ARTICLE I – PURPOSE, OBJECTIVES AND GOALS

Section 1: The purpose of the CFSA Football Program is to provide the youth of Cypress-Fairbanks Independent School District (CFISD), and connecting private/public school districts, the opportunity to participate in an organized competitive football program.

Section 2: Our objectives are to stimulate healthful recreation, teach responsibility, instill a sense of discipline, create a program that emphasizes fair play, and build self-confidence in an atmosphere of competitive group sports. Although recreational in its purpose, the Football Program in CFSA is competitive and preparatory for Middle School and High School Football programs.

Section 3: The primary goals are to develop traits of good citizenship, leadership, sportsmanship, athleticism, competitiveness and winning attitude in our program participants.
Section 4: The sport of football is collision oriented and competitive. Players play the game of football at their own risk and parents/legal guardians of players recognize and accept the risks associated with the sport of football. We strive in every way to uphold the objectives and purpose of our program while governing a sport under extreme playing conditions and emotions.

ARTICLE II – GENERAL PROGRAM RULES

Section 1: Except as noted in these rules, our program adheres to the current version of the NCAA Football Rules as adopted and amended by the University Interscholastic League (UIL) for High School Football in the State of Texas.

Section 2: Player Safety is our utmost priority in league governance. As such, some rules have been amended to safeguard players while still maintaining a high level of competition and fair play.

Section 3: The Football Committee is the Governing Body over the Football Program, subject to appeals processes made to the Executive Board of CFSA, and have the authority to govern and rule on all elements of the program including, but not limited to, rules interpretation, game play, coach conduct, player conduct, spectator conduct, rules violations, punishments, playoffs, etc. See Football Committee Governance Rules for more information.

Section 4: All proposed rule changes must be submitted in writing to the Vice Chairman Rules for consideration. Legitimate rule revisions will be voted on at the monthly Football Committee membership meetings. A simple majority of a quorum of the voting members is required to approve any rule change. The rule is then to be presented to the Executive Board for approval.

ARTICLE III – PLAYER ELIGIBILITY

Section 1: To be eligible to participate in this program, a child must be at least 5 years old, but not yet 13 years old by 11:59 pm, September 1st of the current season. A birth certificate or other approved document will be required at the time of registration in order to establish proof of age.

Section 2: Eligible players must reside within the CFISD, attend a private school within the CFISD or attend a public/private school within a Public School District adjacent/adjoining to CFISD. Private school players within CFISD will register at the school they would normally attend if attending CFISD public schools based on their current residence. All non-CFISD registrants are eligible to play on teams needing players after initial team formation.

Section 3: No youth that are considered to be in the 7th Grade (public, private or home school) are eligible to play in the program regardless of age.
Section 4: To be eligible, each player must register to participate within the prescribed registration periods published by the league. Registration can be accomplished either on-line at www.cy-fairsports.org or by participating in walk-in registration.

Section 5: To maintain eligibility, each player must comply with the code of conduct, sportsmanship agreement and program rules. Failure to comply with this policy may result in expulsion from the league after repeated abuses and offenses are noted.

ARTICLE IV – REGISTRATION AND REFUND PROCESS

Section 1: On-line Registration will open in April and close before the end of July for the current season. Specific dates and times will be advertised each Spring/Summer on www.cy-fairsports.org.

Section 2: Registration Fees will be charged in the following amounts:

<table>
<thead>
<tr>
<th>Level</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag</td>
<td>$175.00</td>
</tr>
<tr>
<td>Freshman</td>
<td>$200.00</td>
</tr>
<tr>
<td>JV</td>
<td>$200.00</td>
</tr>
<tr>
<td>Varsity</td>
<td>$200.00</td>
</tr>
</tbody>
</table>

Registration fees are used to pay for league jerseys, officials, clock keepers, field rentals, light rentals, field equipment, footballs, flags, tees, championship trophies, administrative overhead and other related expenses.

Section 3: All registration fees are NON-refundable.

Refunds are available for registration fees (Registration less $50 Administrative Fee) if and only if a refund request is submitted prior to the close of registration AND:

A player has an injury prior to close of registration that prevents his participation. Injury must be supported by a Doctor's note. OR

A player moves outside the CFISD school boundaries prior to the close of registration.

Exceptions to this policy are limited to the following reasons:
1. A player submits proof of making their school’s team within the same CFSA registered sport.
2. CFSA fails to perform the duty of placing the child on a team. This does not include placing the child on a team other than the one desired, not liking the coach, or any other issues other than CFSA not offering the child a spot within the sport for which registration was submitted.

All refunds are subject to approval by the Sports Commissioner and CFSA Treasurer and are subject to a $50 processing fee.

Section 4: Walk-in registration is available at the CFSA office.

Section 5: Players who registered during regular registration are not eligible for late registration.
Section 6: A Late Registration period may be held at the discretion of the Football Committee. Late Registration Fees of $25.00 per registrant will be added to the normal registration fee.

Section 7: No late registrants will be accepted after the Football Committee declares the registration process to be completed and team rosters to be final.

ARTICLE V – PLAYER AND PARENT/LEGAL GUARDIAN RESPONSIBILITIES AND DUTIES

Section 1: Each player and their parent/legal guardian must sign and agree to comply with the Code of Conduct and Sportsmanship Agreement. Failure to sign by either party will result in the player being ineligible to participate in our league. Failure by players or their parents/legal guardians to comply with the rules of our league, the Code of Conduct and the Sportsmanship Agreement may result in suspension or expulsion at the discretion of the Football Committee.

Section 2: Each player and their parent/legal guardian MUST provide the following:

- Properly fitted and unaltered white Football Helmet/Faceguard/Chinstrap which meets National Operating Committee on Standards for Athletic Equipment (NOCSAE) Standards (NO PAINTED HELMETS ARE PERMITTED),
- Properly fitted mouthpiece with attachment to faceguard on helmet. Flag Football players are also required to use a mouthpiece,
- Properly fitted Football Shoulder pads which meet NOCSAE Standards,
- Properly fitted Football Pants with ALL pads, and
- Properly fitted Football Cleats, metal or metal tipped cleats are not allowed.

Section 3: Each player, their legal/guardian and guests shall comply with all relevant Texas State Laws, CFISD policies and rules, CFSA Football program rules, Codes of Conduct, and Sportsmanship Agreement terms while in attendance at any CFSA Football program event (practice, team events, games, etc.). Failure to comply may result in suspension from participation and repeat offenses may result in expulsion from the program.

Section 4: Each player and their parent/legal guardian are responsible for their own actions and may be held accountable, and possibly liable, for acts of violence, taunting, abuse, physical force and any other acts considered to be outside the spirit of youth sports and friendly competition.

ARTICLE VI – TEAM FORMATION RULES

Section 1: All players must register to play on the team affiliated with their CFISD school attendance zone. Players who attend a different CFISD school by CFISD policy may register at the school of actual attendance. This exception must be noted at the time of registration and is subject to verification.

