



2011 AAYFL Rule Book

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Wisconsin All-American Youth Football League COACHES CODE OF CONDUCT

ARTICLE ONE - RESPONSIBILITIES TO PLAYERS

- 1) A coach should always be aware of the tremendous influence he has over his players, and his ability to influence them for good or bad. Parents entrust their dearest possession to the coach's charge, and the coach should make every attempt to see that those who have played under him have been positively influenced for having done so. The coach should never place the value of a win above that of instilling the highest desirable ideals, and character traits in his players. The players' safety and welfare are always uppermost, and never sacrificed for personal prestige, or selfish glory.
- 2) In teaching the game of football, the coach must realize that there are certain rules and standards for protecting players, and determining a winner and loser. Any attempts to beat these rules, to take unfair advantage of an opponent, or to teach deliberate unsportsmanlike conduct, have no place in the game, nor has any coach guilty of such conduct any right to call himself a coach. The coach who conducts himself according to these principles need have no fear of failure, for in the final analysis, the success of a coach can be measured in terms of the respect he has earned from his own players, and his opponents.
- 3) The diagnosis and treatment of injuries is a medical problem, which should not fall under the duties of the coach, but under the auspices of trained medical personnel. A coach's responsibility is to see that injured players receive prompt and competent medical attention, and that physicians' orders are carried out to the letter.
- 4) A player's future should not be jeopardized by any circumvention of eligibility rules.
- 5) A player's academic success takes priority over any coach's demands, which would jeopardize the same.

ARTICLE TWO - RULES OF THE GAME

- 1) The rules and suggestions, which appear in the WIAAYFL Rule Book, and the National Federation Rule Book, should be considered an integral part of this Code of Ethics, and should be carefully read and observed.
- 2) Every coach should be familiar with the rules of the game. He is responsible for teaching and interpreting them to and for his players.
- 3) Players must adhere to both the letter and the spirit of the rules.
- 4) To gain an advantage by circumvention or disregard for the rules brands a coach or a player as unworthy of being associated with his games.
- 5) A coach is responsible for flagrant roughing tactics used by his players. He shall not permit faking of injuries in order to stop the clock, nor permit an illegal shift, or other deceitful tactics designed to draw the opponent offside.
- 6) A coach must be mindful that IT IS NOT the purpose of football to hurt or injure an opponent by legal or illegal tactics.

ARTICLE THREE - OFFICIALS

- 1) No competitive contest can be played satisfactorily without impartial, competent officials. Officials must have the respect and support of the coaches and players. On or off-the-record criticism of officials to players, or the public, is considered unethical.
- 2) Officials are to be treated in a courteous manner at all times. Criticisms of officials should be made to the WIAAYFL office. For a coach to address, or permit anyone on his bench to address uncomplimentary remarks to any official during the progress of the game, or to indulge in conduct which might incite players or spectators against officials, is a violation of the rules and is considered conduct unworthy of a member of the coaching profession.

ARTICLE FOUR - OTHER RESPONSIBILITIES

- 1) A coach's conduct and behavior should at all times bring credit to himself, his team, and to the game of football.
- 2) Before and after the game, rival coaches should meet and exchange friendly greetings.
- 3) No coach or anyone in an official team capacity shall make uncomplimentary remarks to an opponent's players before, during, or after a game.
- 4) Demeaning awards, which glorify or reward play outside the spirit of the rules, are not in the best interest of the game and should not be condoned.

Player Code of Conduct

- 1) Players must always adhere to the positive aspects of the sport (e.g. fair play) and never condone violations of the game rules, behavior contrary to the spirit of the rules of the game, or the use of prohibited substances or techniques.
- 2) Players must consistently display high standards of behavior.
- 3) Players must appreciate the importance of *striving* to win, not winning itself.
- 4) Players will not use any form of profanity.
- 5) Players must respect the rights, dignity, and worth of each and every person involved in the sport.
- 6) Players must accept responsibility for their own behavior and performance, and not argue with the game officials.
- 7) Players will not refuse to abide by an official's decision, or perform a verbal, forceful or disrespectful demonstration of dissent to an official's decision.
- 8) Players will not engage in an abusive verbal attack, including "trash talking" or taunting, to any official, participant, coach, team representative, or spectator.
- 9) Players will not engage in a physical attack, including but not limited to, the laying of a hand upon, pushing, shoving, striking, or kicking of any official, participant, coach, team representative, or spectator.
- 10) Players will not use deliberately rough tactics during a game against an opponent.
- 11) Players will do their best to remember that youth sports are supposed to be FUN, and that winning and losing are part of everyone's experience.

