NORTHEAST KANSAS ATHLETIC ASSOCIATION

RULES AND POLICIES

1. **LEAGUE MEMBERSHIP:**
2. The Northeast Kansas Athletic Association (NEKAA) is built on the integrity of all the people involved in all capacities of the league.
3. An organization must register their teams with NEKAA prior to August 15, 2014 to participate in the upcoming football season.
4. Unless otherwise noted in the following local NEKAA rules, NEKAA follows the National Federation of High Schools football rules.
5. A team size may not exceed (27) players. If an organization registers (28) players, the organization will be required to register (2) equally divided teams.
6. If a team is unable to field (8) players at game-time (the minimum complement necessary for a legal offensive alignment in (11) man football), or at any point during the game, the game shall be declared a forfeit. A team may field (11) players against their opponent even if said opponent is playing with less than (11) players.
7. Mandatory paperwork:
   * 1. Coaches:
        1. Signed Consent for Background check.
        2. Signed Coaches’ Code of Conduct.
     2. Players:
        1. Birth certificate.
        2. Signed Parents’ Consent to Participate Form.
        3. Signed Parent’s Code of Conduct.
8. **SPORTSMANSHIP**:
9. Anytime a coach is found to be intentionally violating any rule to deceive the league and/or to gain an unfair advantage, their team shall forfeit the remainder of their games and the coach shall not be allowed further association with the league in the future.
10. Disrespect toward opponents and/or officials shall not be tolerated.
11. “Trash-talking” and/or swearing by any participant shall not be tolerated at any time and shall lead to immediate ejection of the offender.
12. Protests are not accepted in the Northeast Kansas Athletic Association.
13. Officials DO NOT officiate forfeited games.
14. Rules not covered by the “special league specific” Northeast Kansas Athletic Association rules shall revert to the National Federation High School rules.
15. Violating the weight limit rule is considered to be an “unsportsmanlike” act:
    1. Violation of the rule shall constitute a forfeiture of the game by the violating team.
    2. Violations are:
       1. Helmet not properly marked.
       2. DESIGNING a play to place the ball in possession of a player in an “over-limit” status for the sole purpose of advancing the ball via passing or running the ball.
16. Ejections:
    1. Coaches:
       1. Any coach who is ejected for any reason shall be placed on an automatic league suspension.
       2. There shall be a MINIMUM of a one (1) game suspension for any coach ejected from a game for any reason.
       3. The coach shall have five (5) calendar days from the time of ejection to appeal, in writing, to the League President his suspension from the league.
       4. During the period of suspension, the coach shall NOT participate in any team functions, to include but not limited to practices, attendance at games, etc.
       5. Prior to coming off the suspended status, the coach shall be required to appear personally in front of the Northeast Kansas Athletic Association Board of Directors to seek reinstatement to the League.
       6. Following the completion of the Appeals hearing, the League shall notify the coach, in writing, the decision of the Board within seven (7) calendar days of the hearing by certified mail.
    2. Players:
       1. Any player ejected from a game for any reason shall be suspended from the team’s next subsequent game.
       2. The player may practice with the team during this period of time.
       3. The player may also participate by being in the team box wearing their game pants, and team jersey during the game they are suspended, the player may NOT wear any pads or helmet while attending the game.
17. **COACHES:**
    1. Coaching staff:
       1. NEKAA Board of Directors has the final approval of anyone appointed as a team coach.
       2. Coaching staff:
          1. A staff may have a maximum of five (5) coaches.
          2. ALL coaches are required to attend the Mandatory Coaches meeting:
          3. All coaches will be photographed;
          4. All Coaches must sign the Coaches Code of Conduct.
          5. Staff must remain in the designated team box.
          6. 3rd/4th grade division ONLY:
             1. On-field offensive and defensive coordinator.
             2. On-field coordinators must be a minimum of (5) yards behind the deepest player on the field.
             3. On-field coordinators may not “pursue” the play down the field, nor touch a player, while the ball is alive.
       3. Head Coach:
          1. Responsible for all aspects of the team:
             1. Coaching staff.
             2. Players.
             3. Team spectators and supporters.
          2. Responsible for the payment of team by personal check, organizational check, or cash at time of the team’s weigh-ins.
          3. Responsible to ensure their team has a three (3) person adult (MUST be over the age of 18) chain crew for the game when their team is designated as the VISITING team.
