



MAYFL Conference Rules

MAYFL shall be governed by Georgia High School Sports Association rules except where prescribed below.

RULE 1: Team Composition – Revised 2007

1. Each MAYFL team shall be limited to a maximum of 35 players. A member must petition MAYFL board for an exception to the rule.
2. Each football coaching staff is limited to one head coach and six assistant coaches. One team mom and one team manager (ball boy) under the age of 18. All coaches, statisticians and trainers must be over the age of 18.
3. Each member must field a minimum of one team at each age group. There will be no maximum number of teams.
4. No player or team is eligible to participate in MAYFL if they are participating in another football league during the current season.

RULE 2: Age & Weight – Revised 2006

1. The age of players on all MAYFL teams shall be their age as of July 31st of the current year.
2. Each member shall field a minimum of one team in each Pee Wee, Mighty Mite, Bandit, Junior, and Senior. Though it is highly discouraged, players are allowed to play up in age by one age group.

Age Schematic:

Pee Wee	–	5, 6
Mighty Mite	-	7, 8
Bandit	-	9, 10
Junior	-	11, 12
Senior	-	13, 14

3. MAYFL will determine weight requirements for skill positions. Such requirements will be established for a minimum of one year. A skill positions shall be quarterback, running back, wide receiver, kick off return, punt return and any tight end receiving the ball. A tight end not receiving the ball can be a heavy player. Defensive skill positions are cornerback, safeties, and linebackers.

- a. All defensive players recovering a fumble or interception are allowed to advance the ball. This includes “heavy” players.

- b. Weight Schematic

Division		Max. Weight for Skill Position
Pee Wee	-	80lbs
Mighty Mite	-	95lbs
Bandit	-	120lbs
Junior	-	155lbs
Senior	-	Unlimited

4. All players must attend the official MAYFL player certification at the time designated for their team. At this time all birth records and rosters will be certified. A player certified as a heavy player will be designated as such for the entire season. That player must wear a gold stripe down the center of their helmet, designating their status as a heavy player. Any heavy player that does not have the gold stripe signifying their status during the game is subject to an unsportsmanlike penalty and subject to the coach being ejected from the game.



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RULE 3: Team Roster

1. Each team shall submit at the league certification a team roster. The roster shall be typed on the official league roster form. The roster shall be completed in full with the following information:
 - a. Player's Full Name
 - b. Age and Date of Birth
 - c. Jersey Number worn by player
 - d. Home Phone Number
 - e. Player's School
2. Included on the team roster shall be the color of the home jersey, address for the home field, age division, names and numbers of each member of the coaching staff. No players can be added to the team roster after certification without prior approval of the board of directors.
3. Jersey numbers for all players cannot be changed once that player has been certified. In such cases of lost or damaged jerseys the jersey shall be replaced with a jersey of the same number if at all possible. In cases where this is not possible, the member must submit a request for a jersey number change to the football coordinator. The coordinator shall provide a written change of jersey number approval to the coach. The approval notice must be filed with the player's affidavit and carried with the coach to every game. Any jersey damaged during a league game can be replaced with a different number for that game only.

RULE 4: Proof of Age – Revised 2008

1. All players must present proof-of-age documentation to MAYFL in order to be certified to play in any football game, regular and post season, which is sanctioned and governed by MAYFL
2. Proof-of-Age Guidelines:
 - a. Original certified copy of birth certificate
3. Acceptable Forms of Proof-of-Age Documentation:
 - a. An original certified copy of proof-of-age document issued by federal, state or provincial registrars of vital statistics, or local offices, is acceptable proof-of-age, provided the document was filed, recorded, registered or issued within one (1) year of the birth of the child (i.e. birth certificate).
 - b. For children born abroad of a parent or parents who are U.S. citizens, any official government document issued by a U.S. federal agency or service is acceptable. These must be originals, not copies, and must refer to a filing, recording, registration, or issue date that is within one (1) year of the birth of the child.
4. MAYFL reserves the right to accept or reject any proof-of-age documentation not listed above.

