



### **MISSION STATEMENT:**

The North Sound Junior Football Leagues (NSJFL) mission is to provide youth in Western Washington the opportunity to participate in a safe tackle football. We are a "High School Feeder" model youth football league in which our member organizations are committed to providing an opportunity for every youth participant, ages 5-14 to learn the game of football; while focusing on maximum community participation and working closely with their local high school football programs. Each local organization operates independently and cooperatively with each other to provide a positive athletic experience for each participant and to allow each participant to play in a youth football league that's competitive and fair.

### **Definitions:**

**Organization-** An independent system that fields at least one team in each division with-in NSJFL. It must have a President, Secretary, and Treasure (Or equivalent title). Each organization in NJFL will operate and maintain their franchises and be responsible for their own sign-up registrations, insurance, equipment, fields, and coaches. NSJFL organizations will operate their own boards, fund-raisers, and maintains their own separate finances. Each organization of the NSJFL will abide by all decisions voted on by the majority or otherwise stated.

### **SECTION I - NSJFL ADMINISTRATION**

1. NSJFL will be comprised of organizations that are independent with their own board of directors and financial resources to fund their own program. The board of directors must include at least a president, secretary and treasurer. (Or equivalent title)
2. All NSJFL members must sign the "**Compliance Agreement**" clause in **Section XV** of this document. Failure to sign this agreement will result in the exclusion of the organization from the NJFL.
3. The name, North Sound Junior Football League refers to the league as a whole. Organizations operate under their own name with their own identity. NSJFL allows organizations and their franchises to share in the planning and decision making while playing under the same rules and regulations.
4. The NSJFL will consist of each member organizations president or designee, as well as the Board. The NSJFL Board will also participate in other areas as outlined in Sections VII, XI, VII, XII, XIV.

### **The 2014 voting member organizations:**

- Arlington Eagles
- Glacier Peak Youth Football Association
- Everett Seagulls
- Lake Stevens Vikings
- Lynnwood Royals
- Marysville Youth Football (Tomahawks, Chargers)
- Monroe Bearcats
- Mukilteo Yout Sports (MYS) (Kamiak Knights, Mariner Mauraders, Meadowdale Mavericks)
- Snohomish Panthers Junior Football Association
- Sultan Turks

### **Voting Rules:**

1. The following league structural items will have a house voting model of 1 vote/team fielded in the league the previous season by the voting franchise and require a super-majority to change:
  - a. Division Ages (PeeWees, 89ers, Juniors, Bantam, Seniors)
  - b. Unlimited Weight Model
  - c. Franchise boundaries aligned with high school boundaries (Feeder Model)
  - d. Franchise development of rosters (no league rules imposed)



- e. Minimum Playtime Rules at the League Level (no league rules imposed)
  - f. Implementation of a re-calibration scheduling model with bowl games (it would take a super-majority "house" vote to remove model...how it's implemented will be based on simple majority vote - 1 vote/franchise).
2. All other items will be simple majority vote. Each organization which holds an independent 501(c)(3), shall have one vote. If no 501(c)(3), then no voting privilege. Simple majority shall prevail. In event of a tie, league president breaks the tie. If co-presidents, the co-presidents must be in agreement to break tie.

### North Sound Junior Football League Board

1. **NSJFL President** – The president will preside over league meetings and mediate grievances brought to the league. The president will also work with NSJFL Board members and member organizations to ensure all league membership requirements are followed and all organizations are clear as to what the requirements are. The president will have no vote in any league matter with one exception; If a vote results in a tie then the president will cast the determining vote.
2. **Vice President of Scheduling (VP-S)** – The VP-S will work with participating NSJFL organizations to secure qualified fields for all NSJFL games, develops the schedule for the season, and implements recalibration and post-season schedules based on the NSJFL rules and bylaws. The VP-S may also work with each member organization field manager to ensure all field requirements are met. The VP-S will have no vote in any league matter.
3. **Vice President of Referees (VP-R)** – The VP-R will secure qualified referees for all NSJFL games. The VP-R will work with the official's association representative to ensure all fees are paid, all schedules agreed to, and all requirements are met. The VP-R will work with the President on league matters. The VP-R will clarify NSJFL rules to member organizations and their coaches when questions arise concerning a rule or regulation. The VP-R will have no vote in any league matter.
4. **Vice President of Field Supervision (VP-FS)** – The VP-FS will work with participating NSJFL organizations to ensure each member organization understands the roll of the field supervisor and ensures that each participating organization schedules field supervisors for each game they host during all regular season and post-season games. The VP-FS will have no vote in any league matter.
5. **Vice President of Compliance (VP-C)** – The VP-C is responsible for the compliance of all rules set forth by the NSJFL for all league member organizations and teams representing each member organization. In coaches meetings the NSJFL will outline the NSJFL rules package as well as the Code of Conduct to ensure every coach fully understands what's expected in NSJFL. The VP-C will have no vote in any league matter.
6. **Vice President of Jamboree (VP-J)** – The VP-J is responsible for coordinating the NSJFL Jamboree for that season and to ensure there is an appropriate facility reserved to host the event. The VP-S will generate the Jamboree schedule in conjunction with the VP-J. The VP-J will have no vote in any league matter.
7. **Vice President of All-Star Event (VP-ASE)** – The VP-ASE is responsible for coordinating the NSJFL All-Star Event for that season and to ensure there is an appropriate facility reserved to host the event. The VP-ASE will have no vote in any league matter.
8. **Treasurer** – The treasurer is responsible for assisting in any financial matters regarding the league. The treasurer will have no vote in any league matter.



9. **Secretary** – The secretary is responsible for taking notes during league meetings and helping with any communications to the member organizations. The secretary will have no vote in any league matter.
10. **Webmaster** – The webmaster ensures the league website is kept up to date, including adding schedules and standings information on a timely manner. The webmaster will have no vote in any league matter.
11. **Organization Head**- All independent organizations Presidents (or equivalent title) will automatically be a voting member of the NSJFL board and represent their organization at all NSJFL meetings.
12. **NSJFL Board Meetings** – The NSJFL board will hold meetings the third Sunday of the month, no less than every other month. A special August meeting will take place with all organizations to create a game schedule for all levels of play.

**Note:** It's up to the organization to contact a league official when a question arises or a situation develops. Member organizations hold responsibility to support the league when other organizations need help with an answer. Don't always assume that every member organization interprets rules, codes or protocol the same as you do. Talking is the best way to keep informed.

