Fun Football Southwest, Inc.

RULEBOOK 2026

INTRODUCTION

FUN Football began in 1958 as an outgrowth of the Bellaire Recreational Department, with teams organized by elementary schools. The purpose then, as now, is to provide a wholesome recreational activity with high educational value for boys and girls. The program strives to teach teamwork and good sportsmanship through continually closely supervised coaching and teaches respect for authority and rules. The program also teaches the importance of planning and the joy of seeing those plans fulfilled. The level of coaching a child receives in FUN Football is equal, if not superior, to that of most high schools. Coaches, trainers, and drill directors are reviewed as to experience and moral character and are required to attend special instructional clinics.

Rigid standards have been set for playing equipment to be used by FUN Football players. Mouthpieces are mandatory, with quality headgear, face masks, shoulder pads, good hip pads, and thick knee and thigh pads. Particular attention is given to see that the equipment is properly fitted.

FUN Football is organized on a booster club system. A central group or Board of Directors administers the entire organization. Each franchised booster club, controlled by its own board of directors, is a completely autonomous organization, performing many vital functions. They recruit players, enlist coaches and procure practice equipment, which is usually leased, to the individual players.

Income to operate FUN Football is derived from franchise fees, donations, and various fundraisers including gate donations. This income is expended for game officials, stadium repair and upkeep, field and stadium maintenance, and player and drill team coverage.

Vision

Be the greatest youth football and drill program in America.

Mission

Provide an environment where children

- are treated fairly
- can identify with good role models
- learn discipline and commitment
- Display good sportsmanship
- learn the value of performing the best they can regardless of the situation

I. FRANCHISE DUTIES AND RESPONSIBILITIES

1.1 In order for any franchise to be an eligible member of Football United National, Southwest Houston Conference, Inc. (Hereinafter called FUN), an application for a franchise must be submitted and ratified by a two-thirds (2/3) vote of the FUN Board. Such applications must be filed only upon forms provided by FUN for that purpose.

1.2 Each Franchise must pay an annual fee in the amount specified on the current year Franchise application. Payment of such fee will be made on the dates specified in the official Schedule of Events Calendar (annual Franchise fee includes the annual fee plus any monetary fines levied against that particular Franchise carried over from the previous year).

1.3 Each Franchise must submit a copy of its current by-laws, a previous year's financial report, and a list of the Franchise Board of Directors and contact information with their Franchise application by the date specified in the official Schedule of Events Calendar.

1.4 Official communications/notices will be forwarded through the Franchise President, and they are required to ensure such information is passed on to those who have a need to know the same.

1.5 Each Franchise is required to provide game schedules (initial copy of schedule will be provided to Franchise President from the FUN Board) in sufficient quantities so that each Player, Cheer/Drill Squad Member, Coach, Drill Squad Director, etc., may have a copy. Such schedule will show the date, place, and time for each game and will designate home and visiting teams for each game.

1.6 All Coaches, Sideline Facilitators, Athletic Director, and Drill Squad Director, as are necessary to carry out the terms of their Franchise, are recruited by, and are subject to the direction and control of the individual Franchises, with respect to their services. However, all Coaches, Trainers, Athletic Directors and Drill Squad Directors are subject to approval by the FUN Board and expected to abide by the FUN Rules and Regulations and exercise proper conduct on both the practice and game fields. Any of said above persons who do not show proper conduct will be dealt with on an individual basis. Disciplinary action may include dismissal.

1.7 All Coaches must be 25 years of age. Those under the age of 25 must be interviewed by the FUN Athletic Committee and approved by the FUN Football Board of Directors. All Head Coaches must be 25 years of age or older

1.8 : Junior football coaches must be between the ages of 13 and 18 years old. Coaches must have a basic understanding of the rules and strategies of football

1.9 All coaches must wear the team's designated color uniform, including matching shirts and pants or shorts worn at or near the waist. Closed-toe shoes are required for all coaches; flip-flops or Crocs **are not allowed**

1.10 No Coach, Trainer, or Drill Squad Director will be allowed to transfer from one Franchise to another during a given playing season. All coaches wishing to change from one FUN franchise to another must appear before the FUN Board of Directors prior to August 1st for approval-no exceptions. (Team to team in a given season).