RULE 5: Team Colors

1. Each team must provide a list of their home colors on the official roster. That color shall be worn in all home games, unless the visiting team and the member association president have been notified 72 hours in advance. It is the visiting team's responsibility to wear contrasting jerseys.



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RULE 6: Uniforms – Revised 2008

1. Each player must have a complete uniform, jersey & pants. The jersey must have a visible number on the front and back.
2. Game pants must extend beyond the knee of the player.
3. Molded cleats are permissible. Detachable cleats must be the type in which the shoe contains the receiver “female” and the cleat contains the insert “male” and there is no exposed metal.
4. All players must wear a mouthpiece during all conference games. The mouthpiece must be attached to the helmet/facemask, or colored if not attached to make the mouthpiece easily identifiable.
5. All visors must be clear in color if worn.
6. If the “heavy” player designation striping is removed during a game, the player must replace the striping before returning to the game.
7. Any league team with gold striping or insignias on their helmets must use red striping to identify “heavy” players.

RULE 7: Pre-Season Certification

1. All players must be certified and complete the league weigh-in before the player is eligible to compete in a league game.
2. The league certification will be held no later than two weeks prior to the first regular season league game.
3. Each player must be accompanied by the league player affidavit, birth record, signed physical form, and a photo of the player wearing the team’s home jersey with the player’s number. The player will be certified and the certifying officer shall sign and seal the player affidavit. Any player born in a region that produces hand written birth records must also provide a letter from the players’ school signed by a school official verifying the player’s age.
4. Each heavy player will have “HEAVY” stamped on the player affidavit. Any player not making the required weight to be a skilled position player at certification shall be allowed a maximum of thirty minutes from the time his team completed weigh-in to re-weigh. The player will be allowed one time to re-weigh.
5. All players on the roster must be in attendance at the MAYFL weigh-in unless injury or sickness prevents their attendance. In such cases the coach is responsible for notifying the certification officer prior to weigh-in. In such cases a late weigh-in date will be set.
6. Any player listed on the official roster that is in a cast due to injury shall be allowed to weigh-in late if the player does not meet the weight requirements. Such player shall play as a “HEAVY” player until the cast is removed and the player is allowed to re-weigh.
7. During certification, only one coach, the weight master and MAYFL board members are allowed into the weigh-in area.
8. The player affidavit and the team roster must be typed. Handwritten documents will not be accepted at certification.

RULE 8: Pre-Game Roster Check – Revised 2008

1. A pre-game roster check shall be conducted on the playing field during the fifteen-minute interval between games and fifteen minutes before the start of the first game of the day. If a team is not



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present at least thirty minutes prior to game time, then the team prepared to perform the roster check can forgo the roster check and prepare for the game.

2. In the event a team is not prepared with the appropriate number of players to begin a game at the time of the roster check, the pre-game roster check is not considered completed prior to game time and the game shall be forfeited to the team that was prepared with the appropriate number of players.
3. Any player that does not show up prior to the scheduled kick-off, must sit out the first half of the game. The player can check in with the opposing coach at halftime, and participate in the second half. Any player that participates in a game without checking in with the opposing coach for said game is ejected from that game and suspended for the next game.
 - a. Any coach that allows a player to participate after the player has been suspended shall be suspended for two games and fined \$150. The fine must be paid to the MAYFL Commissioner before the next game.

RULE 9: Artificial Weight Loss

1. Weight loss by players may be obtained only by normal physical conditioning. Use of artificial means of weight loss by any player is strictly prohibited by MAYFL unless specifically prescribed in writing by a licensed physician. It is the responsibility of the member associations to take positive action to make sure that such artificial weight loss is discontinued.

RULE 10: Insurance

1. It shall be mandatory that all member associations have adequate insurance to cover accidents and injuries to players or other member teams while playing, practicing or traveling. Proof of insurance must be filed with the MAYFL commissioner prior to the first day of practice. No member shall conduct any practices until such proof is provided.