          4. The Head Coach is expected to resolve any issue involving his team without any delay to the game regardless if it involves a coach, player, or spectator of his team.
18. **PLAYERS:**
19. Age:
    1. A player shall not be:
       1. Ten (10) years of age prior to January 1, 2016 to participate in the 3rd/4th grade division.
       2. Twelve (12) years of age prior to January 1, 2016 to participate in the 5th/6th grade division.
20. Weight:
    1. To advance the ball on offense or defense, a player shall:
21. Not be over (92) pounds in the 3rd/4th grade division.
22. Not be over (117) pounds in the 5th/6th grade division.
23. A player over the weight limit MAY place-kick, drop kick, or punt the football.
24. Weigh-ins:
    1. There shall be a one-day MANDATORY weigh-in at a designated location:
    2. The official weigh-in will be held the Saturday prior to Labor Day weekend.
    3. There will be one “make-up” day for weigh-ins:
       1. The “make-up weigh-in will be at the same location as the official weigh-in was held;
       2. There will be a $25.00 additional late fee and MUST be paid in cash;
       3. The make-up weigh-in will be held on Wednesday following the official Saturday weigh-in.
    4. Players shall be weighed in their game jersey and socks (no shoes).
    5. A player shall be declared as either “over” or “under”.
    6. Specific weights shall not be provided.
    7. After being weighed, the player will have their picture taken:
       1. A player declared “over-limit” shall hold an “over” sign above their number on their jersey when their picture is taken.
       2. Once a player’s picture is taken, they may not change their number until approved by the league.
       3. Once a player’s picture is taken, the player shall be frozen to that team for the duration of the current season.
    8. Weighing is a one-time event:
       1. A player steps on the scale and they are declared either “over” or “under”. An actual weight will NOT be provided.
       2. A player MAY NOT return to be re-weighed.
       3. A player shall not be permitted to attempt to lose weight during the weigh-in process.
       4. Once weighed, a player shall maintain that declaration of either “over” or “under” for the entirety of the season.
       5. During the weigh-in process, ONLY the Head Coach shall be allowed in the weigh-in room.
25. **GAME MANAGEMENT:**
26. Punting:
    1. 3rd/4th grade ONLY:
       1. On 4th down, the on-field offensive coordinator must announce --- “going for it” or “punting”.
       2. A declared punt will be marked off 30 yards by the referee.
    2. 5th/6th grade
    3. Must be in a legal offensive formation.
    4. Defense must be in a legitimate defensive formation.
       1. Minimum of (9) players MUST be within (5) yards of the line of scrimmage until the ball is kicked
       2. Maximum of (2) players back to receive the ball
       3. There shall be no rushing or contact between players prior to the kick.
       4. Normal “play” resumes as soon as the ball is kicked.
27. Extra Point / Field Goals:
    1. ALL grade levels.
    2. Team MUST declare intentions.
    3. Teams MUST line up in “football” formation for a kick attempt --- refer to Rule 5-1-4-(1-2).
    4. Ball MUST be snapped from center to holder.
    5. Ball may be placed on 1” extra point tee or the ground.
    6. Tee MUST be a minimum of (5) yards directly behind the center.
    7. Defense MAY NOT rush.
    8. NO “fake” field goals.
28. Kickoffs:
    1. 3rd/4th grade ONLY:
       1. A kickoff will only occur at the beginning of each half
       2. The ball will be place on the teams own 35 yard line follow all scoring.

4. Delay of game:

* 1. An offense shall have (45) seconds from the ready for play whistle to snap the football.