Section 2: Private school players within CFISD boundaries must register to play on the team affiliated with the school they would normally attend based on their home residence.
Section 3: All teams will be formed using the registration date/time stamp and players will be assigned to their school/team based on a first-come, first-assigned basis using the date/time stamp in the registration system. When necessary, and at the discretion of the Football Committee, schools (or portions of school registrants) may be combined to form teams when registration numbers are insufficient to form a school based team based on one attendance zone. When possible players should be moved as a group to another single team, however some situations require that the players be divided into 2 or more groups. Each group should be in time stamped order with the largest group going to the nearest team. Players being assigned to teams outside of their home attendance zone will first be assigned to attendance zones directly adjacent to theirs, next to schools within a 5 mile radius and then to the next closest team needing players. The Football Committee reserves the right to adjust team rosters to allow for the assignment of a Head Coach to a team alone with their respective son(s) to play on their assigned team.

Section 4: In the event that a school has the required numbers to assign players to multiple teams (full and/or partial) then the rosters will be formed by placing the first 24 registered players (by date/time stamp) on the roster for the first team and subsequent teams will be formed using the same method.

Section 5: All eligible non-CFISD players will be placed on an out-of-district roster and then placed on the closest team needing players after the initial formation of teams.

Section 6: Players may not move from one team to another. Players whose families move after team formation MUST remain on the original team to which that player was assigned.

Section 7: The Football Committee highly recommends that each player register for and play in their age group, however, a parent may elect to have their son play up one year. The election must be made at the time of registration and may not be changed after the start of team formation.

Section 8: Team Divisions will be established as follows:

- Flag        Ages 5-6
- Freshman    Ages 7-8
- JV          Ages 9-10
- Varsity     Ages 11-12 (not in 7th Grade)

Section 9: The following guidelines shall be used to form teams:

<table>
<thead>
<tr>
<th>Division</th>
<th>Min # of Players</th>
<th>Max # of Players</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag</td>
<td>12</td>
<td>16</td>
</tr>
<tr>
<td>Freshman</td>
<td>18</td>
<td>24</td>
</tr>
<tr>
<td>JV</td>
<td>18</td>
<td>24</td>
</tr>
<tr>
<td>Varsity</td>
<td>18</td>
<td>24</td>
</tr>
</tbody>
</table>

No team will have fewer then the minimum number of players by the end of team formation based on players who participated in the regular registration period.
Section 10: The Division Commissioner shall assign any player registering after team formation but before final closing of rosters, to a team based on available space.

Section 11: A period of late registration will be established after the close of regular registration and extend for 4 weeks at the discretion of the Football Committee. This is the only means of registering after the close of regular registration. Players will be allocated to teams needing players at the end of week 1 and week 2. Offers will then be made as individuals are added to the waitlist.

A player wishing to register will sign up on the web based wait list. The wait list will include the player’s name, age on September 1st, Attendance Zone or CFISD School of Attendance in the fall, address, Parent Name and Phone Number. Individuals not entering the requested information will be removed from the list.

Divisional Commissioners or their designees will review the wait list and assign players to teams needing a player(s) in the following order,

1. Players residing within the attendance zone or attending the named school of the team,

2. Players residing in adjacent attendance zones or attending adjacent schools where other players from that area have been assigned,

3. Players residing in adjacent attendance zones or attending adjacent schools where other players from that area have not been assigned,

4. Other teams within a 5 mile radius of their school and

5. Next closest teams needing players.

Each offer will remain open for 2 business days and payment must be received at the office within 4 business days from the initial offer. If the parent rejects the offered team, fails to reply to the offer or fails to deliver payment to the office within the agreed upon time then the offer is withdrawn and the individual will be removed from the waitlist. No player may practice with a team until all registration materials and fees have been received. No offer is to be extended after the end of the 4th week.

ARTICLE VII – Head Coach Selection, Responsibilities and Duties

Section 1: A Division Commissioner or Director may not be a Head Coach or an “on the Field” Assistant Coach in their Division.

Section 2: Head Coaches for each team are appointed by the Division Commissioners and approved by the Football Committee immediately following team formation.

Section 3: Every Head Coach candidate must submit an application to serve as a Head Coach. All applicants for Head Coaching positions will be interviewed by members of the Football Committee prior to appointments being made. If the Head Coach candidate shall be conducting or
assisting in any off-season workouts or camps, they shall provide the CFSA Football Committee with the locations, dates, times, who is eligible to participate, and a summary of activities participants will engage in during each workout/camp session. Failure to provide such information may result in the application being removed from the list of Head Coaching candidates.

Section 4: Where two or more qualified candidates exist, the Football Committee may, in the best interest of the program, allow a Head Coach to coach another school's team and transfer his son(s) to that school.

Section 5: All Head Coaching appointments are subject the successful completion of a criminal background check. At the discretion of the Football Committee, an individual with a criminal record may be permitted to coach in our league. However, any individual having a criminal record must also have CFSA Executive Board approval prior to being allowed Head Coaching responsibilities in our football program.

Section 6: Any Head Coach candidate unwilling to submit to a criminal background check or the requirements set forth by the Football Committee will not be allowed to coach.

Section 7: The Head Coach is responsible for ensuring that they, their assistant coaches, their players and their player supporters comply with all the program rules and they conduct themselves in a way that reflects the purpose, objectives and goals of the CFSA Football Program.

Section 8: Head Coaches should select qualified Assistant Coaches who have the necessary experiences and skills to teach the fundamentals of football and who possess the character and patience necessary to work with young athletes. Head Coaches should consult with their Division Commissioner when they are made aware of concerns regarding a coaching candidate for their team.

Section 9: The Head Coach is responsible for knowing and understanding the game of football and the rules that govern our league. Each Head Coach is encouraged to read the NCAA Football Rules and the CFSA Football Program Governing Documents.

Section 10: The Head Coach is responsible for all operations of the team. Such responsibilities may include, but are not limited to: equipment checkout and return; establishing practice dates and times; organizing practice events; parent communications; cheer team interactions and communications; sideline management; and player minimum playing time.

Section 11: Each Head Coach is responsible for attending the Mandatory Coaches Meeting in its entirety at the beginning of the season. At the discretion of the Division Commissioner, the Head Coach may assign an Assistant Coach to attend if a conflict occurs.

Section 12: It is the duty of each Head Coach to always put the safety of each player at the top of his priorities; to teach football fundamentals and skills; to strive for growth and progress more than just winning; to teach discipline and commitment to team; and, to recognize and reward successes no matter how small.
Section 13: The Head Coach is required to keep a First Aid Kit on the sideline at each practice and at each game. The kit must contain a minimum of two “ice packs”, assorted Band-Aids, antiseptic and an Ace bandage. Player information forms are to be keep with the First Aid Kit.

Section 14: The Head Coach sets the ‘tone’ for the team. Our program expects great things from our Head Coaches and will hold them accountable for incidents, situations, behaviors and any other form of incident that is not appropriate in youth football.

Section 15: The Head Coach is responsible for obtaining and submitting a mandatory $300.00 team sponsorship by the date established by the Football Committee. The penalty for missing this deadline is listed in Appendix A.