Parent Code of Conduct

Parents are as important to the success of the football team as the players and coaches. Parents should work with coaches to mentor and support players in a positive manner, and help them become first-class athletes by adhering to the following guidelines:

- Always supports the team (pick them up, never put them down).
- Always be indifferent to attitudes and abilities of the other team.
- Always walk away from an official's "bad call" with your head up.
- Never use alcohol, drugs, or tobacco at AAYFL games or practices, and control your actions and language while at these events.
- Heated discussions have no place in front of the players. Parents and Coaches should postpone conversations that are getting out of hand.
- Although many parents have coaching experience and may have played on a higher level than the current coaches of the team, please refrain from coaching skills that contradict program goals to your players. They are being taught to play as a team, each player performing a set function that his teammates can rely on. A player who abandons his teammates to do something his parents coached him to do (which contradicts team schemes/techniques) is letting down his team and himself. This may open up the door for an opponent to win a game, or it may cause him or a teammate to be injured.

**Always take responsibility for your actions, and
remember:
It's "Just for Kids!"**

2011
Wisconsin All-American Youth Football League
Rules

Article I. General Rules Overview

- 1) Rules (Last changed – 3/15/2010)
 - a) Current year WIAA/National Federation Football Rules will govern with the exceptions stated in this document.
 - b) Rules in a section can only be changed after two years have passed from the last rule change.
 - c) Proposal for any change to the AAYFL Rules must be made in writing by the league representative only and submitted to the league membership 30 days prior to the March meeting.
 - i) Written proposals may be sent to the league office for immediate distribution to the league membership in the most cost efficient method.
 - ii) Any change to the original written proposal must be amended at the meeting of the membership when it is officially presented.
 - d) New rule adoptions are made by a majority vote of the membership.
 - e) Changes, in any form, of existing rules will be made by a two-thirds (2/3) majority vote of the membership.
- 2) League Meetings (Last changed – 3/15/2010)
 - a) Teams are allowed one excused absence* from formal league meetings during the calendar year.

Notification of conflict must be made with any Executive Officer no less than 24 hours prior to the meeting that excused absence is needed. Any unexcused absence during the calendar year will forfeit the excused absence provision.

Article II. Coaches

- 1) Background Checks (Last changed – 3/15/2010)
 - a) All coaches (football, cheer, dance, etc.) in the AAYFL are required to have background checks that will be filed by each member organization, and to be conducted by the National Center for Safety Initiatives (NCSI), a partner of USA Football.
 - b) The League will set levels of acceptance for the background checks based on past incidents with crimes of violence, drug offense, abuse, or crimes involving children. These will disqualify a coach from coaching in the AAYFL.
 - c) All first year coaches in the AAYFL are required to be registered in their first year.
 - d) Coaches, second year and beyond, are required to be registered biennially. Coaches born in an odd number year must be checked in odd number years. Coaches born in an even number year must be checked in even number years.
 - e) A coach cannot coach in the league until a positive report from USA Football is received by the league.
- 2) Registrations & Certifications (Last changed – 3/15/2010)
 - a) All football coaches in the AAYFL must be certified by either the ACEP, PACE, NFHS, NYSCA, or WYSCO programs. Coaches are not required to maintain their annual certification with the NYSCA or WYSCO programs
 - b) Background checks and certifications are due into the League Office no later than the final Monday in July, with the Coaches Roster Form
 - c) Deadline for adding coaches and providing all necessary information is August 15th.
 - i) After August no coaches may be added to the roster.
 - d) Coaches added between the final Monday in July and August 15th, may only participate in practice once the league has received all of the proper documentation through an updated coaches Roster Form.
 - e) Only certified football coaches will be considered members of the league and covered under league insurance.

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- 3) Tests (Last changed – 3/15/2010)
- a) All Head Coaches, for each level, must also pass a WIAA rules test with AAYFL rules filtered in. This test will be sent out by the Executive Board of the league and will be open book.
- 4) Conduct (Last changed – 3/15/2010)
- a) The Head Coach is responsible for the conduct of his assistants, players, and sideline conduct of parents and spectators.
 - b) Any coach ejected from a game will also be suspended from the next game. If the Executive Board feels the offense is serious enough to warrant additional game suspensions, they will have the authority to suspend a coach for additional games.
 - c) Any coach receiving two (2) suspensions during a season will be suspended from coaching the remainder of the season and the following season.
 - d) Suspension means the coach may not be within site or sound of the playing field, including use of wireless devices.
 - e) Suspensions may be appealed to the Commissioner under the league appeal process.
 - f) No smoking, alcohol, or use of tobacco products are allowed at AAYFL practices or games.
 - g) No profanity or abusiveness shall be directed at officials or players.