RULE 11: Practice Times

1. The purpose of this rule is to provide a standard, fair and equal practice time for all MAYFL teams to keep practice activity at a reasonable level during school days so as not to create a hardship on the players with regard to school studies and participation in school activities.
2. Practice is defined as any gathering of players, prospective players of a MAYFL team or 6 or more members of a MAYFL team to discuss the subject of football, view films on football, exercise or study football.
3. MAYFL leagues are prohibited from engaging in any organized physical conditioning or other practice activity prior to the dates set by the MAYFL guidelines. The only activity a player or prospective player may take part in prior to the set practice date shall be registration and a one time equipment issue. Park sponsored open clinics are not considered practice.
4. Practice will be limited to ten hours per week until school begins. After the start of school teams may not at any time practice more than three times during any calendar week not to exceed 6 hours. At the start of the league playoffs, teams that are scheduled to play in the MAYFL playoffs may hold four practices during a calendar week, not to exceed eight hours. No practice shall continue past 9:00pm.



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5. Time spent traveling to the location of a scheduled game will not be counted as a practice activity. All activities conducted 1 hour prior to pre-game weigh-in shall be considered pre-game warm-up and not counted as a practice activity.
6. Violations of this rule or any other rules pertaining to practice, or practice type activity shall be considered a very serious offense. In the event any MAYFL league, team or associated individual is deemed guilty by the MAYFL Judicial Committee of a violation of any practice or practice-type activity, the league team and/or individual will be subject, collectively and separately to a fine of \$250, suspension, probation and/or any other action deemed appropriate by the MAYFL disciplinary committee. The fine must be paid within 48 hours of the sited violation.
7. During the regularly schedule playing season, any controlled scrimmages shall be considered as one of the allowed practices.

PLAYING RULES

RULE 12: Games – Revised 2007

1. All MAYFL games shall be governed by Georgia High School Sports Association rules unless otherwise modified herein.
2. All Pee Wee and Mighty Mite games shall consist of four (4) eight minute quarters.
3. All other games shall consist of four (4) ten minute quarters.
 - a. There shall be a 25 second play clock for all divisions except Pee Wee. Pee Wee games shall have a 40 second play clock.
4. No game shall begin after 8:30pm on a school night.
5. Balls shall be brown in color and of good leather quality or rubber. The ball sizes must be the following and shall have the specified size indicated on the ball when purchased:
 - a. Pee Wee ball size shall be used for Pee Wee and Mighty Mite games.
 - b. Junior ball size shall be used for Bandit and Junior games.
 - c. Intermediate size balls shall be used for Senior games.
6. Extra points shall be spotted on the 3-yard line. Extra points shall score two (2) points for kicking the ball and one (1) for running or throwing.
7. No defensive lineman can line up over the offensive center or in the gap between the center and the guard on any play in which a player is not taking a direct snap from under the center. This includes shotgun snaps, extra points, field goals and punts. There are no restrictions in alignment in the Junior and Senior divisions.
8. The park game day coordinator after conferring with the MAYFL Commissioner, shall have responsibility of determining if games are to be cancelled due to inclement weather. However, the game official feels that the weather conditions are jeopardizing the safety of the players, coaches, officials and fans, the official shall have the authority to postpone the game.
9. All teams shall have three time outs per half. The game officials shall keep accurate count of the time outs used.
10. At Pee Wee (6&under) division only, teams will have the option to originate the ball for the snap. However, the ball will be placed vertically for measurements.



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RULE 13: Complete Games – Revised 2008

1. All games must be played to completion except where conditions endanger the welfare of the players, officials, officers, or spectators. Such decisions shall be made by the head official in conjunction with the host park representative.
2. Any game that is suspended in whole or in part shall be completed at the discretion of the MAYFL Commissioner who will then confer with the Deputy Commissioner and Football Commissioner.
3. Regular season games that complete regulation play in a tie, shall play a maximum of two overtimes. Each team will be allowed 4 downs starting from the 10-yard line in which to score or advance the ball. A team that scores will be allowed to attempt the PAT of their choice. The teams shall play no more than 2 overtimes during the regular season and the game will be declared a tie after the second overtime. All playoff games shall follow this format until a winner is determined.
4. Any game that is postponed due to weather or safety of participants, can at the discretion of the MAYFL commissioner be considered a complete game if three quarters have not been completed.

