be immediately banned from the GCFL.

15 GAME RULES

15.1 Game Start Times

Franchises must make every effort to start games at their scheduled time. Subsequent games will start no earlier than the scheduled time; NOT upon completion of the prior game.

15.2 Game Length

10 minutes running clock with regular stoppages for score, injury, timeouts, and @ 2 min before halftime and at end of game. The game shall be played in four (4) quarters.

15.2.1 Halftime

There will be a five (5) minute intermission after the conclusion of the second (2nd) quarter. If it's cold, halftime will be longer to allow kids to warm-up.

15.3 Game Facilities

Each Franchise must provide an adequate football facility for games. Such facility, at a minimum, shall have a score board with clock, public address system, and adequate spectator seating. The GCFL Commissioner of Football shall be the final arbiter in determining the adequacy of any facility. If the GCFL Commissioner of Football determines a facility to be substandard, the Franchise must find an alternate location and any additional cost for use of such alternate facility shall be the responsibility of the scheduling Franchise.

15.4 Sideline Personnel

Each team will be allowed to have no more than five (5) team personnel on their sidelines. The following personnel are not included in five limit; field spotters, chain-gang/first-down marker personnel, cheerleading coaches and cheerleading directors. Each coach on the sideline must have a visible franchise issued credential pass to be on the sideline.

15.4.1 Sideline and Coaches Box Area

All players, coaches, directors and other team personnel shall remain on their sideline between the 25 yard lines. One (1) coach and one (1) player for offensive and defensive downs may go from end zone to end zone along their sidelines only. Each team is allowed a maximum of five (5) coaches in the 'box' at all times including during live play. The 'box' shall be the area between the 25-yard lines and six (6) feet out from the sideline.

15.5. Other Teams Coaches

No coaches from other teams may be on the sideline during a game.

15.6 Medical-Aid Person

Each home team should provide a medical-aide person on or near the field and who shall have complete authority to determine if an injured play is allowed to continue to play. The visiting team may waive use of the home team's medical-aid person ONLY IF they have their own medical-aide person on or near the field that they desire to use instead. Any medical-aid person must be a Licensed Physician, Registered Nurse, Licensed Practical Nurse, Emergency Medical Technician, CPR school trained official, or a registered Paramedic.

15.7 Injured Player During Game

Any player that is injured during the first half of a game and did not receive their required minimum plays may play in the second half of the game if cleared to play by the medical-aid person. The franchise will not be subject to sanctions related to the injured player not receiving their minimum plays in the first half.

15.8 - 35 Point Rule

No team may finish a game with a point difference of more than 35 points over their opponent. The scoreboard can NEVER reflect a score of more than a 35-point difference. The most points that you can win by is 35.

15.9 - 40-yard line instead of kick off

When the point difference is 35 points, the losing team will get the ball on the opponent's 40 yard line instead of receiving a kickoff.

15.10 Extra Point Attempts

Any team that attempts an extra point shall be awarded two (2) points for a successful PASS or KICK and one (1) point for a successful RUN. PASS must cross the line of scrimmage. No rushing allowed on a kicked extra point or punted attempt.

15.11 No Ties

MHSAA Rules – Each team gets the ball at the 10 & gets 4 downs to score or turn the ball over.

15.12 Unfinished Games

In the event a game is stopped due to inclement weather, the GCFL Commissioner of Football shall determine if the game shall be rescheduled or if the score at the time the game was stopped shall stand as the final score for the game. See 'Rescheduling Games' section for more information.

15.13 Game Outcome Final

At the conclusion of a completed game the score shall be final and cannot be appealed or overturned, except for forfeiture of a game as outlined in the GCFL rules for specific rules violations.

15.14 Ejection of Team Staff

If any Franchise team personnel, such as, coaches, directors, spotters, chain-gang personnel, etc. are removed, ejected or asked to leave the game field by the officials/referees, the person and franchise shall subject to the following sanctions:

First offense during season by ejected person: The ejected person shall be suspended from attending the next scheduled game for their team and all practices leading up to the game.

Second offense during season by ejected person: The ejected person shall be suspended from attending the next two (2) scheduled games for their team and all practices leading up to the game.

Third offense during season by ejected person: The ejected person shall be subject to sanctions up to being permanently banned from GCFL activities as determined by the GCFL

Commissioner of Football. The franchise may also be subject to sanctions as determined by the GCFL Commissioner of Football.

