

Coal Creek

Midget Football League, Inc.

2008

Rules & Regulations

AFC

Brighton
Erie
Northglenn

Broomfield
Hyland Hills
Superior

Carbon Valley
Lafayette

Commerce City
Louisville

2008
COAL CREEK MIDGET FOOTBALL
LEAGUE RULES AFC

SECTION I - ELIGIBILITY

RULE 1: AGE REQUIREMENTS

To be eligible, a player must meet the age requirement of the age division on or before June 1, midnight as confirmed by birth certificate.

Players may also move up one (1) age division with the approval of the local Chapter.

Players who are thirteen (13) years of age on or before June 1, and entering the seventh (7th) grade for the upcoming fall semester and meet all other requirements defined by the CCMFL may play in the twelve (12) year-old division. Proof of grade may be in the form of any type of official school documents issued from the school district. Examples: report card, registration paperwork, or other such proof deemed appropriate by the CCMFL Board of Representatives.

Coaches are required to produce a copy of any player's birth certificate upon request by the opposing coach or League Representative.

RULE 2: TEAMS

Teams will be grouped in to the following six (6) age divisions:

7 year olds	10 year olds
8 year olds	11 year olds
9 year olds	12 year olds

RULE 3: OFFICIAL ROSTERS

Rosters will be prepared for each team and presented to the Coal Creek Midget Football League Board prior to the first official game.

The roster will include the players name, date of birth, address, weight, and jersey number. The weight & jersey number will be recorded on the roster at the time of the official weigh-in.

A \$50.00 fine will be assessed for each roster that is incomplete.

Each member organization is allowed to split teams if needed, in any manner as they see fit.

Rule 3: OFFICIAL ROSTERS (Continued)

If any team's roster falls below sixteen (16) players, that team is allowed to add players at any time during the season up to a sixteen player roster. The players added must be weighed in by a CCMFL League representative not associated with that team and the added players will be patch players for the season.

Any player added in this provision may not participate in any CCMFL contest until they are approved by the League.

At the first league meeting after the official registration cut off date, all rosters will be updated from the weigh-in date. Any players added since weigh in must have a league registration form and a weight from the League Representative. If either is not provided at the meeting, the games the player participated in will be forfeited.

Rosters reviewed and approved by the CCMFL board become the official roster. An official roster must be available at all times.

Players switching from one city organization to another city organization within the Coal Creek Midget Football League must provide a written explanation. The CCMFL board shall vote to accept or deny the written request.

RULE 4: REGISTRATION REQUIREMENTS

No player shall be eligible to play until the approved League or Chapter insurance waiver has been signed by a parent or legal guardian.

All Chapters must report to the CCMFL with the number of teams they will enter into the League in each division by the first regular scheduled business meeting in August of each year. Failure of producing the number of teams proposed to the League will result in that Chapter paying for the team, or teams, not fielded.

Each Chapter will have until the first day of practice to change what was presented at the first August meeting.

RULE 5: REGISTRATION

The date for registration closure will be the Monday following the second Saturday of League play.

RULE 6: INELIGIBLE PLAYER

If a ineligible player plays in a game, the game is automatically forfeited. An Ineligible Player is defined as a player who does not meet League age, weight, cut-off-date, boundary limitations or any other specific limitations or any rules applying to the Colorado High School Athletic Association Rules. (See Boundary Limits, Section I, Rule 10).

RULE 7: WEIGHT LIMITATIONS

BACKFIELD MAXIMUM WEIGHT**MAXIMUM WEIGHT**

7 year old	80 pounds	200 lbs.
8 year old	80 pounds	200 lbs.
9 year old	90 pounds	200 lbs.
10 year old	105 pounds	200 lbs.
11 year old	120 pounds	215 lbs.
12 year old	135 pounds	215 lbs.