Article III. Roster Requirements

- 1) It is the responsibility of each member organization to verify the information provided for each player and that all players are in compliance as to residency, age, weight and numbering.
 - a) Rosters for all teams must be submitted at one time.
- 2) Team Registration Form (Last changed – 3/15/2010)
 - a) Registration forms (rosters) are due to the Commissioner postmarked by September 1st.
 - i) Format listed on league website is the only acceptable format.
 - b) Rosters not turned in before September 1 will result in the forfeiture of the member's first game for all levels until said rosters are received by the league office.
 - i) Rosters not received by the Monday prior to the next week's games will result in forfeits.
 - c) Any team roster turned into the Commissioner post marked after September 1st will not be allowed to have any weight verification slips attached.
 - d) Rosters must have the names of all coaches listed at bottom. Cheerleaders and their coaches shall be listed last on a separate page.
 - e) All players are subject to random residence verification by any AAYFL Executive Officer and must submit proof of residency upon request.
 - f) If a player is staying with a family member other than parents' proof of guardianship is required.

After September 1st, players may only be added to a roster if they move into the member's school district.

- i) Players who move into the member's school district after the start of the season can be added to the team only after all required roster information has been given to the commissioner, prior to the players participation in a league game. NOTE: The 10-hour non-contact rule still applies.
 - ii) Players added to the roster after September 1st will not be able to file a weight verification form or play in positions that require it.
 - g) Players found to be signed up for the wrong team must be taken by the AAYFL team where they should be playing.

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- h) School and weight verification slips must be filed with the roster, if applicable.
 - i) Commissioner shall make available to all teams the name and number of any player weight verifications and those players who will turn 15 during the season.
- 3) Residency Requirements (Last changed – 3/15/2010)
- a) Players on rosters are required to reside in the members league designated high school district boundary. If a player attends a school in a member's high school district boundary and his home high school district does not field a team in the AAYFL, he can play on the team where he attends school.
 - b) All players must play for the AAYFL team whose boundaries their home residence falls within, if one is available.
 - c) All players residing out of a team's district boundaries must be identified on the roster and have a School Verification Form signed by school district administration. This confirmation of school attendance must be submitted with the team roster.
 - i) EXCEPTION: West Bend East and West are allowed to divide their teams according to school district policy based on birth date. In the event that the policy changes, the AAYFL membership must approve a boundary guideline.
 - ii) EXCEPTION: Boundaries of West Allis Central (Badgers) and West Allis Hale (Wolverines) will be divided by South 92nd Street.
 - iii) EXCEPTION: St. Francis is allowed to accept players from MPS Burdick School (4348 S. Griffin Ave. 53207)
 - iv) EXCEPTION: Boundaries of Milwaukee Custer will include the area north of North Ave., between 27th St. and 60th St.
 - v) EXCEPTION: Waukesha is allowed a maximum of 10 players in their program from the Kettle Moraine District who have participated in the organization's Learning League in 3/4th grades.
 - vi) EXCEPTION: Random Lake is allowed a maximum of 25 players from the Plymouth school district.

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- d) When a new team enters the league, players who are affected by the new member's boundaries will be given the opportunity to choose which member they wish to play for. This is a one-time choice and must be exercised in the first year of the new member's existence.
 - i) This choice is only given to those players who played for the existing team during the previous season.

 - 4) Age Requirements (Last changed – 3/15/2010)
 - a) No player can participate in this league on or after his 15th birth date.
 - b) Players in the 9th grade or above are prohibited from participating at any time.
 - c) "C" & "D" team players must be age 12 and under.

 - 5) Weight Restrictions & Policies (Last changed – 3/15/2010)
 - a) All players must be weighed between the first official day of practice and the due date of the team rosters on September 1 of that year.
 - b) No ball carrier, offensive back, or receiver may exceed 160lbs. without equipment at the "A" level. This restriction will be determined prior to league play based on roster weight verification rules.
 - i) Maximum weight at the "B" team level is 140lbs.
 - ii) Maximum weight at the "C" team level is 120lbs.
 - iii) Maximum weight at the "D" team level is 100lbs.
 - c) Ball carrier is defined as receiving the ball behind the line of scrimmage.
 - d) Offensive back is defined as any player lined up one or more yards behind the Line of Scrimmage (LOS).
 - e) Receiver is defined as lining up on the LOS as the last man on either side of the offensive line.
 - f) Players over the maximum weight for each level must wear jersey numbers 50 through 79 if playing on offense.
 - g) Any player weighing within ten pounds of the allowable weight for their team level, playing a ball carrier, offensive back, or receiver position, must have the official AAYFL weight verification slip signed by either a physician or registered nurse. No other form will be accepted.

