



MAYFCC (Mid-Atlantic Youth Football / Cheer Conference Outdoor 7 on 7 Passing League Rules

About **MAYFCC** Passing League:

Mid-Atlantic Youth Football Cheer Conference will host a Spring/Summer touch passing league from April 21th - May 26th, 2012 to help players gear up for the 2012 season! All games will be played on Saturdays locations will be determined by team's home field locations. There will be a five week regular season and all teams will make the playoffs; thereby guaranteeing all participants at least six games.

Field Dimensions

Field Length -- 45 yards

Field Width -- 45 yards

End Zone-- 5 yards

Starting the Game

Time is kept by the official; all games will begin and end per this person's instructions. Officials will also announce the time remaining at the 10, 5, and 2 minute marks.

Visiting team will have first possession. The home team will have first possession in the 2nd half (team listed first on the schedule will be the home team during the regular season). **NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT Their Team Jersey!** Team sidelines must be on opposite sides of the field. Visitors will line up on the right side of the field when facing the end zone. Home will line up on the left side of the field when facing the end zone.

Team jerseys, Team Jerseys will be provided by each team that enters event. Teams wishing to will be able to order team jerseys from Mid-Atlantic Youth Football Cheer Conference, orders must be in by March 15th, 2012, cost will be \$20.00 dollars per jersey...order must be 25 players or more to receive this price.

Players are permitted to wear standard football cleats with plastic or rubber spikes, turf shoes, or tennis shoes. **NO METAL SPIKES ARE ALLOWED!**

Each team will use its own ball during offensive possessions; below are ball requirements:



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Official Ball Size

- 11U - Wilson TDJ, Nike1000J, Baden 5000J
- 12U - Wilson TDY, Nike1000Y, 500Y 1001 1005 1205 3000 Lemux
- 13U - Wilson TDY, Nike1000Y, 500Y 1001 1005 1205 3000 Lemux
- 14U-18U - Must use High School regulation size ball

Age Groups

- 6U Must be 11 or younger as of July 01, 2011
- 8U Must be 12 or younger as of July 01, 2011
- 10U Must be 11 or younger as of July 01, 2011
- 12U Must be 13 or younger as of July 01, 2011
- 14U Must be 13 or younger as of July 01, 2011
- 16U Varsity Prep highest level of high school competition
- Adult 18 and older

Moving the Ball

- No kicking/punting.
- Field is marked at Mid Field, which is considered a first down.
- Offense has 4 downs to reach mid field. If mid field is crossed they will have 4 additional downs to score.
- Possession to start game/half or after a score will always begin at the 5 yard line.
- NO PASSER MAY RUN WITH THE BALL. ALL PASSES MUST BE FORWARD. A pass caught behind the line must be forward. The only laterals that will be allowed will be laterals that occur AFTER the completion of a forward pass.
- If a first down is not reached the opposing team will take over where the offense was stopped.



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Special Rules

- No blocking. No screening when a ball has been intercepted. All defensive players must stop and allow the passing team's players unrestricted access to the player that intercepted the ball.
- Receiver/Ball carrier is legally down when touched below the neck with both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Player will be suspended for one game if ruled unsportsmanlike & flagrant) more than one time.
- Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The five second count (conducted by the official) remains in effect on snaps.
- Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a 5-yard penalty.
- The QB is allowed five seconds to throw the ball. The Official timekeeper (one of the two refs) counts aloud by 'one thousands' (one-one thousand, two-one thousand...) on the snap of the ball from center and stops his/her count when the QB releases the ball.
- If release is under five seconds, the play goes on.
- If the ball has not been released before the five second count is reached the result is a sack and play is blown dead. The ball is placed back at the line of scrimmage and the offense incurs a loss of down.
- Defensive pass interference will be a spot foul (1st down at the spot).
- Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
- Offensive pass interference is the same as NCAA rules.
- Interceptions may be returned however, defensive players may not block anyone after the interception has been made.
- Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball TO THE REFEREE will result in a delay of game and will be a 5-yard penalty from the succeeding spot.



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- The offensive center is not an eligible receiver (teams must have a center). The ball must be snapped between the center's legs.
- The center will be responsible for setting or re-positioning the Referee's bean bag/puck at the line of scrimmage.
- No taunting or "trash talking." (5-yard penalty & expulsion if flagrant or repeated).
- Fighting: the player(s) involved will be ejected from the game and suspended for two games after the incident. If a team fight occurs, the teams involved will be ejected from the game.
- For 6U one coach is allowed on the field for the team's offensive possession. The coach must remain behind all offensive players at all times.

Scoring

6 points for TD, 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line (interception on PAT is dead ball)

Official score is kept by field referee and coaches

Referee will announce score before each offensive possession begins

Overtime Rules

(Playoff and Championship only) After coin flip to determine first possession, teams will alternate 4 down series from the 15-yard line. A winner is determined when one team scores during its possession and the other does not. If a second overtime period is necessary, each team must then go for two points on the conversion attempts.