## SECTION II - FRANCHISE COSTS

1. There will be no yearly fee to be a member of the NSJFL Football League.
2. Each NSJFL Football organization will pay their share for officials based on the number of teams they field for the current year. The per team charge will be the total overall cost divided by the total number of teams in NSJFL. That figure will then be multiplied by the total number of teams that an organization fields in NSJFL for the total organization cost. The VP-R will calculate each organizations officials cost and communicate and collect payment from each member organization. The VP-R will then deliver these checks to the Snohomish County Officials Association (SCFOA). Timely payment to the SCFOA is critical for our league to be able to maintain the working relationship with the officials we need to offer great football to the youth of Snohomish County. If an organization is late in making payments, they are subject to being put on probation for a period of one year.
3. Each NSJFL organization will pay their share for services or merchandise considered a combined league wide cost agreed to by the NSJFL board. These costs could include Advertising, Trophies, Apparel, Banquets, or any costs where all organizations participate and benefit. It will be based on the number of teams they field for the current year. The per team charge will be the total overall cost divided by the total number of teams in NSJFL. That figure will then be multiplied by the total number of teams that an organization fields in NSJFL for the total organization cost. The organization will then pay the NSJFL treasure that will in turn pay the costs with one check.
4. Hosting a NSJFL Jamboree will rotate between organizations. This event is a league wide event, so therefore, all "hard" costs associated with the event (facility costs, utility costs, etc.) will be shared by all teams participating in the NSJFL for that season. Each organization will have the option to have concessions (or a revenue generating "booth") at the Jamboree, but in exchange, must also assist the hosting organization with volunteers to assist in running the event. If an organization does not want to provide volunteers, they lose their right to have a booth at the event, but must still participate in the shared costs of the event.
5. Hosting a NSJFL playoff event, bowl event, or championship event will rotate between organizations. If an organization is unable to take their turn for the current year, any other organization may volunteer to host these events if they choose. If an organization hosts a championship or post season competition at their home field, that organization will pay those fields costs unless otherwise agreed to by the other members of the NSJFL. They will keep all revenue generated at those games by their own concessions, their own merchandise, or other means. The host team will allow any visiting organization to set up a booster area so as to foster team spirit.
6. All home field costs are the responsibilities of each organization, which secure those fields.



### SECTION III - ORGANIZATION ELIGIBILITY

1. NSJFL will be comprised of independent organizations playing together as a league. Any organization that wishes to play in NSJFL will be welcome to join as a member organization if agreed upon by a vote of current NSJFL board.
2. Any vote on a new organization admitted to the league will be taken after a current season but before a new season. A simple majority vote is needed to accept a new organization into NSJFL.
3. Each new member organization will be on a one-year probationary season. At the end of the probationary season the league members will then take a vote at the December meeting. A majority vote will be required to give the new member organization permanent status.
4. No organization may be expelled from NSJFL without a majority vote by the NSJFL board. This vote will take place at the last meeting of the year in November. The President will make this motion for expulsion.
5. For NSJFL organizations, Team Liability/Medical insurance is mandatory. Proof will be provided to the President on or before Jamboree
6. A vote to expel an organization can be called only after these conditions are met:
  - a. An organization shows a repeated disrespect for the rules and codes set forth in the NSJFL or takes action(s) that compromise the integrity of the league. This can be quantified by an unusually high number of grievances brought against an organization and formally submitted to the President.
  - b. Repeated attempts are made by the President to get the offending organization into compliance and the offending organization refuses to correct the problems.
  - c. At the November meeting with the NSJFL Board attending. The issue is debated and discussed with the NSJFL Board and organization in question. An agreement can be reached to correct the problems or the President will call a silent majority vote if no agreement can be reached. The result of the vote will be final.
  - d. If an organization is expelled, a letter from the President will be sent to the expelled organization president detailing the reasons.
  - e. An expelled organization can re-apply for membership after a one-year period has gone by.

### SECTION IV - PLAYER DIVISIONS, PLAYER ELIGIBILITY, ROSTERS, COACHES ELIGIBILITY

1. NSJFL will be based on the following four (4) divisions based on **age**, with exceptions noted in Section IV.4. **The player's age on July 31st shall be the player's league age for the current season.** *No fifteen- (15) year olds or ninth (9th) graders are allowed to play in NSJFL. Any 14 year old playing also must not turn 15 before December 1<sup>st</sup>. No 9 year old is allowed to play Pee Wees, no 11 year old is allowed to play 89ers, and no 13 year old is allowed to play Junior's.*

#### a. Age vs. Grade Variance

-If a player is born in the month of July and is in the upper grade for the division below his/her league age. (PW 1<sup>st</sup>-2<sup>nd</sup> grade, 89ers 3<sup>rd</sup> and 4<sup>th</sup> grade, Juniors 5<sup>th</sup> and 6<sup>th</sup> grade, Bantam 7<sup>th</sup> grade and Seniors 8<sup>th</sup> grade). That player can request a variance from the NSJFL to play within the grade level that he/she attends. (Rule passed 100% board approval at the 5/6/14 Board meeting).

- **Peewee - 5-7 years old**
- **89ers – 8-9 years old**
- **Junior – 10-11 years old**
- **Bantam – 12 years old**
- **Senior – 13-14 years old (12yr olds may play up if they choose)**



2. **Required Documentation for Each Players Registration:**
  - a. Certified Copy of Birth Certificate or Passport. A database will be maintained so that these players will only need to show this once during their playing career in the NSJFL. Returning NSJFL Players will NOT be required to have this at registration...all new players to the NSJFL will be required to have this at registration.
  - b. School Report Card or Letter signed on original letterhead from school
  - c. Copy of Utility Bill
  - d. For players attending school within a NSJFL organization boundaries but resides outside of that boundary, official variance documentation will be required.
3. 12-14 year olds are allowed to play in NSJFL while playing for their local school as long as they meet all league rules and requirements.
4. **Weight Limits-** There will be no weight limits for each division; however, each Peewee, 89er and Junior division team will be allowed a maximum of two (2) "Play Down" exceptions. The number of play down players each team can use will be determined by the need of each NSJFL system member but may not exceed two (2) without an official petition being granted by NSJFL. At the discretion of each franchise director or designee: The person(s) playing down must be first year player(s) to the sport of football including tackle and flag. Each player as a first year player has only his/her first year to use the play down option. This rule will be in place for the 2014 season and "NO" play downs for the 2015 season. (Rule passed at the 3-2-14 meeting with a 74.2% vote).