RULE 8: PATCH PLAYER LIMITATIONS

Any player whose official weight exceeds the League allowable backfield weight shall be ineligible to play in the backfield, either on offense or defense. EXCEPTIONS: A patch player (offense) can line up as an eligible tight end (after declaring with the referee) for a forward pass on an **extra point only**. Patch player must catch the ball in the end zone. A defensive patch player can line up between the offensive tackles no more than 3 yards from the line of scrimmage (middle linebacker's position). All such players shall be designated by a colored sticker on the helmet. Each player so designated cannot catch the ball as the receiver of a pass (except on extra points). They may be allowed in the offensive backfield for the purpose of attempting to kick an extra point or to punt the ball. When a patched player is in the backfield, fake field goals and extra points are not allowed. In the event of a muffed snap the punting team can do nothing with the ball other than punt or down the ball. Any violation of this rule is a dead ball foul. On kickoffs or free kicks following a safety, the patch player may be permitted to kick the ball or play any other position on the kicking team. On the receiving team under these situations, the patched player must play on the front line and may only down the ball. A defensive patch player may advance a fumble recovery or pass interception, however, may not lateral to another player or receive a lateral. The ball will be called dead at the point where the ball is lateraled.

Any patch player playing without the official colored sticker shall be declared an ineligible player. Any player over the maximum weight will not be eligible to play in CCMFL games. (Refer to Section I. Rule 7)

RULE 9: WEIGH-INS

A player who misses the official weigh-in dates is designated as a patched player. All patch players must have their weight recorded on the official roster before participating in any game. If a player does not make the official weigh-in dates, a designated League Representative will weigh the player by the official cut off date. A player's weight will be marked on his/her team roster at the time of the official weigh-in, either at the early weigh-in or the regular scheduled weigh-in.

RULE 10: BOUNDARY LIMITS

The CCMFL Board of Representatives determined to set boundaries through which each participating community is allowed to draw their players from. Boundary limitation maps are provided to each community. Each participating community is allowed to draw their players only from the designated boundary set by the Board of Representatives. Players obtained from another boundary other than their own must have written permission to do so from the CCMFL Board of Representatives.

If residency of a participating player is questioned, the person or group questioning the residency must provide to the CCMFL Board of Representatives, written correspondence with the reason or reasons for questioning the residency of a participating player and provide any such proof to claim. The CCMFL reserves the right to examine the written information and determine if Proof of Residency will be requested from the person or the community Board Representative.

Once a player from overlapping boundaries has participated in the desired community, that player from then on is considered part of said program within desired community, and will not be allowed to participate in any other program within the CCMFL, throughout the rest of the players playing time in the CCMFL (see exception below).

In the event that a community was previously fielding a CCMFL team in an age group and no longer able to field that team, players from that team will be allowed to select another team within the CCMFL. If said community is later able to field a team again in that age group, the players will be allowed to return to their home community if they choose.

Proof of residency may be in the form of any type of utility billing, school registration, rent receipt, or other such proof as deemed appropriate by the CCMFL Board of Representatives. The Board of Representatives decision in each case will be final and binding upon all parties.

A player who participates in a CCMFL game with a team outside of the boundary in which he/she resides without authorization will be determined to be an ineligible player. (Refer to Section I - Rule 6)

RULE 11: GRAND-FATHERING RESIDENCY

Once a player is legally allowed to play for a CCMFL community (by residence / gray area residency / permission from CCMFL Board) and plays for at least one season, that player is "TIED" to that community. Once a player is tied to a community that player may stay with that program even if that player moves to another community within or outside CCMFL boundaries.

The player may choose to play for the new community that the player moves into and break the original tie. Once a tie is broken, it may not be made again without actual residency being gained again.

RULE 12: BOUNDARY EXCEPTION

Any player that has their registration denied by a CCMFL community due to lack of space on a team or lack of a team at an age group may register and play for any other CCMFL

community, with League notification. That player will be tied to the new team. For following seasons this player may opt to keep that tie or may play for his community team if space is available.