1.11 All Franchises, with FUN Stadium, as their Home field will furnish a stadium work crew for their games. The home team must have three (3) people, at least sixteen (16) years of age, to work the chains, one (1) clock operator and one (1) announcer, at least 18 years of age. Any Franchise who does not comply will be fined accordingly-no exceptions.

1.12 Each franchise is responsible for insuring that each participant of their teams and drill squad has transportation home following all events and not left unattended.

1.13 All Coaches and Sideline Facilitators must attend all meetings and clinics as assigned by the FUN Board. The location time and date of clinics will be forwarded to the Franchise Presidents for distribution to their staffs. Any person, who does not comply with this, will not be issued a badge to be on the field at any time. Training includes

- Heads up Football Certification – All Coaches
- Trainer or Facilitator
- Other training as determined by FUN Executive Board

1.14 By August 1 of each year, practice field(s) for the Football Teams and Drill Squads under Fun Footballs insurance must be submitted to the FUN Board. Until such information is received by the FUN Board, no practice may be held. If any change is made, the FUN Athletic Director or President must be notified in writing.

1.15 No Franchise may require football or drill team tryouts prior to or in conjunction with registration. This is not select football.

1.16 Each Franchise must furnish FUN, by the weigh in date specified on the Official Schedule of Events Calendar, a complete roster of all participants registered. They will be listed by major divisions: Varsity, JV, sophomore, freshman, Drill Team, and Junior Drill Team. This roster will list, in alphabetical order, last name/first name, birthday, age, telephone number, and Coaches/Trainers names and telephone numbers.

1.17 Each Franchise must field a complete unit of football teams and drill squad. A complete unit will consist of 13 players per team in each division as specified by the FUN groupings in player eligibility.

Failure to field a team on a level will result subject the franchise to disciplinary up to and include dismissal of the entire franchise (organization).

1.18 The official Football Champions each year in each division shall be required to participate in any post-season activities as set forth by the FUN Board.

1.19 The "FUN Bowl" participants will be decided by a play-off system, which will be specified by the FUN Board. Drill Squads will be required to perform at play-off games, as scheduled by the FUN Drill Liaison.

1.20 Sponsorship advertising on the sleeve of the jersey will be permitted.

Sponsorship advertising on a banner will be permitted upon approval of the FUN Board. The banner may be displayed during franchise games and must be removed at the conclusion of the game. No banners will be permitted to remain overnight.

1.21 Franchises may at their own choice have participant names on jerseys.

1.22 Each Franchise must be responsible for all financial matters related to the activities of that Franchise.

1.23 No Franchise member or prospective member of FUNSWHC shall use the name of Football United National, Inc., FUN Football Southwest Houston Conference, Inc., FUNN Football, or any other form of these names in any way without the express consent of the FUN Board. This includes, but shall not be limited to, letterheads, advertising, displays, programs, rosters, or any other printed materials or awards.

II. Eligibility

2.1 No child will be able to play in or perform at a FUN game, unless they are properly registered with FUN. To be properly registered with FUN one must have completed all of the following:

a. Have a registration form properly completed and signed by a FUN Director on file.
b. The registration form must have been checked for age
c. Registration fee paid to FUN.

d. Proof of age must be provided for all registrants to the FUN Board. Acceptable proof of age includes original certified birth certificate (no copies) or governmental document such as a passport or official adoption documents showing date of birth. Other proof of birth is acceptable, with the approval of the President of FUN. All Varsity level players must provide a State of Texas ID.

2.2 The eligible playing age of all registrants shall be at least 4 years old and no more than 12 years of age for tackle football and the cheer/drill program. **The age determination date shall be July 31** of the current year for all participants. Exceptions to this rule are:

a. Each Cheer/Drill Team may have mascots or Junior Drill members. The Junior Drill Team shall consist of participants ages 4 to 7. Eight-year old participants may participate on the junior drill team or drill team. This decision is at the discretion of the drill director and must be in writing by the roster freeze date.

2.3 **Middle School Participants**. Each Varsity level team is permitted no more than 5 players that participate in middle school or outside FUN Football program. Each drill program is permitted no more than 5 girls/boys that participate in middle school or outside program in cheer or dance. Participants must be declared at time of registration.

In addition to the unrestricted 5 middle school players**, Varsity players that have played the preceding 3 years with a FUN Football franchise**, may return to the program and not count against the 5 player middle school limitation.