A twelve (12) year old weighing **90 lbs.** or less may play at the Junior level; A ten (10) year old player weighing **70 lbs.** or less may play at the 89er level; and an eight (8) year old player weighing **56 lbs.** or less may play at the Peewee level. Any player that's found to be ineligible after a grievance has been filed will be moved up to the correct division. All games that the ineligible player competed in will be forfeited. **Play down players cannot advance a year above the play down age by Oct 1<sup>st</sup> of the current season. The NSJFL board must approve any player that falls into the "Play Down Category".**

  - a. If a player falls into the "Play Down Category" the organization will take the players weight at the time of registration. The player's weight will be taken without equipment on. Any players that fall into this category will be so noted on the official roster that's made available on game day.
5. There will be a player eligibility and weigh-in procedure conducted at the NSJFL Jamboree. All players on every team will be required to pass through the verification process. Representatives appointed by the NSJFL Football board and the VPC will conduct the weigh in of all players seeking play down status. A player must be weighed before qualifying as a play down player. All play down players will be identified on the field (jersey or helmet mark) during the NSJFL Jamboree.
6. A player can play in only one division and on one team per season.
7. All official rosters, **Form 105**, will be set by the Friday before the second regular season game (September 14, 2012). No additional players may be eligible if not on the final Form 105 submitted on/by 09/14/2012. A signed copy must be on file with the NSJFL President by that date. Head coaches must have their team's official roster with player's name, grade, age and game jersey number available on game day to verify player's eligibility if needed. Also, any player that moves down a division per Section IV must be noted on the official roster as such with his weight information added. Only the opposing head coach can challenge a player's status. The head coach must then follow the protest and grievance rule, Section VII, 10.1 of this document.
8. All coaches must submit to a Washington State background check before having contact with players. Proof of this must be on file with the organization head. All head coaches are **required** to be trained in CPR and First Aid and hold a valid current card. They will have a properly stocked first aid kit on the sidelines of all NSJFL games and practice. Coaches can be expelled from NSJFL for not having the proper first aid kits available at all times.
9. All NSJFL coaches are required to attend the preseason coach's orientation meeting. All sideline passes will be issued to the coaches by their respective organizations. Each coach must be familiar with and in compliance with all NSJFL Rules, Regulations and Codes of Conduct as a condition to being issued a sideline pass. No one is allowed on the sidelines of any NSJFL game without an approved sideline pass. The meeting will be held prior to Jamboree of the current football season.



## SECTION V - BOUNDARIES

1. Each organization must field teams where the players on those teams reside within the boundaries of the high school they represent. If not, they must meet the eligibility criteria outlined below:
  - In an "Open Enrollment" school district, a player and/or immediate family member must attend a public school which will eventually feed into their respective high school.
  - In schools considered "Non-Open Enrollment," players attending a public elementary or middle/junior high school within the boundaries of a NSJFL participating school, but not residing within the school's boundaries, are eligible to play for the NSJFL team which their current school feeds.
  - A player who resides within a participating organizations school boundary but attends school in another participating organizations school boundary will be deemed eligible to play for either of the organizations of their choosing.
  - A player who resides within a participating organizations school boundary but attends a school outside the boundaries of any organization within the NSJFL will be deemed eligible to play for the organization that they reside in.
  - A player whose parents share custody where one parent resides within the participating organizations school boundary and the other parent resides within another participating organizations school boundary will be deemed eligible to play for either of the organizations that their parents reside in of their choosing.
  - A player whose parents share custody where one parent resides within the participating organizations school boundary and the other parent resides outside the boundaries of any organization within the NSJFL will be deemed eligible to play for the organization that their one parent resides in.
  - All eligible players for a NSJFL participating private school program must currently attend their respective private school at the elementary or middle/junior high school level.
  - A player attending a private school but living within the boundaries of a public high school may represent the public school in league play if the Eligibility Committee approves the roster. These cases must be brought to the Committee's attention and approved before the player in question participates in a NSJFL game.
  - A player attending public school may not represent a private school in league play. In addition, a player attending one particular private school may not represent a separate private school in league play.
  - For organizations that have recently added a new high school within their school district, that organization will be allowed to operate under its current structure until such a time that the organization decides to establish a new program for the new high school.
  - For organizations entering the NSJFL for the 2011 season - Any teams that have out of area players that were on their roster for the 2010 season will be "grandfathered" and allowed to continue to play for that team/organization. These players would be required to complete a waiver form and submit it to the league so it is fully disclosed to all league members.
  - For organizations entering the NSJFL for the 2012 season and beyond – Any teams that have out of area players that were on their roster for the previous season will be allowed to "grandfather" any player that also resides/attends school within the same school district as the organizations representative high school resides. In order to attain this "grandfather" status, each team within the organization must use its two out of area waivers first on these in-district players...it will then be able to "grandfather" additional in-district players.
  - If one of these "grandfathered" players decides to play for the organization that they reside in, play for an organization outside of the league, or choose not to play for a season at any point going forward, they will no longer retain their "grandfathered" eligibility.





2. Waivers - Each team can have a maximum of 2 players on their roster/season from outside their boundaries. Waivers cannot be traded.
3. If a new high school program is rolled out within a school district, any player playing for a "legacy" programs team will be deemed "grandfathered" and allowed to finish their playing time in the league for that programs team. If one of these "grandfathered" players decides to play for the organization that they reside in, play for an organization outside of the league, or choose not to play for a season at any point going forward, they will no longer retain their "grandfathered" eligibility.

## **SECTION VI - GAME & PRACTICE REGULATIONS / OFFICIALS**

1. Each organization will provide their own home field and will be responsible for chains, yard markers, chain crew, and field supervision. It will be mandatory that the field be roped off (or equivalent system) to keep spectators at least five yards away from the field of play. Field Supervisors must be present throughout the event, which is identified by an orange vest or some other clearly identifiable clothing. It's also required of all home fields to have access to toilet facilities or Honey Buckets for all participants.
2. The VP-R will be responsible for scheduling referees for each NSJFL game. All organization heads must promptly respond to any communication from the VP-R during the season regarding scheduling conflicts.
3. Each organization that doesn't have an operating score board will have the referee keep time on the field.
4. If the officials have not arrived at the field thirty (30) minutes after the scheduled start time of a game, the game must be rescheduled.
5. The visiting team is responsible to make sure that they do not have the same colored jerseys as the home team. Each organization must indicate their colors for home and away at the start of the season. In the interest of cost, it's desirable to use one color for home and away.
6. Each organization will operate their home field as the host and may elect to have concessions. It is not a requirement that a franchise have concessions. All teams must make sure that their sidelines are cleaned up after each game.
7. Game times will be set at the time the schedule is made. Field availability at each home field will also determine game times.
8. A game schedule meeting will take place in July or August prior to the first game of the year to establish a schedule for all games and playoffs. One member of each organization is required to be at the meeting with their field and game time information. The NSJFL President will determine time and place of the meeting and will notify all member organization one-week before the meeting by telephone or in person.
9. 2014: 1st non-padded practice will be July 28th. 1st padded practice will be July 31st. Each organization can practice up to five (5) days a week until the week before school starts, including Saturday. The week school begins, organizations can practice three (3) days a week thru the play-offs. Championship week will be allowed five (5) days in the week for practice.