SECTION II - PLAYING PERIODS

RULE 1: LIMITS

Each team is limited to a maximum of 4 playing periods in CCMFL per week.

The first week of practice is non-contact. Helmets and mouth pieces are the only equipment allowed during the first week of practice. Each team is allowed four (4) contact playing periods in CCMFL per week after the first week of practice.

A playing period is defined as a practice or game in which the players are engaged in organized instruction or practice of play in CCMFL. A contact playing period is any practice or game where the players are in pads in CCMFL.

CCMFL would like to see all players get 20% play time for all games during the season.

RULE 2: START OF PRACTICE

The first day of organized practice shall be set annually by the CCMFL Board of Representatives. Teams are not allowed to practice or to assemble as a team prior to the date set. Infraction of this rule will result in a hearing before the CCMFL Board of Representatives. Disciplinary action, if any, will be adhered to by the community in violation of this rule.

The CCMFL Board Representative(s) will be held responsible for reporting to the Board of Representatives of compliance with any penalties imposed. Written notification to the person or persons assessed of any disciplinary action imposed by the Board of Representatives will be presented to such violators.

RULE 3: END OF PRACTICE

The last day of organized practice shall be December 31 of the fiscal year in which the League has ended the season. No organized practice will be allowed prior to the date set by the Board of Representatives for the following year. If a community wishes to participate in a football camp, clinic or other function for players, prior authorization must be granted by the Board of Representatives by majority vote.

SECTION III: PLAYING FIELD

RULE 1: OFFICIAL RULES

Where applicable and with the changes and additions listed herein, the official rules will be the

rules of the National Federation of State High School Athletic Association referred to in these Rules and Regulations as "Official High School Rules".

RULE 2: SIZE

The 7, 8, 9, 10 year old teams playing field shall be 60 yards long and 40 yards wide, plus end zones 10 yards behind the goal lines, making the total area within lines 80 yards by 40 yards. The playing field for 11 and 12 year old teams shall be the Official High School size, marked in accordance with High School Rules.

RULE 3: MARKINGS

The 60 yards playing field will be properly marked and designated at 10-yard intervals and also with 25-yard lines. 100 yard fields will be marked in accordance with Official High School rules.

It is mandatory that colored flags or cones will be used as corner markers and sideline markers every 10 yards on at least one side of the playing field. The field shall be clearly marked on side lines and yard stripes with chalk, white tape, paint, or burned in.

The home team will designate an area for coaches and players only and will be marked on all fields. This regulation will be left to the individual communities to mark as the available space will determine the size of the coaches and players area.

Spectators' boundary lines are recommended and should be a minimum of three yards out from the sidelines and designated by ropes, painted lines or burned lines.

RULE 4: GOAL POSTS

For 7, 8, 9,10 year old fields, goal posts shall be placed on the end line.

Goal posts already in place and/or goal posts that meet the official standards of High School Rules or the CCMFL rules minimum of fifteen (15) feet in width and nine (9) feet in height.

For the 11 and 12 year old teams, the Official High School Rules apply.

One set of free standing goal posts must be in place and standing at the start and during all CCMFL games or the game will be forfeited by the home team. This rule is waived if agreed upon by both teams at a CCMFL League meeting prior to the game played.

RULE 5: GAME EQUIPMENT

The home team shall furnish a padded down box, a 10 yard chain and an official game ball. The home team will furnish two qualified individuals to run the equipment. The visiting team must supply one qualified individual to run the game equipment.

RULE 6: ACCEPTANCE OF FIELD

The field is accepted as a playing field unless a protest is filed prior to the start of the game.

SECTION IV: GAME RULES

RULE 1: OFFICIAL RULES

Where applicable and with the changes and additions listed herein, the Official Rules will be the rules of the National Federation of State High School Athletic Association referred to in these Rules and Regulations as "Official High School Rules".