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- h) Players, who are ball carriers, offensive backs, or receivers as defined above, must remain at or below the maximum weight allowed for each level throughout the season to play those positions.
 - i) Violation of this rule will constitute a forfeiture of the game if an opponent protest of game is upheld.
 - j) Maximum weight for 8th graders playing on the "B" team will be 110lbs. and must have a weight verified slip if 100lbs. or more. Verifications must take place as required in Rule 3.05a.
 - k) Maximum weight for seventh graders playing on the "C" team will 90lbs. and must have a weight verification slip if 80lbs. or more. (Players must also be 12 and under to play down to the "C" level). Verifications must take place as required in Rule 3.05a.
 - l) Maximum weight for sixth graders playing on the "D" team will 80lbs. and must have a weight verification slip if 70lbs. or more. (Players must also be 12 and under to play down to the "D" level). Verifications must take place as required in Rule 3.05a.
- 6) Split Teams (Last changed – 3/15/2010)
- a) Members fielding split teams (2A, 2B, 2C, or 2D) are allowed to keep their teams together until the third Saturday from the established start of practice, at which time the teams must be divided, preferably on an equal basis. Any contact work between the split teams after being divided would constitute an official scrimmage.
- 7) Team Designations (Last changed – 3/15/2010)
- a) All players must have a team designation on the roster (A, B, C, D).
 - b) Players may be moved up and returned to their original team designation.
 - c) No player may be moved down from their original team designation.
- 8) Waivers (Last changed – 3/15/2010)
- a) Special eligibility requests or waivers must be made in writing to the Board prior to the last league meeting prior to the start of the season, and will be limited to the following exceptions.

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- i) A person who has been a coach for the football team for three years may apply to have his child play for the team on which he coaches. Verification will be done by roster check.
 - ii) An eighth grade player who has moved into another district may apply to play for their previous team, if they have played for at least two seasons. Verification will be done by roster check.
 - iii) If a player changes home residence from one AAYFL Member to another AAYFL Member prior to the start of a season, the new team is required to accept the player.
- 9) Player Conduct (Last changed – 3/15/2010)
- a) Any player ejected from a game will also be suspended from the following game.
 - b) Players suspended may not be in uniform, but may attend the game as a spectator in the stands.
 - c) There is no appeal for a player suspension.

Article IV. Practices Rules and Policies

- 1) Start of Practice (Last changed – 3/15/2010)
 - a) No team may practice prior to the first Saturday in August.
 - b) A practice is defined as an organized gathering of players and coaches.
 - c) Meetings for sign-up and equipment issue are not considered practices.
- 2) Allowable Practice Time (Last changed – 3/15/2010)
 - a) Prior to school starting unlimited practice is allowed.
 - b) After school is in session, a maximum 6 hours per week are allowed.
 - c) Prior to contact work (hitting with equipment), each player must have 10 hours of supervised non- contact practice.
- 3) Scrimmages (Last changed – 3/15/2010)
 - a) Teams are allowed 2 scrimmage dates prior to the Sunday of the week that the league game schedule begins
 - b) Additional games or scrimmages are not allowed until after a team's league season has ended.
 - c) Scrimmages are defined as any practice which two or more teams participate in which player to player contact takes place.
 - d) Live contact between teams from the same organization constitutes a scrimmage.
- 4) Players Equipment (Last changed – 3/15/2010)
 - a) Only football helmets originally purchased by their respective AAYFL member organization may be used.
 - b) All AAYFL member organizations must follow the useful life, certification, and reconditioning requirements of the helmet manufacturer.
- 5) Jersey Numbering & Patches (Last changed – 3/15/2010)
 - a) Jersey numbering, for offensive player positions, will be as follows: 1-49 & 80-99 for backs and receivers, and 50-79 for offensive linemen.
 - b) All teams must have white away jerseys and dark color jerseys for home. AAYFL patches are required to be displayed on all game jerseys, home and away.
 - c) No sponsorship representation or commercialization of the uniform is allowed.