## **SECTION VII - PLAYING RULES**

Playing rules will be **National Federation of High Schools (NFHS)** rules with the following exceptions:

1. There will be four 10 minute quarters in the **89er, Junior, and Senior Divisions**. For the **PeeWee Division**, there will be four 12 minute quarters with a running clock. Clock stops for last 2 minutes of each half on incomplete pass, play out of bounds or touchdown. The PAT is an un-timed down/play.
2. Shoes with molded rubber or plastic detachable cleats will be allowed. An illegal shoe, defined by the Referee Association, is a shoe with cleats that can produce a cutting edge.
3. **Ball size:** Pee Wee for PeeWee & 89er divisions; Junior size (100) for the Junior division, and intermediate (200) for the bantam & Senior division.



4. **24 Point Rule:** Becomes in effect when one team is ahead by 24 points or more and only applies during the second half. When this occurs, at the option of the trailing team, the time clock will run continuously unless there is a change in the score at which time the scoring team will continue to have their PAT attempt with the clock stopped. Also while the 24 Point Rule is in effect, when the team that is behind gains possession, they receive the ball at the current location or on their own 40 yard line, whichever is closer to the goal they are going towards.
  - a. Once a team is ahead by 40 points or more in the second half, the time clock will run continuously unless there is a change in the score at which time the scoring team will continue to have their PAT attempt with the clock stopped per NFHS rules. The only adjustment to the NFHS rules are when the team that is behind gains possession, they receive the ball at the current location or on their own 40 yard line, whichever is closer to the goal they are going towards.
  - b. Emphasize 40 point rule. Encourage area Presidents to raise awareness on coaches who win a game by more than 40pts. If area Presidents do not control this issue then the NSJFL will step in.
  - c.
5. No point's rules are in effect to alter the score or game time in the NSJFL. For games that end in a tie, NFHS rules apply. Those rules are as follows:
  
6. **Overtime rules apply to all Peewee, 89er, Junior, and Senior divisions for all regular season and playoff games.**

#### **10-YARD LINE OVERTIME PROCEDURE (CONDENSED)**

- If the game is tied at the end of regulation time, untimed overtime periods will determine a winner. During an overtime period each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.
  1. A three-minute intermission will take place after regulation time.
  2. Unused second half team time outs may be used in overtime. For each overtime period an additional time out will be granted.
  3. A coin toss will take place with the visiting team's captain calling the toss while the coin is in the air. The winner will have the choice of offense or defense first, or of which end of the field the ball will be put in play. The loser will have the choice of the option not picked.
  4. To start overtime, the offensive team shall put the ball in play, first and goal, on the defensive team's 10 yard line anywhere between the inbound lines. The first offensive team has a series of four (4) downs. That series shall be terminated by any score by the offensive team or if the defense gains possession of the ball. If the team scores a touchdown, it's entitled for a try unless the points would not affect the outcome of the game.
  5. A field goal attempt is permitted during any down.
  6. If the defensive team scores a safety or touchdown, the game is ended.
  7. After the first team on offense has completed its series of downs, the first team on defense will become the offensive team and start play as at the 10 yard line as in line four (4) above.
  8. If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case there shall be an intermission of two (2) minutes. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of options. If additional overtime periods are required, then the first options will be alternated with no coin toss.

Note: It's the responsibility of each organization to provide their coaches a current year copy of the NFHS rules book so as to be knowledgeable about the current rules situation.





1. All teams must use the NSJFL approved defense and follow all of the related rules and guidelines. See attached.
2. The PeeWee division will have regulation kickoffs and on-side kicks per NFHS rules
3. One coach will be allowed on the field. Coach is able to line up ballplayers but must be 10 yards back from the deepest ballplayer when ball is snapped. The coach cannot assist or touch or give instruction to any player post snap of the football.
4. **DEFENSE RULES:**
  - No more than 6 players on the defensive line in the tackle box.
    - The tackle box is defined as the area 8 yards left and right of the center on the field laterally prior to the snap.
      - Nose Guards. Only 1 Nose Guard can be from A gap to A gap or head up over the Center. That Nose Guard is to be in a 3 or 4 point stance and will not be permitted to dive between the Centers legs as to disrupt the progression of the play. 1st infraction is a warning, 2nd infraction is an un-sportsman like and a 15yd penalty. (Rule passed with 100% at the 2-9-14 meeting)
  - All other players are to be at least at "minimum" 5 yards off the ball
  - Defensive alignment to be set as center is over ball (touching ball); this prevents stunting and or in play shift formations.
  - Legal defensive alignments:
    - 4/4, 5/3, 5/4, 6/2 defensive alignments ARE legal
  - Illegal defensive alignments: 7/2, 10/1, etc. is NOT legal
    - Only verification needed pre-snap by officials.
  - Rule enforcement:
    - 1 warning for any infraction of the rule.
    - 15 yard unsportsmanlike for 2nd infraction of any variation of the Pee Wee Defense rule.
5. All punts and kick PATs will be dead ball kicks, with no defensive rush or defensive player movement.
6. **PUNT:** The Offense will declare a "punt" to the opponent. The game referee will be told of any punt before the punt occurs by the team captain. The referee will then inform the defense that no movement of players is allowed and all defensive players shall take a knee. The team receiving the punt may field the punt at which point the ball is declared dead.
7. **PAT:** The Offense will declare a "PAT kick" to the opponent. The game referee will be told of PAT kick before the kick occurs by the team captain. The referee will then inform the defense that no movement of players is allowed and all defensive players shall take a knee. The offensive snap, hold, and kick must be one continuous and fluid motion, at the discretion of the referee. If the snap hits the ground the ball is dead and the kick is failed. If the referee determines that the snap, hold, and kick are not continuous and fluid, the play will be declared dead and the kick will be disallowed/no good.
8. 2 points for kick PAT, 2 points for pass PAT, one point for run PAT. If the PAT is kicked the try will be of one smooth continuous sequence from the center to the holder to the kick, and there will be no rush from the defensive team. Play will start from the team's own 40-yard line.