NO PARTICPANT MAY PARTICIPATE SIMULTANEOUSLY, IN ANY OTHER FOOTBALL OR CHEER PROGRAM, WHILE OFFICIALLY REGISTRATED IN FUN FOOTBALL, EXCEPT THOSE LEGAL UNDER THE MIDDLE SCHOOL OPTION.

2.4 The age and weight assignments of football participants are as follows:

	Freshman
5	Unlimited Weight
6	Unlimited Weight

	Sophomore
7	Unlimited Weight
8	Unlimited Weight

	JV
9	Unlimited Weight

10	Unlimited weight

Varsity (V)

11	Unlimited Weight
12	Unlimited weight

- Any player who meets the criteria for their age group may compete with an older age group.

2.5 Should weight, be required by the League, it will be determined at time of initial weigh-in.

2.5.1 Offensive ball carriers (any player that will advance the ball in any direction) that are over the weight limit for that division at time of weigh-in will have 1 week from the weigh-in date to re-weigh. The weight at that time will be final.

2.6 Exceptions to rules of eligibility are serious in nature and must be discouraged.

2.7 Any team found to have played an ineligible player will forfeit the games in which the ineligible player competed as well as their next win.

2.8 Any franchise found to have played an illegal player will forfeit all season games, have that level inelligble to participate in post season play and must pay a fine of $1,000 prior to the next scheduled game for the franchise for the other teams to continue competition and be eligible for post season play.

2.8 Any team found to be in violation of the 5 outside program player maximum in football or cheer/dance programs, will cause any team within their organization (regardless of level) not to advance in post season play even if eligible.

Any Coach that has any knowledge of more than the allotted number of players participating in another program, as described in 2.3, will be suspended for no less than one (1) year. NO EXCEPTIONS.

2.9 No single individual shall be granted the authority to permanently remove a child from the FUN Football program. The Franchise is responsible for the child's discipline and while this responsibility may include temporary suspension from the FUN Program, the authority to impose such suspension shall rest with the Franchise Board of Directors and such authority shall not be delegated.

2.9 A player must play in the first half of season in order to play in 2nd half.

Player Participation Requirements

2.10 **A registered player must play a minimum of four** regular season league-sanctioned games to be eligible to participate in post-season league-sanctioned games. These requirements ensure that players are actively engaged in the league throughout the season and have contributed to their team's performance before participating in crucial post-season games

2.11 Franchises with less than 15 players may add players through the 2nd game of the season, in order to reach that number.

III. Football Rules

3.1 Each Franchise will be responsible for providing all required playing equipment For each participant. All equipment must meet or exceed those standards set by NOCSI or approved by the FUN Board.

Football sizes are comparable to Freshman Peewee
Sophomore TDJ
JV and Varsity TDY.

**Composite balls are allowed; however rubber is not.

3.2 Sideline Facilitators shall be free to make all decisions involving player safety and health (at practice and at games) without exception and pressure from any other individual. Should a Sideline Facilitator decide that a child should not compete any longer in a game or practice and that decision is not adhered to, the FUN Board is responsible for reviewing the action and taking appropriate disciplinary action. This does not take away the right of a parent or other responsible adult to withdraw a child from any situation the parent or responsible adult considers unsafe or potentially harmful.

3.3 A Franchise President may request the verification (no later than 24 hours prior to the game) of a participant's registration and weight by contacting a FUN Director. Directors empowered to authorize the verification, in order of responsibility, are the President of Football Operations, Athletic Director, Executive Vice President, and League President or his designee.

3.4 Playing rules for FUN shall be those rules as set forth by the National Collegiate Athletic Association (NCAA) issued by that body each year and as modified by the FUN Board where deemed necessary. Deviations currently authorized are:

a. All levels may run, pass, or kick point after touchdowns and will be awarded the following:

Run = 1 point

Pass into End zone = 2 point
Kick = 2 points

The defending team cannot rush the kick attempt. The holder must be able to field the football without it touching the ground. If the ball hits the ground, the ball will be considered a "dead ball". **If a tee is used, it must be the rectangular black tee. A kick-off tee may not be used.**

The offensive line must remain in a normal football stance during the attempt. This rule applies to field goals as well.