RULE 2: GAME OFFICIALS

Two (2) officials will be provided for the 7, 8, 9, 10 year old games. Three (3) officials will be provided for the 11 and 12 year old games.

Games will be played with only one (1) official on a 60 yard field and two (2) officials on the 100 yard fields, if in the event not all officials are in attendance.

Only officials sanctioned by the CCMFL can officiate games. No CCMFL board member or coach is allowed to officiate a CCMFL game.

RULE 3: BLOW OUT RULE

A game shall be terminated at the end of three quarters, (unless both coaches agree to continue), if at anytime, one team is ahead by 42 points or more.

RULE 4: LENGTH OF GAMES

Each game will consist of four (4) quarters. Each quarter shall consist of 16 plays for ages 7, 8, & 9 year old teams and 20 plays for 10, 11 & 12 year old teams without regard to the actual time.

The kickoff, attempt for point after touchdown, and if both teams are penalized do not count as official plays. A play involving a penalty to only one team does not count unless the penalty is refused.

In the event of a tie at the end of a regular season or playoff game, a flip of the coin will determine who will have first possession of the ball. The visiting team will call the flip of the coin. The ball will be placed on the five (5) yard line for the 7, 8, 9 and 10-year-old divisions and on the ten yard line for the 11 and 12 year-old divisions.

Each team will have four plays to score. If a team turns the ball over due to an interception or fumble, the offensive team forfeits their remaining downs. Interceptions and fumbles can be returned for touchdowns and will count for scoring purposes.

If a team scores, that team will have an opportunity for an extra point (regular rules will apply). In the event that both teams score, the team with the highest score wins. If the first team in possession scores on their first, second or third play from scrimmage, and the extra point is successful or not, the opposing team will have all four of their plays from scrimmage to tie or win the game. If a field goal is attempted and missed, the ball will be turned over to the opposing team for their four plays beginning at the appropriate yard line for each division.

If neither team scores on their possession, the procedure (including the coin flip) will be repeated until a winner is determined. If neither team scores in the first two possessions, the ball will be moved to the three (3) yard line to start possession for the 7, 8, 9 and 10 year-old divisions.

Play will continue until a winner is determined.

RULE 5: TIME OUTS

Each team will be allowed three time-outs per one-half of play.

All injury time outs are to be charged to officials.

One coach per huddle is allowed during a time out.

In the event of an injury time-out, one coach per huddle will be allowed, other staff must attend to injured player(s).

RULE 6: POSITION OF THE BALL FOR OUT OF BOUND KICK-OFFS. SAFETIES. AND TOUCHBACKS

Games on 60 yard fields: The ball will be placed on the 25 yard line for kickoffs, on the 12 yard line for safeties and touchbacks and the 2 yard line for extra points.

When the football goes out of bounds on the kickoff outside the receiving team's 20 yard line, the football will be placed where the ball goes out of bounds. When the football goes out of bounds on the kickoff inside the receiving team's 20 yard line, the football will be placed on the receiving teams 20 yard line.

For games on 100 yard fields, Official High School Rules shall apply.

RULE 7: SCORING

For 7, 8, 9, 10-year-old teams, two points will be scored for a successful place-kick, drop kick or **forward** pass which may either be caught in the end zone or caught and ran into the end zone after a touchdown. One point shall be scored for any other successful play after a touchdown.

The Official High School Rules shall apply for the 11 and 12 year old teams. One point will be scored for a successful kick and two points for any other successful play.

RULE 8: PENALTIES

For 7, 8, 9,10-year-old teams, all penalties in the Official High School Rules shall be reduced to 60% of their stated value, (i.e. 15 yards will be 9 yards, 5 yards will be 3 yards, etc.)

The 11 and 12-year-old teams will use penalties set forth in the Official High School Rules. One point will be scored for a successful kick and two points for any other successful play.

If a **player** is ejected from a CCMFL game, one additional game suspension will be imposed.