Section 16: Each Head Coach will be required to have medical release forms, player contracts and parent’s contracts signed at the first practice of the season. Each Head Coach should keep all these records on file and have them available to be reviewed by any member of the Football Committee.

Section 17: Each Head Coach will be required to submit to the Division and All Star Commissioners a completed Stat Form and All Star roster promulgated by the Football Committee, which identifies the starting offensive players, the starting defensive players, the substitutes (defined as any player not starting on offense or defense), and the members of the kickoff and return teams by the date established by the Football Committee. Should the Head Coach fail to submit the Stat Form and All Star roster by the published date, the Head Coach will be suspended a minimum of 1 game.

ARTICLE VIII – LEAGUE ISSUED EQUIPMENT

Section 1: CFSA Football Program will provide each Flag team with one (1) hand shield and each Freshman, JV and Varsity team with one (1) tackling/blocking dummy. A $100.00 deposit shall be left with the CFSA VP of Equipment at the time the dummy is checked out. The deposit will be returned when the dummy is returned at the scheduled equipment return date following the season.

Section 2: Flag teams shall also receive flag belts and flags for their teams. Flag belts and flags may not be altered in any way except to fit the belt to individual waist sizes.

Section 3: Flag teams will receive two footballs and teams in the Freshman, JV and Varsity Divisions will receive two footballs and one kicking tee. Only CFSA issued footballs may be used in CFSA football games. No synthetic or brand substitutes may be used. The footballs used in our program shall be:

- Flag: K-2/Pee Wee
- Freshman: K-2/Pee Wee
- JV: TDJ/Junior
- Varsity: TDY
ARTICLE IX - PRACTICE

Section 1: Practice will be conducted as follows:

A. The safety and welfare of each player is to be maintained at all times.
B. Practice sessions may not exceed 2 hours in duration from actual starting time.
C. No teams or players may practice before the start date established by the Football Committee.
D. Before the week in which school starts, teams may have four activities a week. A week begins at 12:01 AM (Midnight) Monday Morning.
E. Starting the week school starts, each team may participate in no more than three (3) activities per week, which includes practice sessions and games. If for scheduling purposes, a team is scheduled to play 3 games in a seven-day period, they may have one additional practice.
F. Any organized drills, warm-ups, or other physical activities which begin prior to 45 minutes before a scheduled game time are considered a practice session.
G. Chalk talks, skull sessions, game film review, and/or similar activities conducted at separate times from regular practice are considered a separate activity and count against the three-activity rule.
H. Practices canceled due to bad weather or any other reason can only be made up during the week they were canceled in. Any practice session conducted for more than 45 minutes is considered a full practice and cannot be made up.
I. The Football Committee may establish a “No Pads” period at the beginning of the season where the players are restricted from wearing all pads except their helmets.

Section 2: Teams within the CFSA program desiring to play a team outside the CFSA program must get prior permission to do so from the Football Committee and must obtain insurance.

Section 3: No practice sessions may be held on CFSA Game Fields or any CY-Fair ISD Game Fields (football or baseball), day or night. No team may practice on the day of the CFSA General Membership meeting, which is normally the 1st Tuesday of each month.

ARTICLE X - GAME ELIGIBILITY

Section 1: Each team shall consist of at least eleven (11) [eight (8) in flag] properly suited players to start a game. A fifteen (15) minute grace period beyond the scheduled starting time will be allowed to field a team. Failure to field a team within this time period will result in a FORFEIT. A practice game or scrimmage may be played and officials will then officiate such practice or scrimmage game.

Section 2: All players are eligible to be ball carriers.

ARTICLE XI – PARTICIPATION RULES

Section 1: All players must participate in a minimum of seven plays in both the first and second half of each game. In the case of overtime periods (applicable only in playoff games)
this rule will not apply. The Head Coach will have the discretion, with the consent of the Division Commissioner or the Conference Director to disregard the seven play rule in the first half based on a player’s repeated failure to attend scheduled practices. An excused absence from the Head Coach will ensure that the seven plays per half rule remains in effect. The statistician will apprize the opposing team’s statistician prior to the game of the players who will miss plays during the first half.

Section 2:  Kickoff and kickoff returns do count as a play. A play that is nullified by a penalty after the snap of the ball (i.e., Holding, Pass Interference, etc.) counts as a play. Plays whistled dead for a penalty do not count as a play. An Unmolested kick for an extra point or Field Goal as defined in Article XII, Sec. 18, does not count as a play.

Section 3:  Each team is required to provide a Statistician who will be on the players’ side of the field. The Statistician will keep track of the opposing team’s players to insure that each player plays the required seven plays per half. Each team shall provide the opposing Statistician with a completed Stat Form promulgated by the Football Committee, which identifies the starting offensive players, the starting defensive players, the substitutes (defined as any player not starting on offense or defense), and the members of the kickoff and return teams. Each Statistician shall do his or her best to notify the opposing Statistician when the opposing team is at risk of not getting its players in the game the minimum number of plays and when his own team’s substitutes are entering the game. A Statistician who determines that a player did not play the required number of plays shall notify the opposing Head Coach and the Division Commissioner. If any person believes a child did not get their minimum number of plays, they should notify the Division Commissioner, who shall perform a follow-up investigation at the next scheduled game to determine whether a coach is violating the rules.

ARTICLE XII – CFSA FOOTBALL RULES (EXCEPTIONS TO NCAA)

Section 1:  SPECTATORS – At all times during a game, all spectators and player supporters MUST remain behind the first row of bleacher seats for the length of the football field. Attendees at our games are NOT permitted to stand on or walk up and down the sidelines of the field in front of the first row of the bleacher seats. Spectators are required to stay between the 20 yard lines at all times during play. Game Officials shall give one warning per game. After the initial warning, the Game Officials may stop play until the violators move away from the sidelines and are within the prescribed area noted above. At the discretion of the Official, the game clock shall run until order is restored on the sideline.

Section 2:  FIELD SIZE - All tackle Divisions will play on regulation 100-yard fields. Major Penalties will be 15 yards and the kickoff will be from the 40-yard line.

Section 3:  GAME LENGTH – For all tackle Divisions, each game shall consist of four (4), ten-minute (10-minutes) quarters. A ten-minute (10-minutes) half-time period will be observed in all tackle divisions, extended to fifteen-minutes (15-minutes) when the Drill Team is scheduled to perform. The Game Officials will monitor game time. See Special Flag Rules for Flag game length.
If a team is trailing by 24-points at the completion of the third quarter of play, the losing coach may elect to use a “running” clock (clock will continue to run on incomplete passes and out of bounds plays for example). The clock will stop in the case of injury or a called time out by the losing team. Should the differential drop below 24 points, the use of “regulation” game clock rules will be restored.