Violation by either the offensive team or defensive team will result in an illegal procedure penalty.

b. The defensive team may not rush a punt and the offense may not go up field until the ball is kicked. The ball must be snapped to the kicker, who must be a minimum of 3 yards behind the center and the center must snap the ball between the legs. The ball must be kicked from where it is received within 3 steps. If the ball hits the ground, the ball will be considered dead and the ball will be turned over on downs at the line of scrimmage. This applies to all levels.

3.5 Every game site must have a working game clock. The game clock will be the normal NCAA clock; (the clock will start on the snap). The Varsity, JV and Sophomore divisions shall play ten (10) minute quarters. The Freshman divisions shall play eight (8) minute quarters (by the game clock). The Referees in each game shall retain the right to determine "Official time" during each game.

3.6 During any game, if at half time, one team is twenty-four (21) or more points ahead of the opponent, and the Head Coach and/or Franchise President of the team that is behind in the game agrees, a "Continuous Clock" will be run. A "Continuous Clock" means that the clock stops only for injuries. Any time during the fourth quarter of play, a continuous clock can be required by the Franchise President of the team that is behind or by the FUN Director on duty. Once the decision is made, it cannot be overruled or reversed.

3.7 A game shall not be delayed more than one-half (1/2) hour before being called a "No Contest". If a game is called due to weather and one or more plays in the fourth quarter have occurred, the game shall be declared as a complete game. The team with the most points will be declared the winner. In the event of a tie, the game will be recorded as such. If a game is called at any other time, the game will restart wherever the game was stopped.

3.8 No games will be played under protest. Decision of the referee of all games shall be final; however are subject to review by FUN Board of Directors. The President will determine whether a protest warrants Board review.

3.9 No player may be assigned to, or play on more than one team in a calendar week, **except as allowed by school ball player option.**

3.10 No player may be moved more than one (1) times during a season. An example would be a player having played in a freshman game, moved to the sophomore game, and returned to the freshman team. The player cannot be moved again, if within the rules of eligibility.

3.11 After the third week of regular season play no Classification Change will be executed. The only exceptions will be as follows:

a. To replace a vacancy on a team in order to maintain a minimum of fifteen (15) players on that team.
b. If, in the opinion of the FUN President, Executive Vice President, and Athletic Director, the demise of a team is eminent, the FUN Board may elect to redistribute players from that team to other teams, as recommended by the Athletic Director and approved by the FUN Board. If players from a disbanded team are assigned to another Franchise, the President of that designated Franchise has the right to refuse those players but does not have the right to pick and choose such players. He will accept all assigned players or none at all.

3.12 On the Freshman level, 2 coaches may be on the field throughout the playing season.

On the Sophomore level 2 coaches may be on the field for the first 2 games the team plays in a season.

He/She must remain at least 10 yards behind the line of scrimmage at all times and not impede the progress of the game.

3.13 All Non-FUN game opponents must reasonably comply with the FUN Rules and Regulations, particularly as to weight and ages. The Franchise President has the authority to judge the reasonableness of compliance, however may be overruled by the FUN Athletic Director.

3.14 All rainout games will be rescheduled by the league and must be played at that time. A rained out game may be canceled, if approved by a two-thirds vote of the FUN Board. A tie will be recorded if a rainout game is canceled.

3.15 A team with a 30 point or more lead in a football game, that kicks "what appears to be an on-side-kick" will be penalized 15 yards and possession of the ball given to the receiving team. The Head Coach should be warned and if it occurs again in the same game, the Head Coach is ejected from the game.

3.16 No freshman or sophomore game will be played if the temperature is 32F. Or lower with precipitation or wind chill factor that results in a temperature below 30F. Nor will a game be scheduled to begin after 10pm.

3.17 All freshman and sophomore games will be played with a minimum of 2 referees. JV and Varsity games will be played with a minimum of 3 referees.

3.18 ON ALL LEVELS, INTERIOR LINEMEN(TACKLE TO TACKLE) MUST BE IN A 3 OR 4 POINT STANCE. EXCLUDES LINEBACKERS OR OTHER PLAYERS THAT MAY BE ON DEFENSIVE LINE.