Article V. Game Rules and Policies

- 1) Game Length (Last changed – 3/15/2010)
 - a) All games will be played in four quarters of eight minutes each.
 - b) In the event of a tie at the end of regulation, only the “A” game will use an overtime period(s). All other levels will end in a tie and not use overtime.
 - i) The overtime period(s) will use the NFHS 10-yard procedure outlined in the rulebook.
- 2) Game Times
 - a) Saturday at 9:00AM for the "A" game. Each subsequent game shall begin 10 minutes after the conclusion of the previous game.
 - b) By mutual agreement, or when field conflicts occur, coaches can reschedule game times. Please notify the Crew Chief assigned, the Assignor of Officials and the league office well in advance of any changes. NOTE: Preferred notice of one week or more before the scheduled game.
- 3) Weather Postponements (Last changed – 3/15/2010)
 - a) Postponements due to weather or any other unforeseen circumstances must be rescheduled and played no later than the Tuesday following the postponement. Failure to do so by either team will result in a forfeit.
 - b) The home team is responsible for obtaining officials for any rescheduled game.
 - c) This rule applies only to the "A" team level ("B", "C", or "D" games are not required to be rescheduled).
 - d) A game will be considered legal after the completion of the third quarter in the event of a stoppage of play.
- 4) Playing Time (Last changed – 3/15/2010)
 - a) No player may play in more than four quarters per week.
 - b) A quarter of play is participation in one or more plays per quarter.
 - c) The official AAYFL season will consist of eight (8) regular season games for the A, B, and C levels.
 - i) The "A" level only will have a championship game between the two (2) Conference Champions as a ninth game.
 - d) The "D" level AAYFL season will be seven (7) games.

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- 5) Game Field Requirements (Last changed – 3/15/2010)
 - a) Access to immediate Medical Assistance (MD or Paramedics).
 - b) Spectator restraining line must be a minimum 5 yards from the playing field.
 - c) Responsible persons, age 16 or older, must work the sideline chains and down box for all levels of play. These individuals are game officials, required to be unbiased, neutral observers. Those individuals who do not follow these requirements will be removed by the Crew Chief.
 - d) Game announcers will express information that adds to the enjoyment for all participants. Play-by-play during action on the field, derogatory comments, or opinions will not be tolerated.
 - e) All League Championship Playoff games will consider the recommendations as rules including bleachers for spectators.

 - 6) Game Field Recommendations (Last changed – 3/15/2010)
 - a) To provide a safe, playable field.
 - b) Field Clock.
 - c) Source of Water.
 - d) Goal Posts. No goal posts or lines need be on secondary fields.
 - e) Restrooms must be available in a reasonable proximity to the field and in reasonable walking distance.

 - 7) Scoring (Last changed – 3/15/2010)
 - a) Two points are scored for a kicked extra point; one point for run or passed extra point.
 - b) A team may have the option of kicking or receiving after any score or at the half, if they are 17 or more points behind.
 - c) In the event that a team is ahead by 17 or more points and records a safety, it will kick off from the 40 yd. line.

 - 8) Game Equipment (Last changed – 3/15/2010)
 - a) Footballs used in AAYFL games must be leather: Wilson TDY, Rawlings Pro R5Y, or Spaulding J5Y
 - b) Home teams must have a back-up football available for games in the event of poor field conditions due to weather.
 - c) Visiting team may use their own game ball.

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- d) Electrical devices (walkie-talkies) are allowed only if both teams have equal opportunity to use and agree to use such. If in the course of the game, one set malfunctions, the team with the working units will be requested to stop using the equipment.
 - i) Cell phone usage is not allowed on the playing field.
 - 9) In Game Weight Restrictions (Last changed – 3/15/2010)
 - a) Players over the maximum ball carrier weight for each team, may punt, kick extra pts., field goals, or kick-off.
 - b) A punter or a kicker, over the maximum ball carrier weight, is allowed to kick or pass the ball. They cannot advance the ball beyond the line of scrimmage.
 - c) No player over the maximum ball carrier weight may line up more than 15 yards of the ball on the kick- off receiving team.
 - d) No defensive player over the ball carrier weight limit may receive or return a punt or field goal that goes beyond the LOS, nor may he receive the ball by hand-off or backward pass during the play.
 - i) PENALTY: Violation of these rules is forfeiture of the ball game and a minimum one game suspension for the head coach of the team involved.
 - e) Commissioner shall make available to all teams the name and number of any player weight verifications and those players who will turn 15 during the season.
 - 10) In-Game Procedure For Handling Player Weight Questions (Last changed – 3/15/2010)
 - a) Head Coaches have the primary responsibility for knowing the weight rules, and keeping their team in compliance with those rules.
 - b) In the event a Head Coach questions a player's weight and that player's eligibility to play in a weight limit position, they should refer to the following procedure:
 - i) If the coach feels that one of the rules covering weight restrictions has been broken call a timeout prior to the next play in the game.
 - ii) Inform the Crew Chief what rule and player that you are challenging.
 - iii) With the Crew Chief, meet with the opposing Head Coach and inform him the rule and player that you are