RULE 14: Forfeits

1. Both teams shall check in at the game site with the game day coordinator one hour prior to the scheduled game time for pre-game roster checks. A violating team forfeits its right to check the rosters of an opponent, if they have not arrived 30 minutes prior to the scheduled game time.
2. All teams must have eleven physically fit and properly dressed players at the scheduled game time or the game shall be forfeited to the team prepared to play. There will be a 10-minute grace period for the first game of the day only. There will be no grace period for all subsequent games.
3. In the event of a forfeit, the violating association shall be fined \$150. That fine must be paid in full prior to the next scheduled game. If the fine is not paid, no teams from that association will be allowed to participate in the playoffs until the fine is paid.
4. In the event of natural attrition and a team is unable to field a team of eleven players, the association must petition MAYFL to avoid future forfeit fines.
5. Any team having forfeited two games in a given season due to lack of players or late arrival shall be removed from the league schedule. All teams shall receive a victory in place of the game they were scheduled to play against the violating team. After the second forfeit, the violating association must pay \$150 fine and meet with the MAYFL Board of Directors. At that time, the Association must present a written plan of action to correct the situation in order to enter a team in the violating age group the following year. The Association will be placed on probation for the remainder of the season and possibly the following year.

RULE 15: Playing Field

1. Regulation GHSSA football field measurements shall be used for all league games. Goal post must be provided in each end zone. Pee Wee and Mighty Mite games shall be played on a field 80 yards (240 ft) in length.
2. If the member association has more than one playing field they must notify the football director of the playing dimensions for both fields for scheduling purposes.
3. It is the host parks responsibility to provide field markings, markers, and necessary officiating equipment needed to conduct the game.



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4. The host park shall ensure that the playing surfaces are cleared and ready for play thirty minutes prior to the scheduled start of a conference game.
5. The host park must provide adequate seating for both the home and visiting team.
6. The playing field must have fencing between the playing field and the parking and spectator area.
7. All MAYFL parks must provide free admission to all regular season games.
8. No games shall be started or played while ants are active (foraging). It is the coaches' responsibility to bring active ant beds to the attention on the game officials or park representatives.
9. All fields must be inspected and approved for league games prior to the first scheduled game. Any shortcomings must be corrected prior to any game being played on said field.

RULE 16: Home Team Responsibility

1. The home team shall be responsible for providing chain crews. The chain crew shall consist of no person under the age of 14. The chain crew shall be in place at least five minutes before the scheduled kick-off. The host park shall provide appropriate identifying vest to be worn by the chain crew during the game.
2. The home team shall provide a game day coordinator ("Orange Cap") present at all times during home games. The coordinator shall wear the game day coordinator hat provided by the league to make him/her easily identifiable.
3. Each park must provide security during all games to help ensure the safety of all coaches, fans, officials and players. Security officers should be easily identifiable.

RULE 17: Intervals between games

1. A minimum of fifteen (15) minutes must elapse between the end of any game and the start of the next. This fifteen (15) minute period must be enforced regardless of schedule start times for the game.

RULE 18: Sideline Restrictions

1. No person is allowed outside of the coaches box during play except:
 - a. Chain Crew
 - b. One statistician
 - c. One ball person to assist the officials
 - d. Any photographer, camera crew, or reporter that is authorized to take pictures or film the game without the permission of the Park Commissioner.
 - e. Cheerleaders, when adequate room is not available outside of the restricted area.
2. No person is allowed inside the restricted area (inside or outside the coaches' box) other than listed coaches and the listed team parent. The following are the only exceptions:
 - a. The participating team
 - b. The coaching staff listed on the official roster. All teams are limited to 6 certified coaches on the sideline during games. Other certified coaches are allowed on the field at halftime, but must not enter the coaches' box during play.
 - c. One team parent, certified by MAYFL
 - d. Two managers under the age of 18



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- e. The president or other members of the board of directors maybe be on the sideline when they feel it is in the best interest of the game or MAYFL.