1. **SEASON:**
2. Regular Season:
   1. The season shall start on the Saturday following Labor Day.
   2. An organization shall be eligible to serve as a host site in the regular season in during their third consecutive year of membership in NEKAA.
   3. All regular season games shall be played on the organization’s community High School or Middle School football playing field.
   4. The first team listed on the schedule shall be the HOME team and shall sit on the press box sideline.
   5. There shall be a six (6) game regular season.
   6. If there are more than seven (7) teams in the age bracket, the league shall be divided into North and South Divisions.
   7. If there are (7) teams or less in an age bracket, the league shall be consolidated into a single league.
3. Postponed Games:
   1. Any game(s) postponed on Saturday will resume at the same site on the following day (Sunday) at 1:00PM.
   2. Games will be scheduled on a (1) hour (15) minute schedule based on the time remaining in the first game to be completed.
   3. Any game(s) not able to be completed on Sunday shall be cancelled.
4. Play-offs:
   1. Play-offs shall be single elimination.
   2. All NEKAA league teams shall have the option of participating in the play-offs.
   3. Play-offs shall begin the Wednesday (only if play-in games are required) or Saturday after the last scheduled regular season weekend.
   4. If there are an uneven number of teams in a division(s), it will dictate a Wednesday start since a play-in game(s) is required.
   5. If there is an even number of teams in a division, and no play-in games are required, the play-offs shall begin on Saturday.
   6. The number of weeks required for the play-offs shall be dictated by the number of teams in the play-offs.
   7. Play-off locations:
      1. Play-in games played at the site of highest seeded team on Wednesday night
      2. 1st Round, two (2) locations, played at a North site and a South site
      3. 2nd Round played at one (1) site opposite the division which serves as host for the NEKAA Bowl
   8. Play-off Seedings:
      1. Seedings shall be established within each division based on overall season records.
      2. Seedings for a single league format without divisional play shall be determined by a single rotation of regular season games:
         1. In a (7) team league, teams will play a round-robin schedule and all games shall count toward seedings;
         2. In a (6) team league, games played in the last five weeks will count toward the seedings; Week #1 will count toward the overall record.
   9. During the play-offs, teams shall play within their division until the Super Bowl which will pair the winners from each division during the play-offs.
   10. In all the rounds, the team listed on the top of the bracket shall be the “home team” regardless of the game site.
   11. In the NEKAA Bowls, the teams representing the host division shall be the home teams.
5. Tiebreakers for seeding purposes in the play-offs:
   * 1. Head-to-head game.
     2. Record within division.
     3. Point differential (overall).
     4. Point differential (within division).
6. If a Play-in game is needed:
   * 1. Any division containing an uneven number of teams shall require a play-in game.
     2. The last two teams in that division shall play a game to earn a spot in the regular play-off.
     3. This/these game(s) shall be played on the Wednesday following the last Saturday of the regular season.
7. The subsequent rounds prior to the NEKAA Bowls shall be played within the division:
   1. In the 1st regular play-off round:
   2. The 1st place team shall play the last place team (or the winner of the Play-in game, whichever is appropriate).
      * + 1. The 2nd place team shall play the 3rd place team.
   3. In the 2nd regular play-off round:
      * 1. The winners of the previous play-off round first round of the play-offs following any “play-in games shall play each other in the divisional semi-finals games to determine the Division champion.
8. The NEKAA Bowls, shall match the Division winners of the semi-final play-off round.
   1. Host location of NEKAA Bowl:
      * 1. An organization must be a member in good standing of NEKAA for a minimum of four consecutive years before the organization will be eligible to host the Super Bowls.
        2. An organization must have a team in both the 3rd/4th grade and the 5th/6th grade divisions for the previous four consecutive years to be eligible to host the Super Bowls.