Section 4: **SCORING** – Points will be awarded in accordance with NCAA Rules except for extra point attempts. Extra points will be awarded as follows:

A. 1-point for a successful rushing attempt in to the end zone
B. 2-points for a successful forward pass beyond the line of scrimmage ending up in the end zone
C. 2-points for a successful PAT kick

Section 5: **TEAM SIDELINES** – Head Coaches are responsible for maintaining order on their sidelines at all times. All players and coaches (maximum of 5 adults) are required to remain between the 20 and 45 yard lines on their respective ends of the field. The Home team is closest to the scoreboard. All players and coaches shall remain on the opposite side of the field from the stands. The Head Coach shall establish a 2-yard zone from the edge of the sideline in which the players will not be allowed (use plastic cones to establish this zone). A team may receive a major penalty for not maintaining order on their sidelines and enforcing the sideline rules as prescribed herein.

Section 6: **SIDELINE COACHES/STATISTICIAN** – Only four coaches, a statistician (5 adults in total) and team players in uniform will be permitted in the team areas and on the team sideline of the field during a game. The team’s Statistician is NOT ALLOWED to coach while performing his/her statistician responsibilities but is allowed to move outside the team zone in order to fulfill his/her duties. Once his/her responsibilities are final for each half of the game, a Statistician must return to and remain inside the team zone.

Except for the one on-field coach in Flag and Freshman (see Section 7 below), all coaches must remain outside the field boundaries and within their respective team zone at all times except in the case of a player injury or if an official grants access for another reason. Coaches are not permitted to enter a team’s huddle during an injury timeout except to provide water/fluid. NO COACHING DURING AN INJURY TIMEOUT. One coach and one water/fluid provider is allowed in the team’s huddle during a called timeout.

Section 7: **ON-FIELD COACHES** – In the Flag and Freshman Divisions, one coach from each team is allowed on the field during play. The coach on the field will not talk to, make gestures to, or touch any player after the offensive huddle has broken. Each coach must move 15 yards behind the line of scrimmage after the offensive huddle is broken and before the snap. The on-field coach is considered one of the 5 total adults allowed on the team’s sideline. On-field coaches are considered part of the field of play, like an official, but must make every attempt to avoid the ball carrier, passes, punts, other players and officials. The on-field coaches are not permitted to address
the officials except to receive clarification. A team may receive a major penalty for failure to comply with these rules.

Section 8: **CHAIN GANG** – The Home team is responsible for providing adults to handle the down marker and 10-yard chains on the spectator side of the field. The chain gang members are not permitted to ‘coach’ in any manner. Words of encouragement are permitted. Penalties for this violation are listed in Appendix A.

Section 9: **ELECTRONIC DEVICES** – It is a violation of our rules to use electronic devices (including cell phones) to assist in the coaching duties during a game. This rule is in effect from the beginning of each half until the end of the half. Cameras are permitted.

Section 10: **GAME JERSEY AND JERSEY NUMBERING** – All players MUST wear a CFSA league issued jersey. Jersey’s may not be altered except to include player’s name, sponsor’s name or to improve jersey fit. No temporary alterations are permitted. **ALL JERSEY’S MUST BE TUCKED IN TO PLAYER’S PANTS.** The Jersey position numbering rule will not apply. The home team will wear colored jersey when a colored and white jersey is issued by the league.

Section 11: **APPROACHING AN OFFICIAL** – All coaches, assistant coaches, players and player supporters are not allowed to approach, harass or verbally confront any game official at any time prior to, during or after a game. Questions regarding officiating should be submitted to the Football Committee Chairman, Division Commissioner, Vice-Chairman (FBC) and the VP of Officials (EB).

Section 12: **GAME SCORE REPORTING** – Both Head Coaches are required to report their game score utilizing the game day sheet to their respective results e-mail address within 48 hours after the completion of their game.

Section 13: **REPORTING INJURIES** – Should a player sustain an injury that requires an ambulance or emergency room treatment, both Head Coaches will report the incident to their Division Commissioner immediately following the game. The report should include a description of the injury, the events leading to the injury, individual player’s name, hospital where player was treated. The Division Commissioner shall report each injury to the Football Chairman and the Executive Board.

Section 14: **KICK RECEIVING FORMATION AND BALL CARRIER RESTRICTIONS**
The receiving team must have a minimum of five (5) players on the line between their 45 and 50-yard lines. All players may be positioned behind the first line. However, any player who receives the kick, regardless of position or eligibility, may advance the ball.

Section 15: **RUN THROUGH BANNERS** – Run through banners are prohibited.

Section 16: **ARTIFICIAL NOISE MAKERS** - All artificial noise makers are prohibited from use on the sidelines or in the stands. These noise makers include but are not limited to whistles, air horns, shakers (cans or bottles filled with rice, corn or gravel), cow bells or
thunder sticks. Use of such devices can result in the removal of the individual from
the event by the officials or committee member. CFSA Cheerleading squad
participations may use shakers. No music should be played once the offensive team
breaks their huddle or in the case of a no huddle offensive once the QB assumes a
position to receive the snap.

Section 17: VIDEO TAPEING GAMES - Video taping other teams within the league engaged in
league games for scouting purposes is allowed.

Section 18: PUNTS, FIELD GOALS AND PATS - The Head Coach must notify the sideline
Official when a team intends to punt, kick an extra point or attempt a Field Goal. The
Official will notify the Defensive Coaching staff and the defense on the field. Once a
kick is declared the offensive team may not run a fake kick and the defensive team may
not rush.

- Offensive players may not release from the line until the ball is kicked. The
  Defensive team may return the kicked ball.
- Kicking team will have five seconds to execute the free kick. If kick is not
  executed within five seconds, official will blow play dead and ball will turn over
  on downs on punts and PAT attempts and field goal attempts will be ruled
  unsuccessful.
- Legal Receiving Team Alignment: Defensive teams must have a minimum of 8
  players within 5 yards of the line of scrimmage at the time of the kick. A
  maximum of 3 players may be positioned more than 5 yards from the line of
  scrimmage. PENALTY: a 15-yard penalty shall be assessed against the
  receiving team for an illegal formation from the spot where the receiving team
  first touches the ball or gains possession.
- All defensive players (receiving team) may advance the ball if correctly
  positioned at the time of the kick.
- Legal Punting Team Alignment: Offensive (Punting) teams must have a minimum
  of six players within six yards of the center and the punter must be at least six
  yards from the center prior to the snap of the ball. PENALTY: a 15-yard penalty
  shall be assessed against the punting team for an illegal formation from the
  previous spot of the ball.
- On punts or place kick attempts, the defensive players may jump, wave or
  shout as long as they do not cross the neutral zone.
- Place Kick Holders are to assume the normal holders stance to receive the
  snap. On an unmolested kick attempt, if the snap is muffed/fumbled the
  kicker or holder is allowed to regain control of the ball and kick from the spot
  the ball was recovered.
- Punts, Field Goals and PAT's that fail to clear the line of scrimmage are dead at
  the spot the ball hits the ground or any player on the line.
- Normal NCAA rules apply to the repositioning of the ball on failed Field Goal
  attempts.

ARTICLE XIII - SPECIAL FLAG RULES
Section 1: Each team shall consist of at least eight (8) properly suited players to start a game. A fifteen (15) minute grace period beyond the scheduled starting time will be allowed to field a team. Failure to field a team within this time period will result in a FORFEIT. A practice game or scrimmage may be played and officials will then officiate such practice or scrimmage game.