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- protesting.
- iv) Inform both the Head Coach and Crew Chief that you are playing the game under protest.
 - (1) The protest should be noted in the Crew Chief's postgame report.
 - v) The timeout will be returned to the challenging team.
 - vi) The challenging team is **required** to file a protest with the league office. Assistance under the league protest of rules violations will begin at this point.
- c) The challenging team must gather evidence – video tape, team rosters, and name of the player and submit it with their protest.
 - d) When a protest of a player's weight is filed, an AAYFL Executive Board member will verify the player's weight following the league protest procedure.
- 11) Coaches Time Out (Last changed – 3/15/2010)
- a) One (1) non-chargeable timeout per team will be allowed for opposing Head Coaches to meet during the game for the purpose of letting opposing Coaches know reserves are in the game. Coaches may not converse with their respective team on the field, unless they wish to use a regular timeout.
- 12) Defensive Alignments (Last changed – 3/15/2010)
- a) "C" & "D" teams are allowed a maximum of six (6) defensive players within five (5) yards of the line of scrimmage prior to the snap of the ball. This rule is only in effect outside the defensive team's 5 yard line.
 - i) PENALTY: Violation will constitute a five-yard illegal defense penalty.
- 13) D-Team Kicking (Last changed – 3/15/2010)
- a) No rushing the punter until the ball is kicked.
 - b) If a team drops back a punter, the punter must kick the ball within 3 steps of receiving the snap. No fake punts allowed.
 - i) If punter takes more than 3 steps it will be an illegal procedure call against the kicking team
 - c) No player on offense or defense can move from their line of scrimmage until the ball is kicked.
 - d) On scoring plays that involve a kick (extra point or field goal), normal rushing rules apply.
- 14) Head Tackling (Last changed – 3/15/2010)
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- a) There will be no tackling anywhere above the shoulder pads.
 - b) Tackling is defined as any grabbing, wrapping, or holding of the neck or head during the attempt to tackle any ball carrier.
 - i) PENALTY: A fifteen-yard (15) penalty for a face mask will be assessed.
- 15) Coaches Reports (Last changed – 3/15/2010)
- a) All "A" team Head Coaches are required to file an Officials Rating Form with the league office within 48 hours of the game being rated using the Arbiter Sports website at: <http://arbitersports.com>
 - b) Failure to provide a completed Officials Rating Form, for each league game, will be cause for a \$25.00 fine to be levied against the member organization for each game a rating form has not been submitted.
 - i) All Head Coaches at the "B/C/D" levels are also encouraged to file an Officials Rating Form to help maintain the quality of officiating in the league.
 - c) It is the responsibility of the winning team to report the game scores by **3:00p Sunday** for publication in the weekly standings. In the event of a tie game, the home team is responsible to report the score.
 - d) The scores should be emailed to office@aayfl.org or called into the league voicemail at 414-502-2935.
 - e) A fine of \$25.00 will be levied against any winning team that fails to call in the game score by the set deadline.

Article VI. CHAMPIONSHIP GAME

- 1) Divisional and Championship games (Last changed – 3/15/2010)
 - a) The two “A” Division winners in each Conference (North and South) will play each other to determine the conference representatives in the League Championship game. Played at the NORTH CONFERENCE SITE in odd numbered years and SOUTH CONFERENCE SITE in even numbered years.
 - b) The league will provide a 4 man crew for the League Championship games and pay the cost.
 - i) The league will pay the cost of the referees for the "A" team game in the Conference Championship games.
 - ii) The fee for Officials working the League Championship game will be \$50.00 per official.
- 2) Tie Breaker Procedure (Last changed – 3/15/2010)
 - a) Tie Breaker (within Division Group):
 - i) Best division group (sub-division) record
 - ii) Winner of head to head game
 - iii) Best overall record
 - iv) Best division opponents total record
 - v) Best percentage of away wins
 - vi) Best percentage of home wins
 - vii) Team(s) with most recent Grand Championship appearance would be eliminated
 - viii) Team(s) with the most recent Conference Championship would be eliminated.
 - ix) Team(s) with the most recent Division championship would be eliminated

Article VII OFFICIALS CONTRACTS/INFORMATION

- 1) Contracts (Last changed – 3/15/2010)
 - a) All contracts will be handled by the league office with the officiating crews being assigned by the league.
 - i) All teams will have crews assigned prior to September 1st.
 - b) Officials working this league will be considered independent contractors and responsible for any taxes on game fees.