IV POST SEASON RULES

4.1 In the event of a tie at the end of regular play of a FUN Football play-off or championship game, the FUN tiebreaker shall be applied as follows:

a. The Referee will conduct another toss of the coin and the winner has the choice of going on offense first or defense.
b. The Referee will choose one of the 15 yard lines to begin play, place the ball in play, allow the team on offense a maximum of 8 plays to score (provided the team on offense can make a first down).
c. With the completion of the series of play or score, the team on defense goes on offense and given the same opportunity to score.
d. If the score remains tied after the series, then the Referee will place the ball on the 10 yard line and the series repeated for a maximum of 4 plays for each team.
e. If the score remains tied after the series, then the Referee will place the ball in play at the 5 yard line and the series repeated for a maximum of 4 plays for each team until the tie is broken.

*****Normal football rules apply during tiebreaker play.**
*****No clock will be run, however, delay of game rules apply.**

4.2 Seating in the play-off schedule will be determined, based upon regular season record, considering the following:

a. Winning percentage.
b. Head to Head competition.
c. Points allowed during the regular season.

d. Should a tie still exist, a Director from an uninvolved team shall, in the presence of Directors from both teams, decide the team he/she is flipping for and call either heads or tails. The winner of the coin toss will be seated ahead of the team who loses.

The winning percentage is calculated by the following formula:

$$\frac{\text{Number of Wins}}{\text{Number of Games}}$$

A tied game will count as .5 or half a win.

4.3 The All-Star Head Coach will be nominated by the individual franchises and voted upon by the FUN Board.

4.4 Rule: Post-Season Game Venue Policy

All post season games will be played on the playing field(s) designated by the league. This rule ensures that the league has control over the venues for post-season games, providing consistency and fairness for all teams involved.

V PRACTICE RULES

FOOTBALL AND DRILL

5.1 A practice session is determined to be any time three (3) or more players/drill squad members with one (1) or more coaches/drill directors or sponsors of a team assemble for a scrimmage, practice, instruction and/or lectures of any type.

5.2 The number of practices is limited as defined by the FUN Football Calendar of Events and the maximum period of a practice session is one and one-half hours per day. Please see current Calendar of Events for practice schedule.

5.3 During the calendar week prior to a FUN Championship Game, a week before the competition – the competing teams may practice a maximum of five (5) days, for no more than one and one-half (1 ½) hours per day, and no more than one (1) practice per day.

This provision applies to cheer squads in preparation for the cheerleading competition and Drill teams in preparation for Drill Bowl competition.

5.4 No team may play or practice any time under any circumstances on a Sunday, except as authorized by official FUN activities.

5.5 A Franchise may hold a tryout for Drill/cheerleaders in the off season. The only condition under which this tryout may be held is to prepare for attendance in one (1) off-season clinic. The Drill/Cheerleaders may practice for one (1) week prior to attending the clinic. Cheerleading squads are limited to attending one (1) summer camp/clinic. No other off-season practices are allowed.

5.6

5.7 Team practices are off limits to all opposing or potentially opposing teams. Opposing teams found scouting another teams practice will be disciplined by the FUN Board.

VI. STADIUM AND GAME RULES
FOOTBALL AND DRILL

6.1 Each Franchise is responsible for insuring the timely appearance of all Football Teams at all scheduled games, and the timely appearance of Cheer/Drill squads at all scheduled games.

6.2 All football players must have their player cards checked prior to kick-off. Any player that shows up after the kick-off must wait until the beginning of the 2nd quarter to be checked in and enter the game. No player showing up after the beginning of the 2nd quarter will be allowed to play in that game.

The rosters should be printed and retained by the Franchise for the season

Player cards/ID cards or other FUN ID records, for participants in the cheer/drill program may be checked prior to a weekly performance. FUN ID registration badges for the Junior Drill Team, Drill Team, Cheerleaders, and Twirlers will be checked by a Fun Representative prior to competing in any competition: individual, cheerleading, drill team, and or twirling. The participant must have an ID card in order to participate in any FUN competition.

6.3 All FUN participants including parents are expected to observe good conduct and exhibit a high standard of good sportsmanship at all times. This includes home games as well as tournament play. Any unsportsmanlike conduct will result in removal from the game and a fine to the Franchise for which the child plays with no exceptions.

Any team required to forfeit games for any misconduct will forfeit future wins as determined by the FUN Board.