Section 2: No more than 3 players are to be positioned in the backfield.

Section 3: **UNIFORMS** - Flag games will be played without protective football equipment EXCEPT a mouth piece is required. The uniform will consist of shorts and/or pants supplied by the team and a jersey supplied by CFSA.

Section 4: **FLAG POSITION** - All players will wear a Flag Belt with two (2) flags attached, one on each hip. The flags must be an equal distance from the center of the player's back, one on his right hip and one on his left hip. A player’s clothing, hands, or other parts of his uniform or body cannot conceal or cover any portion of the flags. The flags must be placed on the flag belt in the proper manner, the Velcro on the belt facing outward and the flag hanging straight down on the outside of the belt. **PENALTY:** If both flags are not worn by all players on the field or the flags are not in the proper position or attached in the proper manner, a Major Penalty will be assessed.

Section 5: **BELTS** - If any excess part of the flag belt is hanging from the ball carrier and is grabbed by an opposing player, the ball carrier is considered down at that point just as if his flag had been removed.

Section 6: **ON-FIELD COACHES** - One coach from each team is allowed on the field during play. The coach on the field will not talk to, make gesture to, or touch any player after the offensive huddle has broken. Each coach must move 15 yards behind the line of scrimmage after the offensive huddle is broken and before the snap. The on-field coach is considered one of the 5 total adults allowed on the team sidelines. **PENALTY:** A Major Penalty may be assessed. All coaches and players on the sidelines must abide by the existing rules and regulations.

Section 7: **KICKOFFS** - Kickoffs are not allowed in the Flag Division. The ball will be placed in play on the receiving team's 40-yard line.

Section 8: **PASSING** - Passing and laterals are allowed.

Section 9: **FUMBLES** - The ball is automatically dead at the point a FUMBLE hits the ground. There is no loss of possession on fumbles that hit the ground. Fumbles that hit the ground are dead balls and will be blown dead at the spot of the fumble. Balls stripped by the defense may be advanced for a touchdown (40 yard line), provided the player crosses the 40-yard line prior to being ruled down. Fumbles that are not returned for a touchdown will be a turnover and the ball will be placed in play at the 40 yard line.

Section 10: **INTERCEPTIONS** - Interceptions by the defense may be advanced for a touchdown or 2 points if the interception is made during a PAT attempt provided the player crosses the 40-yard line prior to being ruled down. Interceptions that are not
returned past the 40 yard line will be a turnover and the ball will be placed in play at the 40 yard line.

Section 11: **DOWN TIME** - There will be 30 seconds allowed between plays after all flags have been replaced on the players’ belts.

Section 12: **END OF PLAY** - Only one flag needs to be removed from a ball carrier to end the play.

Section 13: **INADVERTENT FLAG REMOVAL** - If a ball carrier’s flag falls off or is accidentally removed by an offensive player, the ball is downed at the point the flag came off.

Section 14: **FLAG GUARDING** - If a ball carrier intentionally or accidentally swings or holds his hand between his flag and the hand of the defensive player as the defensive player is attempting to grab the flag, the ball carrier is FLAG GUARDING. PENALTY: A major penalty will be assessed on the offending team.

Section 15: **STIFF-ARMING** - Stiff-arming is not allowed by the ball carrier. PENALTY: A major penalty will be assessed on the offending team.

Section 16: **CHARGING** - The ball carrier cannot attempt to run through or over a defensive player. PENALTY: The ball is downed at the point of contact with a loss of down on the play.

Section 17: **ILLEGAL DEFENSE** - The defensive team may not have a player on the line of scrimmage head-up on the center, or have players on the line of scrimmage positioned in the gaps on each side of the center (“A Gap”). Defensive players may be positioned on the line of scrimmage head-up on the guards. If the offensive guards are positioned more than 2 feet from the center then the Defensive players on the line of scrimmage may be positioned no closer then 2 feet from the center. Defensive players may be lined up over the center or the “A Gap” if they are a minimum of 3 feet off the line of scrimmage when the ball is snapped. PENALTY: A major penalty and a first down will be assessed for violating this rule.

Section 18: **TACKLING** - Tackling is not allowed and will be called by the officials, including when a player’s attempts to pull a flag result in the ball carrier being knocked to the ground, unless it is caused by the ball carrier cutting back directly into the defensive player. PENALTY: A major penalty will be assessed from the point where the ball is downed, plus an automatic first down will be awarded.

Section 19: **UNNECESSARY ROUGHNESS** – Players’ may not block or strike an opposing player anywhere on the neck or head. Additionally no player may intentionally knock an opposing player to the ground away from the play. PENALTY: A major penalty will be assessed from the point where the foul occurred.

Section 20: **GAME LENGTH/TIMEOUTS**
• Each game shall consist of two (2) halves. Each half will consist of a 28 minute running clock, followed by a two minute clock that follows the normal NCAA rules for clock stoppage. A fifteen-minute (15 - minutes) half-time period will be observed, if no cheerleading squads are participating in the game then the period may be reduced to 10 minutes. The Game Officials will monitor game time.

Section 21: **CHAIN GANG** – The Home team is responsible for providing adults to handle the down marker and 10-yard chains on the spectator side of the field. The chain gang members are not permitted to ‘coach’ in any manner. Words of encouragement are permitted. Penalties for this violation are listed in Appendix A.

Section 22: **FIELD SIZE AND MANAGEMENT** - Flag games will be played on 40-yard fields. The 50-yard line is out of bounds. All offensive possessions begin at the 40-yard line.

A. Any time a team begins a new offensive possession, play will begin at the 40-yard line. No play from scrimmage will begin further from the goal line than the 40-yard line. If a ball carrier is ruled down behind the 40-yard line, the ball will be placed on the 40-yard line for the next down to be played. The chains will not be moved nor adjusted for the yardage lost.

B. If a ball carrier retreats beyond the 50-yard line the ball carrier will be ruled down and the play will be blown dead. The ball will be returned to the 40-yard line for the next play.

C. Offensive penalties exceeding yards gained from initial possession will be marked off half the distance to the goal (40 yard line).

Section 23: **TEAM SIDELINES** – All players and coaches (maximum of 5 adults) from a single team are required to remain between the 40 and 30 yard lines or between the 20 and 10 yard lines on their respective ends of the field.

Section 24: **SAFETY** - No safeties are allowed. The ball will be returned to the 40 yard line with a loss of down.

Section 25: **DEAD BALL FOULS** - Dead ball fouls do not result in both yardage and loss of down consequences. If the offensive team commits a dead ball foul when the ball is on the 40 yard line, the penalty results in a loss of down.

Section 26: **LIVE BALL FOULS** - Live ball fouls will be marked off if accepted by the defense and the down replayed.

Section 27: **MAJOR PENALTIES** – A major penalty is 10 yards.

Section 28: **PUNTS, FIELD GOALS AND PATS** - Punts, field goals, or PATS by kick are not allowed in the Flag Division.