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- 2) Game Responsibilities (Last changed – 3/15/2010)
 - a) If at least two WIAA officials are not present the game must be rescheduled. WIAA officials must work all AAYFL games.
 - b) At the option of the host organization, Crews for "C/D" games may use a Rookie/Student official as a fourth, either obtained by the Crew Chief or host organization from local high schools for the purpose of spurring interest and training young officials.
 - c) Game officials for single game sites are the responsibility of the home team to contract.
 - 3) Fees (Last changed – 3/15/2010)
 - a) Game fees for officials shall be as follows:
 - i) "A" games – \$40.00 per official (3 man crew)
 - ii) "B" games – \$40.00 per official (3 man crew)
 - iii) "C" games – \$40.00 per official (3 man crew)
 - (1) Host option – \$30.00 for 4th official (rookie/student)
 - iv) "D" games – \$40.00 per official (3 man crew)
 - (1) Host option – \$30.00 for 4th official (rookie/student)
 - v) Single games - \$40.00 per official (3 man crew)
 - b) Game fees may be changed on a yearly basis.
 - 4) Stipends (Last changed – 3/15/2010)
 - a) An additional \$25.00 stipend for each site assignment will be paid to the league recognized Crew Chief for fulfilling the following requirements:
 - i) The Crew Chief will attend an annual AAYFL rules meeting with the AAYFL Executive Board in July that will only cover the AAYFL rules.
 - ii) The Crew Chief will have the required number of officials (including himself) for all dates and games accepted.
 - iii) The Crew Chief will enforce all rules of the AAYFL.
 - 5) Removal from Active Status (Last changed – 3/15/2010)
 - a) Any contracted WIAA Sponsored Official who loses their WIAA license, certification, or sponsorship will be ineligible to work AAYFL games until a letter of reinstatement by the WIAA is provided to the AAYFL Commissioner.

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- b) Any action or cause considered by the AAYFL Executive Board to be detrimental to the AAYFL, its members, players, coaches, spectators or others associated with the AAYFL, will immediately void any and all contracted games with the official(s) involved and the AAYFL.
- 6) Game Reports (Last changed – 3/15/2010)
- a) All officials must fill out game reports for every game
 - b) All protests and ejections must be filed within 24 hours of the game that they occurred in.

Article VIII. FEES/FINES/PENALTIES**1) Fees (Last changed – 3/15/2010)**

Description	Amount
Application for Membership	\$200.00
League Administration Fee	\$85/team entered in AAYFL
League Insurance Fee	Set by carrier

- a) The application for membership fee is a one-time, non-refundable, expansion fee. The fee is due at the time of the expansion presentation.
- b) The League Administration fee is an annual fee paid by every organization for every team entered into the AAYFL.
- c) The League Insurance fee is an annual fee paid by every organization for every team entered into the AAYFL. The rates are set by the League's insurance carrier.

Fines and Penalties (Last changed – 3/15/2010)

Description	Amount
Lack of attendance to required League meetings	\$25.00
Late payment of League financial obligations	\$25.00 or 25% of balance
Forfeited games	\$250.00 (per game maximum amount)
Violation of weight restriction rules	\$500.00
Late submission of coaches roster	See Rule 8.02.d
Late submission of players roster	See Rule 8.02.d
Use of an ineligible player	See Rule 8.02.d
Failure to complete background checks	See Rule 8.02.d
Failure to call in score	\$25.00
Failure to submit an official's evaluation	\$25.00

- d) Any payment of the League's financial obligations that is late will be charged a fine of either \$25.00 or 25% of the remaining balance due.
 - i) Fine will be amount which is greater.

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- e) The Executive Board will make the decision as to the amount of the fine for a forfeit.
 - i) Any team forfeiting two or more games in a season may be considered for removal from the league.
 - f) Violation of the weight verification rules will include the following:
 - i) Forfeiture of the game(s) involved
 - (1) Forfeiture fine will also apply here.
 - ii) Probation or suspension of the violating organization
 - (1) The Executive Board will determine the final penalty to be imposed.
 - g) Rosters not turned in before September 1st will result in the forfeiture of the member's first game for all levels until said rosters are received by the League office.
 - h) Scores must be submitted to the league office by the winning team of each game, or the home team in the case of a tie.
 - i) Each "A" team Head Coach is required to submit an evaluation on the officiating crew for that particular game.
- 2) Protests and Appeals (Last changed – 3/15/2010)

Description	Amount
Protest Filed With League Office	\$200.00
Appeal Filed With League Office	\$100.00

- a) Fee must accompany protest. Written protest, with any documentation or evidence supporting the protest, must be delivered to the League Office within 48 hours of violation or notification which will be protested. Failure to file an in-game weight protest will result in a \$200.00 fine. Funds will be returned if protest is upheld. Judgment calls cannot be protested.
- b) Fee must accompany appeal. Written appeal, with any documentation or evidence supporting the appeal, must be delivered to the League Office within 48 hours of notification of penalty/fine. Appeal fee of \$100.00 must accompany appeal. Funds will be returned if appeal is successful. Judgment calls on the field and player suspensions due to ejection cannot be appealed.