If a **coach** is ejected from a CCMFL game, one additional game suspension will be imposed.

In addition, a coach who is ejected from a CCMFL sanctioned game will be fined \$100 and such ejected coach may not coach in a sanctioned CCMFL game until such fine is paid in full to the CCMFL. (See Section V: Complaint & Appeal Procedures)

RULE 9: DELAY OF GAME RULE

For games on the sixty (60) yard fields, once the ball is placed and the official signals ready for play, the offense will have forty-five (45) seconds to snap the ball and begin play. Failure to begin play within forty-five (45) seconds will result in Delay of Game penalty of three (3) yards.

RULE 10: PLAY RECORDERS

Two play recorders, one representing each team, shall stay together during the game, and shall record the plays thus determining when the quarters are completed. The play recorders shall notify the referee; who shall notify both team captains and coaches when five (5) plays remain in each quarter.

Any discrepancies between the play recorders shall be resolved by a flip of a coin by the referee.

Play recorders shall remain by the down box during the game.

RULE 11: OFFICIAL LEAGUE BALL

7, 8 & 9 year olds - Wilson K2
10 & 11 year olds - Wilson TDJ
12 year olds - Wilson TDY

RULE 12: EQUIPMENT

Mouthpieces are mandatory.

All male players MUST wear a minimum of a soft cup during all practices and games.

Non-abrasive gloves will be allowed in the CCMFL.

NOCSE approved facemasks are exempt from the CCMFL rules.

RULE 13: YARDAGE

All distances on a 60 yard field that are not specified in these rules will be 60% of the high school rules; except on-side kicks and first down yardage which will be the same as specified in the Official High School Rules.

RULE 14: FORFEITED GAMES

Any CCMFL team which cannot field ten (10) eligible players within thirty (30) minutes of a scheduled CCMFL game will automatically forfeit the game unless the game is officially postponed by the CCMFL.

Any CCMFL team that chooses not to play a regularly scheduled game will forfeit the game and the season ending record for that team shall reflect zero wins for the season.

In addition, the participating community which the team represents shall be responsible for a \$100 fine, payable to the CCMFL before the last day of the season.

RULE 15: POSTPONED GAMES

In general, the League tries to discourage the postponement of games due to inclement weather, if the field is playable. Rescheduled games will be played as soon as possible by mutual agreement.

In the event of bad weather, the League Representative must contact the CCMFL Board and a special meeting will be called to make all the necessary changes. Games may be postponed by the home team CCMFL Representative only, not less than three hours before a game, a home team League Representative will decide if the field is playable.

RULE 17: KEEPING ORDER

Each team shall be responsible for keeping the spectators orderly and off the playing field and behind the spectator's boundary. Shouting in abusive language by players, officials, or

spectators is strictly prohibited, and violation shall result in a warning by the official or a 9 yard penalty for each subsequent offense in the case of the 7, 8, 9, 10, & 11 yr. olds, and 15 yard penalties in cases involving the 12 yr. olds.

At the immediate time of any incident of physical abuse of an official by a spectator, the officials will meet with the head coaches of both teams in order that every effort should be made to identify the assailant.

Physical abuse on an official by a coach will result in immediate suspension of the coach from all CCMFL activities for life.

RULE 18: COACHING

Officials will enforce official high school rules pertaining to coaches' boundaries and conduct except that coaching from the sidelines by the team coaches will be permitted. One coach from each team shall be allowed on the field during a time out. A coach may ask for a rule interpretation from a game official provided he does it in a gentlemanly manner.

RULE 19: PROTESTS

Officials furnished by the League are authorized officials. Protests regarding their judgment calls will not be permitted. The protest concerning rules or by-laws will be described on the official play sheet. In addition, the play number, who had possession and the down will be noted. The protest will be described in sufficient detail to allow the CCMFL board to rule. The play sheet will be signed by the coach protesting the game and by the officials.