6.4 No person may be on a designated playing field, in the locker room, office or press box unless such individual is an approved (holds a FUN badge in their name) Coach, Sideline Facilitator, Drill Squad members (including Cheerleaders) and players of teams scheduled for play at that time and place. Also, approved for admission to these areas are game officials, work crews, and members of the FUN Board. All other sideline badges will be issued at the discretion of the FUN Director on duty.

6.5 All teams participating in FUN Football will have no more than five (5) approved coaches, and one (1) approved Sideline Facilitator. No more than 2 team mothers will be allowed on sideline.

6.6 No person shall be in the press box of FUN Stadium or any alternate field during the playing of a game (INCLUDING HALF-TIME) unless such person is serving as an announcer (APPROVED BY THE FUN OFFICER ON DUTY), two spotters (CHOSEN BY THE ANNOUNCER), approved time clock operator, and APPROVED COACH from each team competing at the particular time. Five (5) minutes immediately prior to half-time and during half-time only, properly authorized drill squad representatives (Drill Directors, Announcer, Coordinator, Music Coordinator) are authorized to enter and remain in the press box. They are authorized to be in the press box only to announce the team, announce Spirit Girl of the Week and conduct playing of the music necessary for the half-time performance by their units. A FUN Executive Board Member will be present at times and can direct the actions of anyone in the press box.

6.7 The person serving as the announcer will be an adult of 18 (eighteen) years or older. Aside from special announcements, he will make only those comments relevant to the game in play at the time and will not indicate any partiality toward a particular team.

6.8 No football game shall be scheduled upon the FUN Stadium Football field the scheduled day of the FUN Drill Bowl competition except where authorized by the FUN Board.

6.9 Teams may have more than the approved number of coaches should their team exceed 25 participants. A team may have 1 coach for every 6 registered participants.

6.10 No communication devices are to be used on the sideline.

VII. FOOTBALL PLAYERS

7.1 No player may be on the playing field or sidelines or in the locker rooms before, during, or after a game unless he is a duly registered player with FUN and has

been designated as a member of the team playing that day and time. Also, it is not permitted for players in one division to be on the field during the playing of a game of another division (Division in this case shall mean Varsity/ JV/Sophomore /freshman). Players who have been injured and cannot play may be on the field during the play of the game of the teams to which they have been assigned, provided they are properly identified by the wearing of their game jersey.

On scheduled game days, players, coaches, and Sideline Facilitators should be admitted to the dressing rooms at least thirty (30) minutes prior to game time, but:

a. Prior to admission to dressing rooms or playing fields, coaches are not permitted to conduct any "hitting" between players.

b. Teams shall not go on the field more than twenty (20) minutes prior to a scheduled game time. Teams must be allowed to warm up at least fifteen (15) minutes prior to a game.

c. The team designated as the Home Team shall use the South end of the field for pre-game warm-ups and occupy the benches on the East side of the playing field. The team designated as the Visiting Team shall use the North end of the field for pre-game warm-ups and shall occupy the benches on the West side of the field.

d. At the conclusion of the first half of play, all players, coaches, and officials will immediately clear the field of play so as to facilitate the arrival on the field of Cheer/Drill Squads. The teams must return to their locker rooms and remain there until game officials request they return to the playing field.

e. Teams should be ready to take the field for pre-game warm-ups as the previous teams come off the field at the end of their game.

f. No player may participate in a game until having practiced 1 week. The only exception allowed is when a Franchise team is fielding less than 11 players.

g. Any coach ejected by the referee from a game will be suspended for one (1) week on the first occurrence and indefinitely on the second occurrence.

h. No glass containers are permitted in the locker rooms.

VIII. DRILL SQUAD

8.1 Roster freeze applies to Drill teams and cheerleaders the same as it does to the football teams.

8.2 All cheer/Drill Squads will report to their proper places in the Stadium prior to the start of a game. It is the responsibility of the Cheer/Drill Squad Director, or designated representative of the teams involved, to maintain control of all members while they are in the stadium. This includes the warm-up area, concession area, and bleachers. All Cheer/Drill must be cheering through the duration of the games with small breaks of 2 minutes after every 4 to 5 cheers. Schedule bathroom breaks as a team instead of individually. All Cheer/Drill Squads must remain through the end of any games. Noncompliance will result in a 5 point reduction off Cheer or Drill Bowl Competition (whichever competition that is coming up). Non-attendance at any sanctioned game will result in a 5 point deduction off Cheer or Drill Bowl Competition (whichever competition that is coming up). Permission to be excused may be granted in advance from a FUN Executive Board Member.