Section 29: **ILLEGAL EQUIPMENT** -

• Hard or unyielding substances (ex. casts and splints) are not permitted, even if covered.
- Therapeutic or preventive braces are allowed only if the brace contains no metal or rigid plastic.
- Any player wearing a therapeutic or preventative brace may be inspected by a CFSA official at the request of the opposing coach at any time before or during the game. If the CFSA official determines that the therapeutic or preventative brace contains metal or rigid plastic, the player is ineligible to participate until the therapeutic or preventative brace is removed.

Section 30: **TIES** – If at the end of regulation of a playoff game, the game is tied, NCAA rules shall apply except that teams will begin each possession at the 10 yard line

**ARTICLE XIV – REGULAR SEASON**

Section 1: The regular season shall consist of 10 scheduled games for each team.

Section 2: All games will be played at CFISD Middle School or CFSA football fields as directed/assigned by the CFISD Facilities Management personnel and the Football Committee. CFISD Grounds and Facility Management personnel hold ultimate authority on game cancellation and facility usage on CFISD fields.

Section 3: All games will be played at the time and dates scheduled by the CFSA VP of Scheduling or his/her designee. The Football Committee shall review and approve the football schedule for each Division.

Section 4: Weeknight games are generally scheduled to beginning at 6:00 pm and 8:00 pm for tackle divisions and 6:00 pm and 7:30 pm for flag. Weekend games are generally scheduled at 9:00 am, 11:00 am and 1:00 pm. Game times may be changed with the approval of the Chairman of the Football Committee. All times are Central Time Zone.

Section 5: At the discretion of the Football Committee, games may be scheduled at different days and times in order to accommodate game cancellations that occurred during the season. Games may be rescheduled with the approval of the VP of scheduling (or their designee) and the Chairman of the Football committee due to weather conditions, field availability, school programs or other reasons approved by the Chairman of the Football Committee. It is imperative that Playoff and Super Bowl games not be pushed later in the year.

Section 6: Games may be postponed or cancelled at the discretion of the Football Committee. CFISD Facilities Management and Grounds Departments have ultimate authority in field closure decisions. Games stopped due to inclement weather may be rescheduled and will resume at the point at which it was stopped. **EXCEPTION:** If the game is in the second half and the losing coach concedes, the game is official and final at the stopping point. If the game is rescheduled for any reason, the Head Coaches for each team shall be given at least a 48 hour notice. In the event this timeline can not be met, the game shall be played at the time and place approved by the Football Chairman and the VP Scheduling.
Section 7: **Unsportsmanlike Behavior.** While CFSA Football is a competitive league it does not benefit the players to have one team run up the score. A lead of 21 points by the end of the first quarter is an indication that one team is in control of the game. The leading coach should use this opportunity to play non-starters and to play starters in non-starting positions. Continued use of starters in their starting positions, onside kicks, and time outs to extend the half while on offense and plays designed to exploit the weaknesses of the opposing team along with a point differential of 42 or more points will be grounds for review by the Football Committee. Mitigating factors that can be considered are the number of defensive scores, number of turnovers and field position.

Section 8: The standings in each Division and Conference, during and at the end of the regular season, shall be determined solely on winning percentage. Teams will be granted 1 point for a win, a half point for a tie and no points for a loss in calculating the winning percentage. The formula for calculating winning percentage is:

\[
\frac{(1 \times \text{wins}) + (0.5 \times \text{ties})}{\text{(total games played)}}
\]

**EXAMPLES:**

Team record is 7 wins and 3 losses. Winning percentage is .700 (7/10).
Team record is 6 wins, 2 losses and 2 ties. Winning percentage is .700 ((6 + 1)/10).
Team record is 5 wins, 2 losses and 3 ties. Winning percentage is .650 ((5 +1.5)/10).
Team record is 5 wins, 1 loss and 4 ties. Winning percentage is .700 ((5 + 2)/10).

Section 9: When, at the conclusion of the regular season, the standings result in a tie between two teams for any place based on the winning percentage, the following procedures shall be used to break the tie and place the teams for playoff brackets:

A. Head-to-Head competition.
B. Division records (Division are defined as team on same standings page)
C. Total points scored minus total points allowed against Division opponents, with a maximum differential of 18 allowed for each game. Forfeits will count as 18 points for the winning team.
D. If both teams remain tied, then a coin flip by the Football Chairman or his designee in the presence of both Head Coaches shall break the tie. The Head Coach calling the heads/tails on the flip shall be determined by blind draw. All coin tosses shall be in the presence of the Football Chairman or his designee and involved Head Coaches or their designee. Football Committee members are permitted to attend.

Section 10: When, at the conclusion of the regular season, the standings result in a tie between three or more teams for any place based on the winning percentage, the following procedures shall be used to break the tie and place the teams for playoff brackets:

A. Head-to-Head competition. If one team has defeated all the other teams then that team will win the tiebreaker. If one team loses to all the other teams then they are removed from the tiebreaker. Otherwise, no clear head-to-head winner can be declared. Winning percentage is NOT used in head-to-head tie breakers.
B. Division Records (Division are defined as team on same standings page)
Winning percentage WILL be used in win/loss tiebreakers; if a team(s) is eliminated then the remaining teams will continue down the tiebreaker rules.

C. Total points scored minus total points allowed against Division opponents; with a maximum differential of 18 allowed for each game. Forfeits will count, as 18 points for the winning team, if a team(s) is eliminated then the remaining teams will continue down the tiebreaker rules.

D. If more than two teams remain tied, each remaining Head Coach or his designee shall flip a coin. If an odd number of teams are involved the odd side teams will be eliminated. If an even number of teams remain, except two teams, then the tails will be eliminated. If only one head is obtained then that team wins the tiebreaker. If all teams obtain a tail then the flip will be repeated. Each flip will occur simultaneously upon the sound of the Committee Chairman or his designee. The coin flip shall continue until only two teams remain. At that point, the procedure for a two-team tie breaking coin toss shall be used. All coin tosses shall be in the presence of the Football Chairman or his designee and involved Head Coaches. Football Committee members are permitted to attend.

E. As teams are eliminated they will fill the lower ranking. If two or more teams are eliminated at the same point then they will follow the appropriate tiebreaker to determine their position.

ARTICLE XV – PLAYOFFS

Section 1: Playoffs for each Division will commence upon completion of the regular season games, on the date(s) and locations to be announced by the Football Committee. Teams eligible for post-season play will be seeded as listed in the playoff brackets in Appendix D.

Section 2: Conference seeding where no inter-conference play occurred will be determined by a coin flip conducted by the Division Commissioner. Conference seeding where inter-conference play occurred will be determined in the following order, inter-conference record, inter-conference point differential (limited to 18 points per game), coin flip conducted by the Division Commissioner.

Section 3: Home teams for the first round are determined by the conference seeding and original conference ranking. The home teams in subsequent rounds are based strictly on the brackets.
ARTICLE XVI – PROTESTS

Section 1: Only non game rule violations may be protested. The rules within this document can be protested with the exclusion of the rules listed in Article XII and XIII. JUDGMENT CALLS CAN NOT BE PROTESTED. Example of rules that can be protested are ineligible players participating in games, improper playoff seeding or non-ball eligible players carrying the ball. Failure of the officials to proper apply the rules should be reported to the VP of Officials and the Football Committee.