RULE 19: Slaughter Rule – Updated 2006

1. When one team is twenty-six (26) points ahead the following slaughter rules will go into effect:
 - a. No more kick-offs
 - b. The losing team shall get the ball at the 50 yard line after each score by the winning team
 - c. The winning team cannot attempt any forward passes. Unsportsmanlike Conduct penalty will be assessed if done.
 - d. A running clock will go into effect, only stopping for an injury or unusual delays.
 - e. The winning team shall not be allowed to rush the punter when the slaughter rule is in effect
2. The slaughter rule will stay in effect thru the duration of the game regardless of score.

RULE 20: Headsets – Revised 2007

1. Headsets can be used, though no coach is allowed on the field of play with a headset, cell phone or two-way radio. No team shall be prohibited from using headsets because the other team does not have access to the same.

RULE 21: Conference Divisions – Revised 2007

1. The divisions will be set by the MAYFL Commissioners.
2. There shall be no more than 9 teams in any division.
3. Any age group that has 16 or more teams shall be broken into four divisions.
4. Any age group with 30 or more teams shall have at least 6 divisions.

RULE 22: Scheduling – Revised 2007

1. The league schedule shall be completed by football commissioner with the concurrence of the MAYFL Commissioner and Deputy Commissioner no later than one week prior to the first game.
2. MAYFL will have a 9-week regular season. All teams will play an eight game regular season schedule.
3. Each member association will have a minimum of four designated home games. On home game weekends, as many of the members teams shall be schedule to play at the member's park as can be accommodated by field availability and scheduling needs.
4. Any association with more than one team in any age group shall have those teams placed in separate divisions if at all possible. Every effort shall be made to make sure that teams from the same association shall not play a regular season game against one another if possible.

RULE 23: League Championships – Revised 2008

1. The league will conduct a playoff to determine one league champion for each age group.



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2. The MAYFL Board will determine the number of teams qualifying for league playoffs immediately after the league player certification. The number of teams shall vary depending on the number of teams in the various age classifications. Playoff tie-breakers are as follows
 - a. Overall record
 - b. Head-to-head record
 - c. Division record
 - d. Point Differential (points scored-points allowed)
3. Playoff brackets shall be inter-division brackets with all teams being seeded according to overall conference record, regardless of divisional alliances.
 - a. The top seeds in each age group shall be awarded to the division winners in that age group based on overall record. The remaining wildcard spots shall be filled by the teams with the next best overall records. If the top seeded wildcard team is from the same division as the top seeded overall team, the wildcard team will receive the highest available wildcard seed in the bracket opposite the team that won its division.
 - b. The division champion shall be the team with the best record within the division. Division champion tie-breakers shall be as follows:
 - i. Head to Head
 - ii. Overall Record
 - iii. Point Differential
4. The league shall develop a schedule for hosting playoff games that allows each organization the opportunity to host league playoffs for various age groups. The league championship games shall be hosted by MAYFL at a pre-determined site.
5. The American Division champion shall be awarded a championship trophy and individual awards to each player listed on the team roster. The American Division championship team shall also receive championship medallions for all players. The National Division champion shall be award a championship trophy, not to exceed 75% of the value of the American Division championship trophy. The National Division championship team shall also receive championship medallions for all players
6. The American Division league runner-up shall be awarded runner-up medallions for all participants and a runner-up team trophy. The National Division runner-up shall receive a runner up trophy, not to exceed 75% of the value of the American Division runner-up trophy.
7. The specific size and design of these awards and patches shall be determined by the MAYFL Board of Directors.
8. Every playing field for a playoff game must be equipped with an electric scoreboard with a functioning clock.
9. MAYFL shall provide a team trophy to the regular season champions of each division.

COACHES CONDUCT

RULE 24: Coaches

1. All coaches on the field during the game must be certified through MAYFL.
2. One (1) coach is allowed on the field during play in Pee Wee and Mighty Mite games. Mighty Mites will be allowed to have a coach on the field for the first four weeks of the season only.