8.2 For games played during the week days, the Home Cheer/Drill Team should perform during the half-time of freshman games and the Visitor's Cheer/Drill Team should perform during the half-time of the sophomore games as long as those are the first games of the evening.

For games played on Friday, Saturday, and Sunday, the Home Cheer/Drill Team must perform during the half-time of the JR Varsity games and the Visitor Cheer/Drill Team perform during the half-time of the Varsity games.

8.3 All cheer/drill squads shall be required to perform at the half-time of all bowl games at which their franchise is represented. This can be a combination of cheer and/or dance. The Visitor Cheer/Drill Team will perform first and the Home Cheer/Drill Team will perform thereafter. The performance must be at least 1 minute and a maximum of 3 minutes, which includes time going on and off the fields.

8.4 Drill squads shall be required to remain in attendance during the remainder of any Championship or Bowl contest involving their franchise provided the contest is on a weekend including Friday.

8.5 In case of sudden rain or inclement weather, the two drill directors involved may together request the FUN Director on Duty to cancel their performance and the Duty Officer's decision shall be final.

8.6 A franchise may have a maximum of four (4) cheerleading squads of no more than ten (10) cheerleaders on each squad. The squads shall be allowed to perform during the team's half-time performance as a group, within the boundaries of the playing field.

However, a maximum of 12 cheerleaders may compete in the FUN Cheerleading Competition. The selection of the competition squad is at the discretion of the

drill director and/or franchise board of directors. The 12 cheerleaders participating in the cheer competition may also participate on the drill team and/or twirling team.

8.7 Only the participants designated as cheerleaders and badged coaches are authorized to be on the field during the conduct of a game. Cheerleaders may advance to the 50-yard line section (behind the team's bench on the side of the stands) to lead their Franchise in a short cheer if their team has scored a touchdown.

8.8 The Home Cheer/Drill squad will visit the opposing team during the second half of the game (beginning of 3rd quarter) to conduct a maximum of two (2) cheers/chants of welcome and/or good sportsmanship either together or individual squads.

8.9 All Drill Squads will be allowed the option of retaining Twirlers within the makeup of their Drill Squads. If a Drill Squad does decide to retain Twirlers, a minimum of two (2) will be required.

8.10 Drill Teams, Cheerleaders, Twirlers and Junior Drill Teams must perform at least once a week. Drill Teams and Twirlers may practice in the warm-up area of the Stadium five (5) minutes before a scheduled half-time performance.

8.11 All drill teams will be allowed, as scheduling permits, an equal number of practices on the FUN Stadium field in preparation of Drill Bowl. One practice shall be guaranteed to each team on an exact day and time prior to Drill Bowl. Make-up day will not be allowed unless approved by FUN Cheer/Drill Director(s).

8.12 Cheer/Drill Teams may not perform or compete in any other drill or cheerleading competition during the FUN season without the written approval of the Drill Liaison or the President of FUN Football. Violation of this rule will result in a 75 point penalty for the Drill team during Drill Bowl.

8.13 Independent judges for all competitions shall score, apply/write penalties (except for time) without any assistance/influence from a FUN director or anyone else present in the press box during scoring.

8.14 During competitions, only judges (with the exception of the time keeper, the person that tallies the scores, the announcer and designated representative (must be at least 18 years of age) playing the music are allowed in the press box. Questions regarding the rules or guidelines should be addressed prior to starting the competition.

8.15 At least one Cheer/Drill Squad Director, or designated Representative, is required to remain in the stands with the Cheer/Drill Squad at all times and at the end of the game be responsible for their dismissal to parent or authorized person.

8.16 Under no circumstances will the field lights be dimmed or turned off for a Drill team performance.

8.17 No fire batons or machetes will be allowed by FUN participants.

8.18 Cheer/Drill teams may make guest appearances if invited, but only after notification of the FUN Drill Liaison, President, or Executive Vice President. The FUN Officials retain the ability to deny approval of a guest appearance provided the appearance is not in the best interest of the participants or FUN Football.

8.19 All cheer/Drill Team personnel must attend a Drill Clinic, if required by the FUN Drill Liaison, to be issued a badge.