### 3. 89ER DIVISION

1. The 89er division will have regulation kickoffs and on-side kicks per NFHS rules.
2. All punts and kick pats will be dead ball kicks, with no defensive rush or defensive player movement.
3. **PUNT:** The Offense will declare a "punt" to the opponent. The game referee will be told of any punt before the punt occurs by the team captain. The referee will then inform the defense that no movement of players is allowed and all defensive players shall take a knee. The team receiving the punt may field the punt at which point the ball is declared dead.



4. **PAT:** The Offense will declare a "PAT kick" to the opponent. The game referee will be told of PAT kick before the kick occurs  
by the team captain. The referee will then inform the defense that no movement of players is allowed and all defensive players shall take a knee. The offensive snap, hold, and kick must be one continuous and fluid motion, at the discretion of the referee. If the snap hits the ground the ball is dead and the kick is failed. If the referee determines that the snap, hold, and kick are not continuous and fluid, the play will be declared dead and the kick will be disallowed/no good.

5. 2 points for kick PAT, 1 point for pass PAT, and 1 point for run PAT.

#### 4. JUNIOR AND SENIOR DIVISION

1. These divisions will have regulation kickoffs, on-side kicks, punts and point after touchdown tries per NFHS rules.
2. 2 points for kick PAT, 1 point for run or pass PAT

#### 5. GAME LENGTH, GAME FOOTBALLS, COACHES, FIELD SIZE

1. For the PeeWee Division, there will be four 12 minute quarters with a running clock. Clock stops for last 2 minutes of each half on incomplete pass, play out of bounds or touchdown. The PAT is an un-timed down/play. There is an eight (8) minute half time in the PeeWee Division.
2. 89er, Junior, and Senior division games will consist of four (4) ten (10) minute quarters with eight (8) minute half times. a. The offensive team reserves the right to use their ball as long as it meets division regulation size.
3. No coach will be allowed on the field of play in any **89er, Junior, Bantam or Senior** division unless a time out has been called in any regular season, playoff, championship, or all-star game. If a time out has been called, one (1) coach may be allowed in the huddle on the field. In all divisions one (1) coach will be allowed on the field during scrimmages and NSJFL Jamborees, but must be 10 yards back from the deepest ballplayer when the ball is snapped.
4. All PeeWee, 89er, Junior, Bantam and Senior division level teams will play on 100 yard regulation football fields.

#### 6. PROTESTS

1. Game Protest must be based on an interpretation of the rules (i.e., playing rules). Only the objecting head coach, at the time the play occurs, must notify the head referee, opposing coach, and home field manager that the game is being played in protest. All protested games will be played out to the finish of the game. The coach must then submit a written protest to their System Director within 48 hours of the completion of the game. The written protest must be detailed as to what playing rule was not recognized. The system director will then present it (and any video tape) to the NSJFL grievance board for review of the protest and decide on a course of action. A decision is to be made before the next weeks scheduled games.

#### 7. OTHER PROTESTS

1. Ineligible players, coaches, or parents: un-sportsman like behavior by coaches, players, or parents - player equipment or field setup infractions, Only the objecting head coach, at the time the infraction occurs, must notify the head referee, opposing coach, and home field manager that the game is being played in protest. All protested games will be played out to the finish of the game. The coach must then submit a written protest to their System Director within 48 hours of the completion of the game. The system director will then present it (and any videotape) to the NSJFL grievance board for review of the protest and decide on a course of action. A decision is to be made before the next weeks scheduled games.

#### 8. GRIEVANCE BOARD

1. The Grievance board will be made up of the current year NSJFL Board members, which includes all organization presidents, NJSFL President and the VPC. A minimum of three (3) NSJFL board members must be in attendance for a hearing to occur. If a board member is a direct party to the dispute. That board member will not sit on the grievance board for that instance. The NJSFL President will chair the board but not have a vote. All parties involved will be present and state their case before a silent vote can be taken to determine the outcome. If the vote results in a tie then the NJSFL President will cast the determining vote. When a silent vote is taken the results are final and all organizations agree to abide by the decision of the "Grievance Board".



## SECTION VIII – UNIFORMS

1. All players must be suited in full uniform. A uniform consists of a CERTIFIED NOSC helmet with a warning sticker, mouth guard, shoulder pads, team jersey, either a girdle or pants that hold a tail pad, either a one or two piece hip pad one each side, two thigh pads, two knee pads worn under pants, and shoes. It is recommended that all male participants wear a protective cup. All female players must wear appropriate protective equipment where required.
2. All numbers on each player's game jerseys must be clearly distinguishable on the jersey (numbers color/design must be a different color/design from the main jersey color/design).
3. Players are not allowed to wear bandannas or stocking caps under helmets (Under Armor type caps are accepted).
4. Players are not allowed to wear jewelry during practice or games. Emergency I.D. bracelets may be worn but must be covered with white athletic tape.
5. All mouth guards/ mouth pieces must be colored (anything other than clear or white) per NFHS rule (2006) and attached to the facemask, unless a true orthodontic basis justifies an exception to the rule.
6. Only clear visors are allowed. No visor with any color or tint is allowed

## SECTION IX -SCHEDULES AND PLAYOFFS

Schedules will follow a mid-season adjustment to accommodate teams with similar records in the interest of competition. This adjustment will be determined by NSJFL after the 6<sup>th</sup> game of the regular season (See Recalibration Model).

1. Each organization will have a home field if possible. This will encourage community in the league. Organizations may choose to share a home field if they desire.
2. Playoff format will follow Recalibration Model.
3. Playoffs will be at the home site of the higher seeded team (if possible). Members will work together to see that fields are available for playoffs and all teams have a place to play.
4. Bowl games and Championship games will be at a location agreed upon by the NSJFL board determined prior to the season start.  
An organization may volunteer to host bowl and/or championship games if so desired prior to season start.
5. Tie-breaker (between teams with the same number of regular season games played):
  - a. Head to head;
  - b. If not resolved by "a", then strength of schedule of opponents (combined win/loss percentage);
  - and c. If not resolved by "b", then coin flip.

Tie-breaker (between teams with different number of regular season games played):

- The number of losses that each team has must be the same to trigger the "tie-breaker" process below:
  - a. Head to head;
  - b. If not resolved by "a", then strength of schedule of opponents (combined win/loss percentage);
  - and c. If not resolved by "b", then winning percentage of team.