Signatures by the officials does not indicate agreement with the protest, only acknowledgment of the incident and description. All League representatives will be notified within 4 days of the alleged infraction to the League accompanied with a \$25.00 protest fee refundable if the protest is upheld. The League will then make a recommendation of the protest allowed or protest not allowed at the next regular League meeting.

RULE 20: RESCINDING OF MEMBERSHIP

If any CCMFL member area consistently disregards the rules and by-laws of the CCMFL, the membership may be rescinded by a majority vote of the Board of Representatives.

The CCMFL shall impose and monitor corrective action to the extent that the membership might be retained. If such corrective action is not forthcoming, the membership may be rescinded by a majority vote of the Board of Representatives.

RULE 21: DECLARED PUNT

The declared punt rule comes into effect when the offensive team notifies the official that they want to make this rule operative. The ball must be kicked when a punt is declared (play is not dead if punter's knee touches ground; the ball must be kicked). Officials will notify the coaches of both teams that a declared punt will be made prior to the play.

Once a punt has been declared, the kicking team must punt the ball unless the kicking team notifies the official that they wish to remove the declared punt declaration at which time the official will notify both coaches that the declared punt has been removed. There must be at least seven defensive players on the line of scrimmage at the time of the punt.

This rule applies to the 7, 8, 9, and 10-year-old divisions only. No player except the kicker may move until the ball is punted. If no punt is declared, Rule 20 is inoperative. Violation of this rule will be considered illegal procedure. (Extra points and field goals do not apply under this rule)

SECTION V: COMPLAINT & APPEAL PROCEDURES

The Board of Representatives for the Coal Creek Midget Football League, Inc. (CCMFL) is responsible to enforce the league rules and disciplinary measures as voted by the League members.

Coaches, League Representatives, members of youth associations who sponsor teams in the CCMFL and other individuals associated with the League and its teams are subject to the rules, agreements and discipline actions of the Board of Representatives.

In the matter of a complaint of rules violation, conduct, behavior or other concerns which occur prior to, during or after a League game, the following procedures will be used:

1. The individual or association must submit a written description of the complaint to their League Representative, including the names of any other individuals who can support the information. If the complaint involves their League Representative, the written report may be submitted directly to the CCMFL Board of Representatives. The written report must be completed within one (1) week (seven (7) days) of the incident.
2. When the Representative submits the written report, the League will review the matter, and then notify the individual(s) involved in the report, through their League Representative, a complaint has been submitted to the governing board. The individuals involved may then be given a copy of the report and given one (1) week (seven (7) days) to respond in writing.
3. Upon submission of the written reply to the complaint, the Board of Representatives will then discuss the incident and take appropriate action or seek additional information.
4. If disciplinary measures or other sanctions are set by the Board, the League Representative will notify the individuals involved in the decision.
5. If a League Representative or board officer files a complaint, they must abstain from voting on any disciplinary measures.

APPEALS

1. Individuals who wish to appeal disciplinary actions by the Board, may request to address the Board through their League Representative. The League Representative will then notify the League President within twenty-four (24) hours of the regularly scheduled League meeting to request an appeal.
2. Appeals will be heard the first fifteen (15) minutes of the regularly scheduled CCMFL meeting.
3. Individuals who appeal may bring one (1) adult to offer support information as well as any supporting written documentation or documented testimonials.
4. The Board of Representatives may extend the allotted fifteen (15) minutes at their discretion.

GAME SUSPENSIONS

1. Within forty-eight (48) hours of a suspension, the player, coach or coaches involved must notify their League Representatives of the intention to appeal the sanctions.
2. The League Representative must notify the League President within forty-eight (48) hours to file an appeal for the next meeting. If the governing board is not scheduled to meet, the President may call a meeting to hear the appeal, or allow the affected individual(s) to continue to coach or play and set the appeal for the next board meeting.
3. After the appeal process, the governing board will vote to uphold or deny the appeal. The determination of the Board will be final and binding on all parties.