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Time

- 15-minute halves (continuous clock for each half--see: "starting the game").
- No time outs. (EXCEPTION: Injuries.)
- 10-minute halftime/Next Game gets started immediately after previous game if games are running late.
- 7-on-7 tournament games require that all games start/end at the same time. If a team(s) is (are) late and cannot start when the game officially starts, they will begin play with whatever time is left on the tournament clock. (Not to exceed 10 minutes of 1st half. Forfeit will occur after 10 minutes of the 1st half) IT IS IMPERATIVE TO KEEP TO THE TOURNAMENT/GAME TIME SCHEDULE. Teams must be on site and ready to play when scheduled). Injury time outs may reduce the amount of time between halves and/or between games to maintain the game schedules.

Squad Members/Tournament Fees

Players: Maximum of 18 players per team. We recommend a minimum of 10 players per team.

League Fees: \$65 per team

Team must pay referee fee prior to game during league play (See Below)

Officials

(2) - Referee/Field Judge and Back Judge for All Games

Each Coach is responsible for paying one referee (Ref fees are \$25 from each team per each game).

Coaches & Fathers

All team coaches will wear an identification tag for clarification purposes. A team may not have more than 4 coaches on the sidelines.

Each team must have a coach accompany it to all games. This individual is responsible for the action of those representing his organization.



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Tiebreaker Rules

- If two teams are tied at the end of league play, the first tiebreaker shall be head-to-head play.
- If three or more teams are tied at the end of league play, the following tiebreakers shall be applied until there are two or less teams tied. If two teams are tied at the conclusion of any of the following tiebreakers, then the tiebreaker shall be head-to-head play:
 - The first tiebreaker shall be cumulative head to head record against the other tied teams.
 - If three or more teams remain tied after this tiebreaker, the next tiebreaker shall be point scored against.
 - If three or more teams remain tied at the end of this tiebreaker, then the teams shall participate in a coin flip, or draw out of a hat.

Inclement Weather Policy

If there is inclement weather on the day of a game, MAYFCC will evaluate the conditions to determine if the game will be held as scheduled. MAYFCC will reserve the right to reschedule or cancel the game/tournament if the inclement weather makes it unsafe or unplayable for players and spectators. In general, all games will be played if there is light to moderate rain, with no thunder or lightning. If there is inclement weather on the day of the game/tournament, call 240-441-2246 for updates. If a tournament is canceled by MAYFCC all funds will be refunded/applied towards entry into a future MAYFCC event.

Player Eligibility

- Rosters are to be submitted on the official roster form. Each Player's full name, signature, age, address and phone number(s) must appear on this form. Players listed without signature and age will be considered ineligible.
- Any team using an ineligible player shall automatically forfeit each game in which the player participated. If a team uses a suspended player or a player under an assumed name, that team shall automatically be dropped from the league without refund. Each game played with that player and all scheduled games not played shall be forfeited to the opponents. Protests as to the use of an ineligible player must be made within 48 hours of game time and no protest fee is required. The protest must be submitted in writing to INFO@MAYFCC.COM.



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Disciplinary Action

- A player, coach or manager who is ejected from a game by an official shall be suspended from any participation for at least 1 game (not including the game from which he/she was ejected). Any further ejection during the same season shall be dealt with more severely by MAYFCC.
- All ejections and suspensions are taken without the possibility of a refund.
- Anyone who strikes, shoves, pushes, bumps or otherwise physically or verbally threatens an official, a member of his/her team or any other team or spectator shall automatically be suspended from all MAYFCC sponsored activities for at least ONE year from the date of the incident.
- The use of vulgar or profane language may result in the ejection of that player from the game.
- The team manager/mom/coach is responsible for the conduct of their team and spectators.
- A team member and or spectator may be removed from the immediate field area when deemed necessary by the game official or MAYFCC staff. Failure to leave the area when requested may result in immediate forfeiture of the game.
- Substance abuse by player personnel during the game shall be subject to ejection by game officials and/or disciplinary action to be taken by the League Director.
- Any player, coach or manager suspended from play from another program or jurisdiction shall also be suspended from participation in any program operated by Mid-Atlantic Youth Football / Cheer Conference.
- Individual player disciplinary protest must be made in writing to MAYFCC within 48 hours of the disciplinary action. Individual player protests can only be received through the team manager/mom/coach. All team or individual disciplinary actions are communicated to the team coach. It is the team coach's responsibility to notify their team/player of disciplinary action taken by MAYFCC.



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Miscellaneous

- ALCOHOLIC BEVERAGES ARE PROHIBITED IN THE PARKS. Action will be taken against any individual or team in violation of this policy.
- No smoking or the use of tobacco products is allowed on the playing field or bench area.
- A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. An athlete shall not continue competition unless the bleeding is controlled and the wound covered.
- Forfeit Policy: Teams who forfeit a game will be required to pay the officials fee for both teams, \$50 total. The fee must be paid before the teams next scheduled game or they will not be able to play in that game either.
- Score Reporting & Standings: will be listed at www.MAYFCC.com website.