Article IX. Standard Operating Procedures for Complaints, Protests and Appeals

- 1) Complaints (Last changed – 3/15/2010)
 - a) Complaints or concerns received in the league office which are of an internal nature of a League Member, whether from parents or other outside sources, will be directed to the League Member contact person without any editorial or recommendation from the Commissioner.
 - b) Unresolved issues will be directed to the Deputy Commissioner responsible for the division the League Member is assigned.
 - c) The Deputy Commissioner will determine a final decision to the unresolved issue.
 - d) The opinion of any Executive Board member may be sought in determining a solution to unresolved issues.
 - e) The Deputy Commissioner will forward the final edict to the League Member contact person, the complainant, and copy the League Secretary and Commissioner to archive in the league records, in the event of any future legal issues.
- 2) Protests (Last changed – 3/15/2010)
 - a) Protests by a League Member concerning game issues will be submitted in writing to the league office, which will then be forwarded to the ranking Deputy Commissioner outside the division of the protester, without comment or opinion of the Commissioner.
 - b) The Deputy Commissioner will determine whether or not the protest should be heard or if another action is required.
 - c) In accordance to the rules governing a protest, the Deputy Commissioner will confirm that the required protest fee has been submitted with the protest or sent to the League Treasurer and that the protest has been made within the time frame called for in the rules.
 - d) The determination of the protest will be handled by the three (3) Deputy Commissioners outside the protesters division.
 - i) The ranking Deputy Commissioner will write the ruling concerning the protest.
 - e) The ruling on the protest will be sent to the League member protesting, the League Member or person against whom the protest was made, as well as the League Secretary and Commissioner, who will inform the League Membership of the ruling.

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- 3) Appeals (Last changed – 3/15/2010)
 - a) Appeals of any league office action (fines, late fees, suspensions, probation) against a League Member must be submitted in writing to the league office, which will then forward the appeal to the ranking Deputy Commissioner.
 - b) The Deputy Commissioner will determine if the appeal should be heard or if another action is required.
 - c) In accordance to the rules governing an appeal, the Deputy Commissioner will confirm that the required appeal fee has been submitted with the appeal or sent to the League Treasurer and that the appeal has been made within the time frame called for in the rules.
 - d) The determination of the appeal will be handled by the four (4) Deputy Commissioners. The ranking Deputy Commissioner will write the decision on the appeal.
 - e) In the event of a tie vote between the Deputy Commissioners, the Commissioner, Treasurer, or Secretary (whichever is not involved with the initial action being appealed) will cast the deciding vote on the issue.
 - f) The ruling on the appeal will be sent to the league Member making the appeal, as well as the League Secretary and Commissioner, who will inform the League Membership of the ruling.
 - g) If any event requires a ruling or opinion (i.e. protest, appeal, complaint), it is the responsibility of the ruling party(s) to make every attempt to do so within 48 hours from the time the event is handed over for a ruling or opinion.
 - 4) Members Appeal & Protest Procedures (Last changed – 3/15/2010)
 - a) The letter for appeal/protest and appropriate check shall be submitted to the AAYFL Office within 48 hours of the incident in question

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- b) All information regarding the appeal/protest shall solely come from the member's AAYFL official league representative, including but not limited to the following items:
 - i) Any relevant game film
 - ii) Notes and/or comments from the member's coaching staff
 - c) If the action being appealed involves the suspension of a coach, the penalty may be delayed by one week to allow the Appeals Committee to thoroughly investigate the situation and rule on the appeal.
 - d) If the suspension involves the final game of the season, no delay will be allowed.
- 5) Appeals Committee Procedures (Last changed – 3/15/2010)
- a) Once the member has fulfilled all of the above requirements, and the AAYFL Office has obtained the appropriate amount of money for the appeal/protest, three Deputy Commissioners outside the appellant / protesters division will handle the appeal/protest.
 - b) The League Commissioner will appoint one Deputy Commissioner to write the ruling.
 - c) Review all information provided by the appealing/protesting member, including but not limited to game film(s) and officials' reports (if applicable).
 - d) If necessary, contact BOTH head coaches/league representatives for a written incident report.
 - e) Review any and all prior problems with the team(s)/coach(es)/player(s) involved in the incident.
 - f) Review evaluations of officials (if applicable).
 - g) Review overall crew rating of officials working contest (if applicable).
 - h) Discuss incident with Crew Chief (if applicable).
 - i) Take any further appropriate action necessary to render decision (i.e. weigh player(s); further discussion with Head Coach(es)).
 - ii) Review all facts in evidence with other two members of Appeals Committee and write final decision on appeal/protest. Deadline is the Friday PRIOR to the following game.





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