6. There will be a NSJFL Division Traveling trophy that each champion keeps for the year and returns at championships the next year.



7. Individual player trophies or awards will be the responsibility of each organization.
8. Each organization must be ready to participate in a NSJFL season kickoff jamboree if one is held for that season. Member organizations may volunteer to host the jamboree if so desired. If a jamboree is not held then the organization is free to attend any pre-season event they wish.

## SECTION X - CHEERLEADING

1. The North Sound Junior Football League encourages each organization to have a cheer program as it enhances the football program by allowing more families to participate in NSJFL functions.
2. Cheer is operated by each franchise, as its own entity just as the football teams are. Any fees or uniforms may be done as each organization sees fit.
3. Organizations can elect to have cheer squads at all games, regardless of being a home team or a visiting team. The home team field manager will instruct the visiting cheer squad as to which sideline they will be using.

## SECTION XI - CONDUCT, RULES

1. Each organization will be responsible for the conduct of their coaches and players parents and their spectators. Any player, parent coach or spectator who is ejected from a game must follow all NSJFL rules regarding ejection from a game.
2. Each franchise may choose their own nicknames, colors (as long as it's not already in use), team size, number of teams, home field but must conduct themselves under the spirit of the rules of NSJFL.
3. Each organization must provide a field manager for their assigned home games. The field manager has the right to remove any spectator who is disruptive regardless of which team the spectator is cheering for. He must carry a cell phone for emergency purposes.
4. Every parent, player and coach in each organization will receive a "Code of Conduct Form". It explains what's expected as to their behavior at any and all NSJFL functions. "Code of Conduct Forms" will be signed by the coach, parent, and player and filed with the player's registration forms with each member organization.
5. Any current year grievance will be taken to the NSJFL Football Grievance Board if requested. The grievance must be submitted in writing to the NSJFL President within 48 hours of the incident. The NSJFL Grievance Board will meet before the next weeks- scheduled games. All parties will be present and will state their case. After which, the NSJFL board will review the situation and take a silent vote to determine the outcome. All parties will then be notified of the decision.
6. Physical altercations before, during or after a game by players, coaches, officials or spectators will result in the ejection of that player, parent, coach, or spectator from the field location by the Field Manager. Ejection of players, coaches, or spectators by an official or field supervisor **for any reason** will result in the automatic suspension from participating in all NSJFL functions, including all practices, for a period to include the next scheduled game. The NSJFL board will review the incident with the players, parents, coaches, or spectators during the suspension period. At that time a silent vote will be taken to allow or disallow the individual to continue participation in league activities. The NSJFL Board can take action up to and including banning the individual from NSJFL. If the individual is allowed to continue participation and is involved in a second offense, it will result in the suspension from league play or participation for the remainder of the current season. The suspended player, coach or spectator may appeal this current season suspension, which will then bring the issue to a vote by the NSJFL Board. Any vote by the Board will be final.
7. The NSJFL President may make a motion to suspend any player, coach or spectator for a period of no more than one week for any action that is deemed unsportsmanlike, detrimental to the integrity of the league or for any violation of the Code of Conduct. This motion will be in effect from time of an official announcement to the NSJFL Board and all parties involved. The



suspended player, coach or spectator may appeal this decision, which will then bring the issue to a vote by the NSJFL Board. Any vote by the Board will be final. All motions for suspensions of more than one week will be an automatic vote by the NSJFL Board.

- a. Any Section XI-7 suspension will result in that player, coach, or spectator being banned from participating in all NSJFL functions, including all practices, for a period to include the next scheduled game. The NSJFL board will review the incident with the players, parents, coaches, or spectators during the suspension period. At that time a silent vote will be taken to allow or disallow the individual to continue participation in league activities. The NSJFL Board can take action up to and including banning the individual from NSJFL. If the individual is allowed to continue participation and is involved in a second offense, it will result in the suspension from league play or participation for the remainder of the current season. The suspended player, coach or spectator may appeal this current season suspension, which will then bring the issue to a vote by the NSJFL Board. Any vote by the Board will be final.
8. Altercations between parents, players, coaches, officials, or any other spectators will not be tolerated. Franchises must police themselves and make it clear to their organization that bad behavior will not be tolerated.

## **SECTION XII - ETHICS**

1. In any document one can find loopholes or ways to get around a rule. It's up to the individual organizations to police themselves so as not to break the spirit of the codes and rules. An organization is only as good as the people in it who are willing to play above board in an honest and trusting manner. The NSJFL was created to bring together strong independent youth football organizations. Who are willing to compete and operate without the interference of a central governing few who have only control and self-fulfillment as their goal. The dynamics of youth football demands that a youth football league be operated in this manner. This way allows the community, in which the organization resides to better serve that area, grow with the area and have a sense of ownership with the community.
2. Member organizations are expected to induce a spirit of high ideals in their teams. Member organizations are to practice the highest standards of sportsmanship and coaching ethics.
3. Member organizations will be responsible for providing proof that their coaches have submitted to a Washington State Patrol background check before taking the field and a copy is on file with the member organization.
4. The highest degree of ethical conduct is expected of all that participate in the league. This includes strict adherence to both the letter and the spirit of the rules and regulations. The use of alcohol, illegal drugs, tobacco products, and the use of profanity during practice or games are prohibited.
5. Violent conduct, holding / touching the facemask, or verbal abuse towards any player will not be tolerated and is prohibited.
6. Scouting of other teams at practices is prohibited. Attending scheduled games by coaches and players of other teams is permitted.
7. Videotaping opponent's games is allowed.

## **SECTION XIV - CHANGES**

1. At the end of each season the NSJFL Board will meet during the winter to review these rules.



**SECTION XV - COMPLIANCE AGREEMENT**

By signing this agreement we acknowledge to have read and understand the rules and regulations of the North Sound Junior Football League (NSJFL). By signing this agreement we agree to attend scheduled meetings, return phone calls, and cooperate with other member organizations in a timely manner. By signing this agreement we understand that if these rules are broken or ignored by this organization we run the risk of expulsion from the NSJFL. Refusal to sign this agreement will exclude this franchise from League play.