Section 2: The Football Commissioner and/or Division Commissioner must be notified within 24 hours of the game in question that a coach intends to protest the game. In order to be heard by the Football Committee, the protest must be written and accompanied by a $25.00 check made payable to CFSA. The written protest must cite the rule number the coach is protesting under, and give details associated with the game. For example: Team name, Division, Date, Time, Field, Head Official’s Name, Coaches Name and Phone Number at home and work, along with a description of the protest.

Section 3: Protests filed after the 24 hour time period will not be accepted.

Section 4: If a protest is upheld, the $25.00 check will be returned. However, if the protest is denied, the $25.00 check will go into the CFSA football fund.

Section 5: Football Committee rulings regarding a protest may be appealed to the CFSA Executive Board. Appeals must be in writing and be accompanied by a second $25.00 check made payable to CFSA. The written appeal must be submitted to the CFSA President or Secretary two (2) days prior to the next scheduled Executive Board Meeting in order to be placed on the agenda and brought before the board. Any appeal not following this procedure WILL NOT be heard by the Executive Board.

ARTICLE XVI – LEAGUE ADMINISTRATION

Section 1 Any complaints by parents or coaches other than game protests addressed above shall be communicated to the Division Commissioner. If the complaint is not addressed to the satisfaction of the complaining party, then he or she may direct the complaint to the Football Commissioner. Football Committee action on any complaint shall be subject to review by the Executive Board if the issue is raised at the next Executive Board meeting.

Section 2 Parents of children receiving scholarships may by called upon by the Football Commissioner to assist with the administration of the league or such other duties as may be reasonable and necessary.
APPENDIX A: CONDUCT VIOLATION TABLE

Per Article II Section 3, any exception/modification to the penalties below can only be granted by the Football Committee. The Football Committee will only consider such exception/modification to the rules below following a request in writing. In addition to the violations listed below, the Football Committee may review any violation and vote to increase or decrease the penalty depending on the circumstances involved in the violation. Any player, coach or statistician ejected from a game is automatically suspended from the next regularly scheduled game unless the Division Commissioner, after consultation with the Committee Chairman, has evidence that would overturn the suspension. Any modification of the rules may be reviewed by the Executive Board following proper notification per the procedure stated in the CFSA general rules. The Executive Board may decide to accept such modification or reject and return to the penalty stated in the table below.

**Major Penalty**: Means 15 yards against the penalized team (Tackle Divisions) and 10 yards in Flag.

a) If no timeouts are left, a 15-yard penalty shall be assessed.

<table>
<thead>
<tr>
<th>Violation</th>
<th>1st Offense</th>
<th>2nd Offense</th>
<th>3rd Offense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knowingly Violating Player Eligibility Rules – each game will be considered one violation</td>
<td>Player Expulsion, Game Forfeiture &amp; 1-Game Head Coach Suspension</td>
<td>Player Expulsion, Playoff Forfeiture &amp; Season Suspension of Head Coach</td>
<td>Same as 2nd Offense</td>
</tr>
<tr>
<td>Violating Mandatory Sponsorship</td>
<td>1-Game Head Coach Suspension</td>
<td>After agreed deadline, 2-Game Head Coach Suspension</td>
<td>After agreed deadline, Season Suspension of Head Coach</td>
</tr>
<tr>
<td>Violating Ball Carrier Rules</td>
<td>1-Game Head Coach Suspension</td>
<td>Forfeiture of Game &amp; 2-Game Head Coach Suspension</td>
<td>Forfeiture of Game &amp; Season Suspension of Head Coach</td>
</tr>
<tr>
<td>Violating 7 Play Minimum Rule</td>
<td>1-Game Head Coach Suspension</td>
<td>Forfeiture of Game &amp; 2-Game Head Coach Suspension</td>
<td>Forfeiture of Game &amp; Season Suspension of Head Coach</td>
</tr>
<tr>
<td>Spectators on the Sidelines during the Same Game</td>
<td>Warning to Head Coach by Head Official &amp; 15-yard Penalty</td>
<td>Loss of Time-out &amp; 15-yard Penalty</td>
<td>Official Calls Game and Spectator's Team Forfeits Game</td>
</tr>
<tr>
<td>Coaches not staying between their 20 and 45 yard lines in the same game</td>
<td>Warning to Violating Coach by Head Official.</td>
<td>Loss of Time-out</td>
<td>15-yard Penalty &amp; violating coach must leave the stadium</td>
</tr>
<tr>
<td>More than 4 coaches and 1 statistician on the sideline during a game</td>
<td>Loss of Time-out</td>
<td>1-5 yard Penalty Assessed</td>
<td>15-yard Penalty &amp; 1-Game Head Coach Suspension</td>
</tr>
<tr>
<td>Flag/Freshman - on field coach communicating after the huddle has broken</td>
<td>Warning to Head Coach &amp; Violating Coach</td>
<td>Loss of Time-out</td>
<td>15-yard Penalty &amp; 1-Game Violating Coach Suspension</td>
</tr>
<tr>
<td>JV/Varsity- coach on the field except during a called time-out or player injury</td>
<td>Warning to Head Coach &amp; Violating Coach</td>
<td>Loss of Time-out</td>
<td>15-yard Penalty &amp; 1-Game Violating Coach Suspension</td>
</tr>
<tr>
<td>Failure to have a CFSA approved first-aid kit (tracked season long)</td>
<td>Warning to Head Coach &amp; Violating Coach</td>
<td>1-Game Head Coach Suspension</td>
<td>Season Suspension of Head Coach</td>
</tr>
</tbody>
</table>
## APPENDIX A: CONDUCT VIOLATION TABLE (Continued)