        3. An organization may request to host the NEKAA Bowl in their 5th year, if in good standing, as a member, if in the past two years the organization has hosted regular season games.
        4. The organization must have their high school field available for the games, and the field must have lights available.
        5. Any organization passing on their scheduled rotation to host the Super Bowls shall drop to the bottom of the rotation list.
9. Announcers:
   1. There shall be NO announcing other than at the NEKAA Bowls.
   2. Announcer for the Super Bowl shall be on-site (30) minutes prior to the first game:
      * 1. Participating teams shall provide the announcer with a team roster to include:
           1. The team name.
           2. The head coach’s name.
           3. Player rosters to include names and numbers; players shall be listed in numerical order.
           4. Assistant coaches’ names listed alphabetically.
   3. Players shall be introduced (10) minutes prior to the scheduled start time of the game:
      * 1. Teams shall assemble in their designated end zones. Teams shall warm-up prior to the game in the end zone to the right as they stand on their sideline facing the playing field.
        2. Upon being introduced, the player shall proceed to midfield.
        3. After the last team member has been introduced and reaches midfield the team should clear the field together and report to their sideline.
   4. The national anthem shall be played (5) minutes prior to the first game.
   5. Team trophy and individual player medal presentations shall take place immediately following the conclusion of each game.
   6. Special NEKAA recognition ceremonies shall be conducted between the two games.
   7. Super Bowl host rotation shall be altered allowing a new organization the opportunity to enter the Super Bowl rotation.
10. **Game Procedures**
    * + 1. CLOCK OPERATIONS:
    1. A field clock shall be used, it MUST be used for all the games at that site.
    2. Clock shall be a (10) minute running clock each quarter.
    3. Clock mechanics:
       1. Clock shall only stop during a running clock period for time-outs, after scores, penalties, and injuries.
       2. During the final two minutes of the 2nd and 4th quarters, the clock shall be run in accordance with the National Federation of High School football rules.
       3. Halftime:
          * 1. Halftime shall be (5) minutes.
            2. A MANDATORY (3) minute warm-up period shall follow.
            3. The Head Coach is responsible to manage his team’s (5) minute halftime if there is a malfunction of the field clock.
            4. Should there be a malfunction of the field clock, the REFEREE shall sound his whistle at the (4) minute mark.
            5. A team not on the field for the MANDATORY (3) minute warm-up on time, shall be assessed a (15) yard penalty against the Head Coach for unsportsmanlike conduct.
    4. Mercy Rule:
       1. The mercy rule shall be in effect after a team leads by (24) points AFTER halftime.
       2. The clock shall run continuously after halftime of any game when the score reaches a (24) point differential --- there shall be no stoppage of the clock for ANY reason.
       3. Upon reaching the (24) point differential, the score shall remain frozen for the remainder of the game and no additional points are placed on the scoreboard for EITHER team at that point:
       4. Scoring examples:
          * 1. A team leads 30-8 in the 2nd half; the team leading scores; the score becomes 36-8; after the attempt for the extra point (which is good – making the score 38-8), the score is frozen, and the mercy rule is in effect. The final recorded score shall be 38-8. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            2. A team scores, and makes the extra point, making the score 30-0 with 6:39 remaining in the 1st half. The clock operation continues as normal since they are still in the first half. The team trailing scores, and converts the extra point making the score remains 30-0 since the Mercy Rule was already attained. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            3. A team scores, and makes the extra point, making the score 30-0 with 6:39 remaining in the 1st half. The score will become frozen at that time. The clock operation continues as normal since they are still in the first half. The team scores again, and converts the extra point making the score remains 30-0 with 1:29 remaining in the first half. The clock still runs as normal. The half ends with that score. The second half will begin with the Mercy Rule in effect. The final recorded score shall be 30-0. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            4. A halftime score is 30-0, the entire second half shall be played under the Mercy Rule; and the score is frozen at that point. The final recorded score shall be 30-0. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            5. A team leads 28-12 in the second half; they score to make it 34-12; they attempt and fail the extra point; they continue playing with the normal clock until such time the score differential reaches the mandatory “Mercy Rule” (24) point differential. The final recorded score shall be the score at the point the Mercy Rule differential is reached. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            6. A team leads 28-12 in the second half; they score to make it 34-12; they attempt and make the extra point making the score 36-12; the score is frozen, and the Mercy Rule is in effect. The final recorded score shall be 36-12. Only a (24) point differential shall be recorded in the standings for play-off purposes.