**(Organization Head must sign, This document is then given to the NSJFL President for the current year.)**

Organization Name: \_\_\_\_\_

Address: \_\_\_\_\_

Organization Head Signature: \_\_\_\_\_

Phone #: \_\_\_\_\_

Date: \_\_\_\_\_





1. During the Jamboree, each team will complete and turn in (after their Jamboree Games) the "Jamboree Team Ranking Form". This form will help the NSJFL with the season's division alignment. The form will ask the following:
  - Team Age mix
  - Coaching Experience
  - Ranking of teams played (including your own team) during Jamboree.
2. Divisions:
  - Divisions will be developed immediately after the Jamboree.
  - Each association should send a representative that can speak to the caliber of the teams from that association during the division selection process. This is a recommendation, not a requirement...you may also submit this information via e-mail.
  - The League President and the Vice President of Scheduling will use the rankings and the information available about each team to evenly distribute the teams based on the, as much as possible, across each division.
    - i.e. – If there are four divisions, the top 4 ranked teams will be placed in four different divisions, the next four ranked teams will be divided into 4 different divisions, etc. down to the four bottom ranked teams.
    - The goal is to have the same number of good, medium, and poor caliber teams in EACH division, so no single division is more difficult or easier than another division.
3. First 6 Games:
  - The first six games will play each of the varying caliber of teams within their own division, as well as possibly a cross division game (if necessary) against teams with a similar caliber ranking...to the best of the leagues ability.
4. Recalibration:
  - Each division will rank it's standings after 6 games.
  - The final two games of the season will be against "like" teams from other division(s).
    - i.e. – The top 2 teams from "Wesco-Blue" will play the top 2 teams from "Wesco-Green"
    - i.e. – The 3<sup>rd</sup> & 4<sup>th</sup> place teams from "Wesco-Blue" will play the 3<sup>rd</sup> & 4<sup>th</sup> place teams from "Wesco-Green"...etc.
  - Venues for these final 2 games will be determined while making up the original schedule after the Jamboree, with an attempt to mix these venues up in the final 2 weeks to allow teams to play at home one week and away the other week.
5. Playoffs:
  - The top 3 or 4 teams from each of the divisions make the playoffs (see attached RECALIBRATION MODEL – PLAYOFF ILLUSTRATION).
  - After Round 1 of the Playoffs, seedings (1-8) will be figured based on regular season record and tiebreakers, etc. Any team receiving a Round 1 bye will automatically maintain that seeding for the entire playoffs.
  - Playoffs will then proceed as 1vs8 - 4vs5 on one side of bracket and, 2vs7 - 3vs6 on the other side.
    - Losing teams from second round of playoffs season is over.
  - Losing teams of semi-final games of playoffs will have a 3<sup>rd</sup>/4<sup>th</sup> place game on a Wednesday evening after semi-final game and before Saturday Championship games.
  - Winning teams of semi-final games will play for Division Championships.
6. Bowl Event(s):
  - After the playoff spots are determined the next best teams within the Playing Division will compete in bowl games.
  - There will be 4 venues that can host 6 games/day for the Bowl Event(s)...this allows up to 48 teams that can participate in bowl games.
  - These bowl games will match up "like" type teams. Top 2 bowl qualifiers play each other, next 2 bowl qualifiers play each other, etc.
  - Small trophy will be awarded to winners of each bowl game.

## WHAT THE RECALIBRATION MODEL ACCOMPLISHES

1. Works to create a quality playing experience for the kids and teams playing in the league.
2. It attempts to ensure that roughly 2/3<sup>rd</sup>s of a teams season will be against teams of a similar ability.
  - 3 of the first 6 games



- 2 re-calibration games
  - 1 playoff/bowl game
3. Increases competition and development of all players regardless of playing & coaching ability.

### **RECALIBRATION MODEL – PLAYOFF ILLUSTRATION**



**Two Divisions (9-12 Teams)**

Wesco Blue	Wesco Green	Recalibration Games	Round 1	Round 2	Semi's	Finals
B1 B2 B3 B4 B5 B6	G1 G2 G3 G4 G5 G6	B1 v G1 B1 v G2 B2 v G1 B2 v G2 B3 v G3 B3 v G4 B4 v G3 B4 v G4	B5 v G5 B5 v G6 B6 v G5 B6 v G6	B4 G5	Div Win #1 #4 #5 #3 #6 Div Win #2	Champion

- Top 3 in each Division go to playoffs, 4's and 5's play for #7 and #8 seeds  
 - Division Winners are overall #1 and #2 seeds  
 - Remaining teams not in playoffs qualify for Bowl Event

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**Three Divisions (13-18 Teams)**

Wesco Blue	Wesco Green	Wesco White	Recalibration Group #1	Recalibration Group #2	Recalibration Group #3	Round 1	Round 2	Semi's	Finals
B1* B2 B3 B4** B5 B6	G1 G2 G3* G4 G5 G6	W1 W2** W3 W4 W5* W6**	B1 v G1 B1 v W1 G1 v W1 G2 v W1 B2 v W2 G2 v W2	B3 v G3 G3 v W3 B3 v W4 W3 v G4 B4 v G4 B4 v W4	W5 v B5 W5 v G5 B5 v G6 G5 v B6 W6 v B6 W6 v G6	#8 #9 #5 #12 #6 #11 #7 #10	Div Win #1 Div Win #3 Div Win #2	Champion	

\* - Top overall team in grouping (assumption)  
 \*\* - Bottom overall team in grouping (assumption)

- RECALIBRATION: The model shown here is an example of how the games will be matched. In this model, it assumes that each team with a \* next to it is the top overall seed in its grouping, therefore must play two other "top" finishers in their respective grouping. It also assumes that each team with a \*\* next to it is the lowest seed in the grouping, and therefore must play two other "bottom" finishers in their respective grouping. All other teams in that grouping will play one "top" and one "bottom" finisher in their respective grouping. Variables such as teams that have already had a bye or has already played a team that they recalibrate with may force an adjustment to the model.