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3. Coaches participating on the field in Pee Wee and Might Mite may not have any form of communication with any player after the offensive center touches the ball. Violation of this rule is subject to a 5-yard penalty.
4. The coach participating on the field must be at least 15 yards from the line of scrimmage when the play starts and remain away from interfering with the play.
5. Only six (6) certified coaches are allowed to be on the field during games. There is no limit to the number of certified coaches allowed on the field at halftime.

RULE 25: Ineligible Players – Updated 2008

1. When any team is found to have permitted any coach or player that is declared ineligible to participate, that team will forfeit all games that said player or coach is found to have participated.
2. Any member association is subject to a five hundred (\$500) fine and placed on probation for the remainder of the season for any ineligible participation by coaches or players. The member shall also receive additional 1-year probation. The member association shall be ineligible for any playoff competition until said fine is paid in full. The membership may have the authority to waive the fine if the membership by a majority vote finds that the member has taken corrective measures and had no prior knowledge of the infraction. A second infraction of the ineligible participation rule during the probationary period may result in suspension of the member association from MAYFL.
3. Any coach that is found to have prior knowledge of an ineligible player shall face a minimum two hundred (\$200) fine and a minimum 2-year suspension from MAYFL.
4. No player having been on a middle school or high school roster shall be eligible to participate in any MAYFL league games during the school year in which the player played high school or middle school football. Any player is considered illegal if they were on the team roster during any high school or middle school sanctioned game regardless of whether the player actually entered the game.
5. A player can only play for one team within the conference. Players are allowed to play in an age group above their age group, but they shall remain in that age group for the duration of the season and not be eligible to play in the lower age group.
6. Any player that has been suspended from another youth football organization shall be ineligible to compete or coach in MAYFL for the duration of the suspension in the former organization. The suspended party can ask for an exception to this rule by appealing to the MAYFL disciplinary committee. The coach/player must provide a letter from the previous organization stating the expiration of the suspension.
7. No player or team shall be eligible to compete in MAYFL if they are a member of another youth league organization at anytime during the season.

RULE 26: Ineligible Coaches

1. When any team is found to have permitted any coach that is declared ineligible to participate, that team will forfeit all games that said player or coach is found to have participated.
2. Any coach that has been suspended from another youth football organization shall be ineligible to in MAYFL for the duration of the suspension imposed by the former organization. The suspended party can ask for an exception to this rule by appealing to the



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MAYFL disciplinary committee. The coach must provide a letter from the previous organization stating the expiration of the suspension.

RULE 27: Misconduct of Players

1. All suspensions shall be administered by the disciplinary committee established by MAYFL.
2. Any player found to have actively participated in a fight before, during or after a conference game will be ejected from said game. The player shall also serve a one-game suspension to be served at the next scheduled game for the player's team. If the fight occurs at the end of the season for the player, the player shall serve the suspension to start the next season. Such actions should be reported to MAYFL Commissioner by the game officials.

RULE 28: Coaches Conduct – Revised 2008

1. Any Coach misrepresenting or cheating with any record required for player certification shall be suspended indefinitely if found guilty by the MAYFL Judiciary Committee. If a violation has occurred the Association will be fined \$250 per infraction.
2. Any coach ejected from a game for verbally or physically abusing a game official is subject to a minimum one game suspension. The Coach will be fined \$100.00 and must be paid within 48 hours to the MAYFL Commissioner. If a coach has been ejected and participates in the next game, the coach will be suspended indefinitely by the MAYFL Commissioner.
3. It shall be considered misconduct to have a coach or representative at another MAYFL members practice without permission from the practicing team's head coach. Coaches, representatives, or scouts are allowed to view any practice game utilizing paid officials.
4. Any member or MAYFL teams or staffs who engage in direct recruiting of players, coaches, or other individuals who were a member of another MAYFL team or association the previous year shall be subject to the charge of misconduct by the offended member. If found guilty the member shall be subject to whatever actions deemed appropriate by the MAYFL disciplinary committee.
5. If a coach resigns in good standing from another association within MAYFL, the receiving Association must contact the Association's league President or Commissioner to confirm the coaches standing. After the Coach's credentials have been confirmed, and there are no outstanding issues or fines the coach can be accepted or offered a position within the receiving association.
6. Any coach guilty of conduct detrimental to any MAYFL game or event, shall be expelled until further investigation by the MAYFL Commissioner and Deputy-Commissioner. A report from the game day coordinator, official, and/or parent can be made to the MAYFL Commissioners when a coach is found to be under the influence of narcotics or alcohol at any game or event. The coach and the Association President will be notified immediately for further investigation.