16 SPOTTERS & CHAIN-GANG

16.1 Number of Spotters (If spotter sheets are being used)

Each Franchise must have at least one (1) spotter but no more than two (2) spotters on each side of the field.

16.2 Number of Chain-Gang Personnel

The home team is responsible for supplying two (2) people to manage the first-down chain and the visiting team is responsible for supplying one (1) person to manage the down-box marker.

16.3 Spotter & Chain-Gang Present to Start Game

Officials cannot start a game unless spotters and chain-gang personnel are on the field.

16.4 Ineligible Spotter & Chain-Gang Personnel

Spotters and chain-gang personnel should be parents or non-interested third parties. Spotters and chain-gang personnel are not allowed to be individuals that make up the playing teams management (i.e. coaches, directors, etc.) or coaches from other teams within the same Franchise. Franchise management personnel are allowed to be spotters & chain-gang personnel as long as they are not a coach or director for the team playing.

16.5 Chain-Gang Requirements

a) Are not allowed to coach while performing their game day duties. Must be minimum of “high-school” age or higher.

17 SUPER BOWL INFORMATION

17.1 Super Bowl Game Times

Super Bowl games must be scheduled on the weekend. Saturday Super Bowl games may not be scheduled prior to 11:00am or later than 7:30pm. Sunday Super Bowl games may not be scheduled prior to 11:00am or later than 6:00pm. There can be no weekday (i.e. Monday – Friday) Super Bowl games unless approved by the GCFL Commissioner of Football.

17.2 Division Champion

The regular season will consist of 6 games. Week 7 will be played between the top team in each division.

17.3 Tie-Breaking Rule

The tie-breaking rule for determining final division standings and playoff seeding position will be the following:

- a) Best winning percentage
- b) Head to head record
- c) Least amount of points allowed
- d) Coin flip

- i. Two teams involved: The GCFL Commissioner will flip a coin and select one team to call heads or tails. If the coin face after the flip is what was called the team that called it wins otherwise the other team wins.
- ii. Three teams involved: All three teams flip a coin. If there is only one spot to fill the team with the odd coin face wins. If there are two spots to fill the team with the odd coin face is out.

17.4 Entry Fees for Super Bowl Games

Entry fee for Super Bowl game will be \$5.00 per person

17.5 Super Bowl Specific Rules

- a) The highest seeded team is considered the home team.
- b) The GCFL will not subsidize any expenses related to a Franchise hosting the Super Bowl.
- c) Spectators must be separated from each other by Franchise.
- d) Hosting Franchise will provide the GCFL with a detailed agenda for the event and a description of how the event will be run.
- e) There will be three (3) Officials for each Super Bowl game.
- f) Hosting Franchise will be responsible for all fees for the game Officials.
- g) Hosting Franchise may have uniformed law enforcement officers at the game.
- h) Super Bowl games shall be subject to all GCFL rules contained herein.

18 ASSESSMENT OF PENALTIES

The GCFL Commissioner of Football shall be responsible for assessing penalties for rule infractions. If a rule does not have a specifically defined penalty the GCFL Commissioner of Football shall determine the penalty which can include, but is not limited to, monetary fines or suspension of a tea's players, coaches, directors or spectators. Any appeals are subject to the appeals process outlined in the GCFL By-Laws.

19 MODIFYING GCFL RULES

These rules shall be in effect for the season indicated. Once the rules are approved by the Franchises they may only be amended, altered, changed, or repealed for emergency purposes at a properly noticed GCFL meeting. Any proposed emergency rule amendment, alteration, change, or repeal requires a two-thirds (2/3) majority vote of the GCFL Coaches in attendance to approve.

Appendix 'A' – Season Specific Information

Date for the Start of the Season

The official date for the start of the 2019 GCFL season shall be August 13 for conditioning only. Games will start weekend of **September 8th and 9th, 2019.**

Officials Fees

Each team pays \$105.00 per game for official's fee.

Commissioner Fee

Each franchise is responsible of a fee payable to the GCFL commissioner that is set @ \$5.00 per player that is enrolled in the entire franchise.

Super Bowl Location & Date

The Super Bowl shall be held on **October 20th, 2019** by the following Franchise:

Goodrich High School