- Top 4 in each division go to playoffs  
 - Division winners and top non-division winner have Round 1 bye, division winners seeded 1-3, rest 4-12  
 - Remaining teams not in playoffs qualify for Bowl Event

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**Four Divisions (19-24 Teams)**

Wesco Blue	Wesco Green	Wesco White	Wesco Silver	Recalibration Games	Round 1	Round 2	Semi's	Finals
B1 B2 B3 B4 B5 B6	G1 G2 G3 G4 G5 G6	W1 W2 W3 W4 W5 W6	S1 S2 S3 S4 S5 S6	B1 v G1 B1 v G2 B2 v G1 B2 v G2 B3 v G3 B3 v G4 B4 v G3 B4 v G4 B5 v G5 B5 v G6 B6 v G5 B6 v G6	W1 v S1 W1 v S2 W2 v S1 W2 v S2 W3 v S3 W3 v S4 W4 v S3 W4 v S4 W5 v S5 W5 v S6 W6 v S5 W6 v S6	#8 #9 #5 #12 #6 #11 #7 #10	Div Win #1 Div Win #4 Div Win #3 Div Win #2	Champion

- No Regular Season Crossover Games with Recalibration Division  
 - Top 3 in each division go to playoffs  
 - Division winners have Round 1 bye, division winners seeded 1-4, rest 5-12  
 - Remaining teams not in playoffs qualify for Bowl Event

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**Five Divisions (25-30 Teams)**

Wesco Blue	Wesco Green	Wesco White	Wesco Silver	Wesco Black	Recalibration Group #1	Recalibration Group #2	Recalibration Group #3	Round 1	Round 2	Semi's	Finals
B1* B2 B3 B4** B5 B6	G1 G2 G3 G4 G5 G6**	W1 W2** W3 W4 W5 W6	S1 S2 S3* S4 S5 S6	Bk1 Bk2 Bk3 Bk4 Bk5* Bk6	B1 v G1 W2 v Bk2 W2 v G2 W2 v Bk1 W1 v S2 S1 v G2 W1 v Bk2	B1 v S1 B1 v G2 B2 v G1 B2 v G2 B3 v G3 B3 v G4 B4 v G3 B4 v G4 S3 v G3 B4 v W4 B3 v Bk4 W3 v G4 Bk3 v S4	Bk5 v W5 G6 v B6 G6 v Bk6 G5 v W6 B6 v S5 B5 v S6 W5 v S6	#8 #9 #12 #6 #11 #7 #10	Div Win #1 Div Win #4 Div Win #5 Div Win #3 Div Win #2	Champion	

\* - Top overall team in grouping (assumption)  
 \*\* - Bottom overall team in grouping (assumption)

- RECALIBRATION: The model shown here is an example of how the games will be matched. In this model, it assumes that each team with a \* next to it is the top overall seed in its grouping, therefore must play two other "top" finishers in their respective grouping. It also assumes that each team with a \*\* next to it is the lowest seed in the grouping, and therefore must play two other "bottom" finishers in their respective grouping. All other teams in that grouping will play one "top" and one "bottom" finisher in their respective grouping. Variables such as teams that have already had a bye or has already played a team that they recalibrate with may force an adjustment to the model.

- Top 2 in each division go to playoffs  
 - Next best 2 overall teams go to playoffs as 'Wild-Card' teams  
 - Top 4 Division Winners have Round 1 bye, division winners seeded 1-5, rest 6-12  
 - Remaining teams not in playoffs qualify for Bowl Event

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**GENERAL NOTES**

- Some aspects, such as lower recalibration games, are subject to change depending on total number of teams (if uneven number of teams, some bottom teams may only get 1 recalibration game)
- Teams not making the playoffs will qualify for the Bowl Event(s) on Saturday after regular season is over. There will be a small trophy awarded to bowl winners at the Bowl Event(s).
- All Bowl Event games will match "like" teams (top 2 bowl qualifiers play each other, next 2 bowl qualifiers play each other, etc)
- There will be 4 fields available for Bowl Events, maximum number of games per field is 6 games. Our intention is to get all teams not in the playoffs a Bowl Event game, however, this field space means there is a maximum of 48 teams that can play in the Bowl Event(s).
- If odd number of total teams in playing division, lowest seeded team will not qualify for Bowl Event



## NSJFL Code of Conduct

### COACHES CODE OF CONDUCT

1. Coaches will always be fair, firm and consistent.
2. Coaches will promote a positive attitude and lead by example.
3. Coaches will follow the rules of the sport and of the NSJFL and teach the basic fundamentals of football at a level and pace that incurs the best possible environment for learning.
4. Coaches will not argue with parents or officials, and will always demonstrate good sportsmanship.
5. Coaches will listen to their players concerns and try to help them any way they can.
6. Coaches will do the best they can to ensure each athlete is both physically and mentally ready for whatever task is asked of them.
7. Coaches will strictly adhere to the policies and procedures of the NSJFL, and set a proper example with their actions for everyone to follow.
8. Coaches will stress teamwork and respect each and every athlete.
9. Coaches will not allow anyone who has not filed a WSP background investigation form to come within ten (10) feet of any minor.
10. Coaches will allow each athlete the opportunity to compete and excel.

### **SUMMED UP**

Do what's right, not what's easy. We are being watched and listened to every minute we are with ballplayers. Stay positive! Here are a few things we were taught when we were little... Treat others as you want to be treated. Remember the big picture, This is a kids game. If you have nothing good to say, don't say anything. You are a mentor to these kids. We should teach more than football-responsibility, discipline, leadership, respect, teamwork and good citizenship. **Do what we know as right!**

### ATHLETES CODE OF CONDUCT

1. I will attend all practices, games, meetings and any other team function on time.
2. I will show respect toward all coaches, players and referees at all times.
3. I will demonstrate good sportsmanship on and off of the field of play.
4. I will not fight, use foul language or argue with coaches or team mates.
5. I will stay within the established areas of the sidelines during games.
6. I understand that I risk being ejected and or suspended from a game or further league participation if I incur unsportsmanlike behavior penalties.
7. I will be coachable and ready to learn and have fun.
8. I will be a team player and always put the team first.
9. I will obey the coaches and the rules of the NSJFL.
10. I will try my very best to learn and have fun.

### PARENTS CODE OF CONDUCT

1. Parents should support the efforts of the volunteer coaches and the league.
2. The use of profanity, drugs, alcohol or tobacco during any NSJFL event is prohibited.
3. Set the right example for your child by always showing good sportsmanship.
4. Never argue with a coach or official during practices or games. Any complaints or concerns can be directed to the Organizations heads or NSJFL, where it will be promptly investigated.
5. Understand that your child will be given every opportunity to participate; however, the safety of our athletes is our #1 concern.
6. Any parent who enters the playing field during a game risks their child being disqualified from further participation.
7. Any parent who incurs an unsportsmanlike behavior penalty risks their child being disqualified from further participation.
8. Remember too praise your child's efforts and always offer your support.
9. Please allow your child to play as a child and have fun.
10. Never voice any complaints or concerns toward coaches, referees or league officials in front of the children.

PARENTS: (Print Name) \_\_\_\_\_ Sign: \_\_\_\_\_

PLAYERS: (Print Name) \_\_\_\_\_ Sign: \_\_\_\_\_

COACHES: (Print Name) \_\_\_\_\_ Sign: \_\_\_\_\_