8.20 The eligible playing age of all registrants shall be 5 years old and no more than 12 years of age for tackle football and the cheer/drill program. The age determination date shall be August 1of the current year for all participants. Exceptions to this rule are:

The Junior Drill teams shall consist of participant's ages 5 to 7 as of August 1 of the current year. Eight year old participants may participate on the Junior Drill team or the Drill team. This decision is at the discretion of the drill director and must be in writing by the roster freeze date.

For ages up to 4, there must be a written statement from the Director to the FUN Cheer/Drill Director(s) asking for an exception. This must be approved by FUN Cheer/Drill Director(s) before payment is accepted.

8.21 No try-outs may be held for participation in Drill Bowl. If a child is registered with FUN, then he/she shall participate in competition. If a child is denied participation, it must be presented and approved by the FUN Drill Director 48hrs prior to the competition.

8.22 The post-season All-star cheerleaders will be coached by the Cheer coaches who place as follows in Drill Bowl:

The coaches of 1st through 4th placed teams (providing a 4th place is warranted) will coach the cheer teams based on East vs. West lineup.

8.23 If a coach cannot fulfill All-Star coach requirements as stated in All-Star guidelines (separate document), they must find a replacement.

8.24 All-Star cheerleaders are selected by their Franchise Directors and/or Coaches. Selected girls must attend all practices and games as designated by the coaching staff in order to receive a trophy and certificate.

8.25 Non-Compliance with FUN Rules or Competition guidelines when requested information is asked for and by due dates – 10 point off that competition (Cheer Competition and/or Drill Bowl).

FUN FOOTBALL, INC.
FINE SCHEDULE

INFRACTION	**FINE**
LATE OR MISSING BOARD MEETING	$50
NO GATE COVERAGE	$250 PER GAME
FAILURE TO SHOW FOR WORK DAY	$75 PER WORKER
FAILURE TO MAN CONCESSION STAND	$250 PER GAME
FAILURE TO HAVE UNIFORMED SECRUITY GUARD ON SIDELINE OF ALL GAMES.	$500
FAILURE TO OPEN CONCESSION STAND IN A TIMELY FASHION	$75
FAILURE TO HAVE UNIFORMED SECURITY ON SIDELINES	$500
FAILURE TO PROPERLY CLEAN CONCESSION STAND	$100
FAILURE TO MAN CLOCK	$25
PLAYING AN UNREGISTERED PLAYER	$150
FAILURE TO CLEAN STANDS	$75
FAILURE TO CLEAN GRASS AREAS	$50
NO TACKLE OR DRILL TEAM	$250
NON PARTICIPATION IN CHEER COMPETITION	$150
NON PARTICIPATION IN DRILL COMPETITION	$150
LATE CHARGES FOR FRANCHISE FEES	$250
NON-BADGED COACH/FACILITATORS/TRAINERS ON SIDELINES	$50 Per Person

NO PLAYER CARDS AT THE START OF A GAME	$75
LOST PARTICIPANT OR COACH CARD	$8
EJECTION OF COACH FROM GAME	$250
STAFF MEMBER FIGHTING AT ANY TIME	$350
HAVING MORE MIDDLE SCHOOL PLAYERS THAN ALLOWED	**$1500**
FRANCHISE FINE FOR TEAM FAILING END A GAMES AS LEGALLY ALLOWED UNDER FUN RULES. ($200 TO HOME TEAM $50 TO ADMIN) ADDITIONALLY SPORTSMANSHIP MUST BE EXIHIBITED BY WINNING TEAM BY PLAYING BACKUP TO KEEP FROM RUNNING UP SCORES.	**$250**
FRANCHISE FINE FOR TEAMS THAT FAIL TO CROSS FIELD AND SHAKE HANDS AT END OF A GAME.	**$350**
Franchise Fine for any FUN franchise officials, staff, coaches, team mother etc., through social media or other such platforms, states or circulates information detrimental to the league.	**$250**

*****ALL FINES MUST BE PAID BEFORE THE 2ND GAME FOLLOWING INCIDENT AND NO LATER THAN BEGINNING OF NEXT GAME. GAMES MAY BE FORFEITED DUE TO THE FAILURE TO PAY FINES.

These rules are not meant to be all inclusive; therefore the FUN Board may enact or modify these rules as it deem appropriate, at any time.