            7. The final point differential for play-off purposes shall NOT EXCEED a (24) point differential.
    5. Overtime:
       * 1. The 1st two overtimes shall be played in accordance with the National Federation High School football rules.
         2. Any subsequent overtime after the completion of two overtimes shall be run under the same rules with the exception that the series of downs shall start on the (5) yard line.
    6. Forfeited game:
       1. The reported/recorded score shall be 24-0.
11. EQUIPMENT:
    1. Host organization:
       1. The Host organization shall be required to provide all the field marking equipment which shall be in place a minimum of (30) minutes prior to the scheduled first game time:
          1. Yard line markers;
          2. Pylons;
          3. Yard-to-gain chains;
          4. Down marker.
    2. The team listed as the “VISITING” team on the schedule shall provide (3) adults --- over the age of (18) --- to run the chains.
       1. Chains shall be run on the “VISITING” sideline.
12. Footballs:
    1. The Northeast Kansas Athletic Association shall be responsible for supplying each team with a game ball:
    2. The 3rd/4th grade division shall use the PeeWee size ball (K-2).
    3. The 5th/6th grade shall play with a Junior size ball (TDJ).
    4. The team listed as the “HOME” team on the schedule shall supply the game ball.
    5. All balls shall be inflated to the specifications listed on the ball. A team may not use a deflated ball under any circumstances.
13. Players uniforms:
    1. EQUIPMENT SHALL NOT BE ALTERED FROM THE MANUFACTURING STANDARDS !!!
    2. If both teams have the same color jerseys:
       1. The VISITING team shall wear pennies.
       2. The Head Coach of the VISITING team shall be responsible for making arrangements prior to the game day with the league to have the pennies available to their team for the upcoming game.
       3. Shades of colors shall be considered the same color.
       4. Black and Navy Blue shall be considered the same color.
       5. Failure of the Head Coach to make arrangements to have pennies for his team shall result in a forfeit by the VISITING team.
14. Head wear --- skull caps, stocking caps, etc. SHALL NOT be worn under the helmet.
15. Mouth protectors:
    1. All mouth protectors must be of color and may not be clear or white.
    2. The mouth protector MUST be fastened to the player’s face mask.
    3. The mouth protector MAY NOT be altered.
    4. EXCEPTION --- an orthodontic mouth protector may be worn.
16. Eye Shade:
    1. Must be worn directly under the eye.
    2. Black grease or “no glare” strips/stickers only.
    3. Must be a solid single strip.
    4. May not exceed 2 inches.
    5. NO OTHER body paint may be worn.
17. Helmet markings:
    1. Players who are “over-limit” in weight are to have helmet markings consisting of LARGE “X”s on Both sides of their helmets and a stripe down the middle of the helmet.
    2. The markings delineated above shall be a solid color which contrasts with the color of the helmet, shall be only one color, and shall be the same color for each player on the team.
    3. Any additional helmet adornments (i.e. big play stickers, etc.) MUST NOT touch, block, cover, or in any way interfere with the markings set forth in subparts (1) and (2) and shall not be the same color or a substantially similar color to said markings.
    4. Failure to comply with this section or any of its subparts shall result in the player being disqualified until such time as the player and or team complies.
    5. Determination of compliance with this section or any of its subparts shall be solely at the discretion of the Referee for that game.
18. Eye Shield:
    1. Must be completely clear.
    2. No adornment shall be permitted on the eye shield.