RULE 29: Spectator Conduct

1. The coach shall be held responsible for the conduct of their spectators. The coach may be assessed an unsportsmanlike penalty after a warning from the officials.
2. Any spectator ejected from a MAYFL game or event by the game official must go outside the park area. Failure to comply will stop the game and may result in a forfeit.



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RULE 30: Protest

1. Protest on matters of judgment rendered by game officials shall not be considered. The filing team must file a written protest form within forty-eight (48) hours of the game completion time. The protest shall be made known to the game officials that the game shall continue under protest.
2. The protest shall be heard by the MAYFL Commissioners and two other members of the MAYFL representatives and a decision must be rendered within forty-eight (48) hours of the time the protest was filed.
3. No forfeit or replay will be allowed due to the conduct or decision of the game officials. Such conduct should be brought before the board of directors for review of said official.
4. The protesting coach must submit the protest on the written form along with the required protest fee in the form of money order or cashier's check. These items must be presented to the commissioner or football commissioner within the designated time period.

RULE 31: Boundaries and Recruiting

1. No formal boundary lines shall be established to designate specific geographic areas for a member association.
2. It is of good sportsmanship that no member posts any flyers, posters or other similar forms of advertisement in areas that are generally considered to be within the local drawing area for another member association.

RULE 32: Rule Changes

1. The rules of this league may be reviewed annually. All rule reviews must be completed prior to the last day of May of each year. Rule changes must be submitted in writing to the membership at a regularly schedule monthly or a special meeting. No rule changes can go into effect between June 1st and November 31st, except for extreme circumstances or emergency conditions. All rule changes must be presented in writing to the membership at a regularly scheduled monthly meeting before they can be voted on by the membership. Rule changes cannot be voted upon in any meeting in which they are introduced to the membership. The party introducing rule changes are allowed five minutes to explain the proposed change prior to the actual vote.

RULE 33: Officials

1. All Pee Wee and Mighty Mite games shall be played using two (2) officials for the field crew.
2. Three officials shall be used for all Bandit and Junior games. Four officials shall be used for all Senior games.
3. All field crews shall include at least one (1) certified official and no more than one (1) first year official.
4. All officials shall report to the field no later than one hour prior to the scheduled kick-off time.



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RULE 34: Kick and Punting – Revised 2008

1. Teams in Pee Wee and Mighty Mite can request a free kick on punts, field goals and extra points. No player on the opposing team can cross the line of scrimmage in an attempt to block the kick.
2. The kicking team has ten (10) seconds to kick the ball before a dead ball and loss of down is declared.
3. Teams requesting a free kick must kick the ball.
4. Teams in Pee Wee and Mighty Mite may request an automatic spot on punts when they are at midfield or their side of the field. The automatic punt shall be 20 yards.
5. All other age groups have live ball kicks and punts. The opposing team cannot rush the kicker from over the center or the gap between the center and guard in the Bandit division. There shall be no such restrictions for Junior and Senior divisions.
6. All kick-offs shall be from the kicking team's 30-yard line.

RULE 35: Playing Time – Revised 2008

1. There shall be no playing time rules for the American Division in MAYFL.
2. The National Division shall play under a bench clearing rule for the 1st quarter of every game. Said rule indicates that at every change of possession, each team must substitute all 11 players on the field (or every available player if 11 not available) for at least 2 plays or until the next change of possession or end of half. A change of possession occurs after a turnover, punt, or turnover on downs.
3. The 1st violation of the playing time rule during a game will result in a 15 yard unsportsmanlike penalty.(10 yards on 80 yard field). The 2nd violation will result in the ejection of the offending teams head coach. Any coach ejected shall then be subject to the ejection rules outlined in rule 28.2