<table>
<thead>
<tr>
<th>Violation</th>
<th>1st Offense</th>
<th>2nd Offense</th>
<th>3rd Offense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any player with improperly altered or painted helmet/equipment</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
</tr>
<tr>
<td>Any player without a mouthpiece</td>
<td>Player is Ineligible to play &amp; Time-out taken away for each occurrence</td>
<td>Player is Ineligible to play &amp; Time-out taken away for each occurrence *</td>
<td>Player is Ineligible to play &amp; Time-out taken away for each occurrence *</td>
</tr>
<tr>
<td>Home team not providing Chain Gang in same game</td>
<td>Loss of Time-out *</td>
<td>If not fulfilled within 10-minutes of 1st offense, 15-yard penalty assessed</td>
<td>1-Game Head Coach Suspension</td>
</tr>
<tr>
<td>Use of electronic device including cell phones per game</td>
<td>Warning to Head Coach and Violating Coach</td>
<td>Forfeiture of Game &amp; 1-Game Head Coach Suspension</td>
<td>Forfeiture of Game &amp; Season Suspension</td>
</tr>
<tr>
<td>Any player without a CFSA issued jersey</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
<td>Player is Ineligible (See Violating Player Eligibility Rules)</td>
</tr>
<tr>
<td>Abusive language by a player</td>
<td>Warning to Player and a 1 5-yard Penalty Assessed</td>
<td>Removal from Game, 15-yard Penalty &amp; 1-Game Suspension of Player</td>
<td>Removal from Game, 15-yard Penalty &amp; 2-Game Suspension of Player</td>
</tr>
<tr>
<td>Abusive language by a Coach</td>
<td>Warning to Coach and a 1 5-yard Penalty Assessed</td>
<td>Removal from Game, 15-yard Penalty &amp; 1 -Game Suspension of Coach</td>
<td>Removal from Game, 15-yard Penalty &amp; 2-Game Suspension of Coach</td>
</tr>
<tr>
<td>Abusive language by a spectator</td>
<td>15-yard Penalty</td>
<td>15-yard Penalty &amp; Delay of Game Until Spectator Leaves Stadium</td>
<td>15-yard Penalty &amp; Delay of Game Until Spectator Leaves Stadium</td>
</tr>
<tr>
<td>Fighting by a player</td>
<td>Removal from Game &amp; 1-Game Suspension</td>
<td>Removal from Game, appearance before football committee &amp; 2-Game Suspension</td>
<td>Removal from Game &amp; Season Suspension</td>
</tr>
<tr>
<td>Fighting by a Coach</td>
<td>Removal from Game, appearance before football committee &amp; Season Suspension</td>
<td>Removal from Game, appearance before football committee &amp; Season Suspension</td>
<td>Removal from Game &amp; Season Suspension</td>
</tr>
<tr>
<td>Fighting by a spectator</td>
<td>Call Police and have order reinstated.</td>
<td>Call Police and have order reinstated.</td>
<td>Call Police and have order reinstated</td>
</tr>
<tr>
<td>Coach approaching an official after a game (reported by official)</td>
<td>1 -Game Coach Suspension</td>
<td>2-Game Coach Suspension</td>
<td>Suspended for the remainder of season</td>
</tr>
<tr>
<td>Coach harassment of an official during the same game</td>
<td>Warning by Official to Violating Coach</td>
<td>15-yard Penalty</td>
<td>15-yard Penalty and Ejection of Violating Coach from Game</td>
</tr>
<tr>
<td>Failure of Head Coach to report game score within 48 hours</td>
<td>Warning to Head Coach by Division Commissioner $25 Fine or 1 game suspension</td>
<td>$25 Fine or 1 game suspension</td>
<td>$25 Fine or 2 game suspension</td>
</tr>
<tr>
<td>Failure to report serious injuries by Head Coach of injured player</td>
<td>Warning to Head Coach by Division Commissioner $25 Fine or 1 game suspension</td>
<td>$25 Fine or 1 game suspension</td>
<td>$25 Fine or 2 game suspension</td>
</tr>
<tr>
<td>Flag - Player without flags or worn improperly</td>
<td>Player is Ineligible until Properly Equipped</td>
<td>Player is Ineligible until Properly Equipped</td>
<td>Player is Ineligible until Properly Equipped</td>
</tr>
<tr>
<td>Flag - Altering flags in same game</td>
<td>Player is Ineligible until Properly Equipped</td>
<td>1-Game Head Coach Suspension</td>
<td>Head Coach Suspended for the remainder of season</td>
</tr>
<tr>
<td>Holding practice more than 2 hours</td>
<td>Warning to Head Coach by Division Commissioner $25 Fine or 1 game suspension</td>
<td>$25 Fine or 1 game suspension</td>
<td>$25 Fine or 2 game suspension</td>
</tr>
<tr>
<td>Having more than 3 activities per week</td>
<td>Warning to Head Coach by Division Commissioner $25 Fine or 1 game suspension</td>
<td>$25 Fine or 1 game suspension</td>
<td>$25 Fine or 2 game suspension</td>
</tr>
<tr>
<td>Failure to supply CFSA approved stat sheet to opposing coach prior to start of game</td>
<td>Removal of Head Coach from Game · Removal of Head Coach and additional One game suspension for Head Coach</td>
<td>Removal of Head Coach and Two additional game suspension</td>
<td>Removal of Head Coach and Two additional game suspension</td>
</tr>
</tbody>
</table>
APPENDIX B: PLAYOFF BRACKETS

Divisions with eleven (11) teams or less:

1st Place (H)

4th Place (V)

3rd Place (V)

2nd Place (H)

Super Bowl Champ

Divisions with twelve (12) teams or more:

4th Place (H)

5th Place (V)

1st Place (H)

2nd Place (H)

3rd Place (H)

6th Place (V)

Super Bowl Champ

Divisions with twelve (12) teams or more and two separate conferences:

1st Conference 1 (H)

4th Conference 2 (V)

3rd Conference 1 (V)

2nd Conference 2 (H)

(H)

(V)

(H)

(V)

Super Bowl Champ

(H)

(V)

3rd Conference 2 (V)

2nd Conference 1 (H)
APPENDIX B: Playoff Brackets (Continued)

Divisions with twelve (12) teams or more and three separate conferences: The top three teams per conference, as determined in Article XIV section 8, make the Playoffs. Prior to the Playoffs, the football committee shall rank each of the three conferences 1, 2, and 3 according to the relative strength of each conference based upon the combined season percentage of the entire conference. If there is a tie, the first tiebreaker shall be the average per game winning point differential per conference with a maximum point differential per game of 18 points, follow by a majority vote of the football Committee. The playoffs will then be played according to the following bracket:
APPENDIX B: Playoff Brackets (Continued)

Age Divisions with twenty-three (23) teams or more and four separate divisions: When four divisions are used, divisions will be divided into two separate Conferences, American and National. Two divisions will be placed in each Conference. Conferences and Divisions will be determined by random draw. Teams shall play all teams in their division and out of division games will be from the same Conference, opposing division. The top three teams per division, as determined in Article XIV sections 9 and 10, make the Playoffs. The #1 division in the National and American Conference shall be determined at the end of the regular season according to relative strength of each division based upon combined season winning percentage of the entire division. The playoffs will then be played according to the bracket below. In even years, the National Conference will be the home team in the Championship Game. In odd years, the American Conference will be the home team in the Championship Game. The playoff bracket is as follows:

```
National Conf Div 2 2nd (H)  National Conf Div 1 1st (H) (H)
   (V)  National Conf Div 2 1st (H)  (H) in even years
National Conf Div 1 3rd (V)  National Conf Div 2 1st (H) (V)
   (V)  National Conf Div 1 2nd (H)  (V) in odd years
National Conf Div 2 3rd (V)  National Conf Div 1 1st (H)  (H)
American Conf Div 2 2nd (H)  American Conf Div 1 1st (H) (H)
   (V)  American Conf Div 1 3rd (V)  (H) in odd years
American Conf Div 1 3rd (V)  American Conf Div 2 1st (H) (V)
   (V)  American Conf Div 1 2nd (H)  (V)
American Conf Div 2 3rd (V)
```

Super Bowl Champ