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# Western Lakes Junior Football League

## 2011 Football Rules



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# Revision History

Date Updated	Revision Author	Version	Summary of Changes
April 26, 2009	Jeff Hood	V05	WLJFL Board approves 2009 rule changes
May 25, 2009	Jeff Hood	V06	Document updated to reflected approved rule changes from April 26, 2009 WLJFL meeting
July 25, 2010	Jeff Hood	V07	Updated Registration & Fill Policy section to include proposed Uniform Rules for the WLJFL, as well as Supplemental Rules for each Unit. Added Rule 2H to indicate players are allowed to play up based on age and weight.
October 10, 2010	Rules Sub-committee	V08	Updates made based on feedback from WLJFL Board members and rules sub-committee in Version 8.
November 7, 2010	Jeff Hood	V09	Created a new Glossary of Terms
November 8, 2010	Rules Sub-Committee	V10	Proposed changes to Registration & Fill section added.
November 25, 2010	Jeff Hood	V11	Created new rules template with Table of Contents and new rule sections
November 26, 2010	Jeff Hood	V12	Expanded Playoff Game tie breaker rules in section 7.2 for more clarity using language provided by Bob Padget. Added Michigan.gov web site reference for School District boundaries. Added WLJFL Logo to cover page.
January 7, 2011	Jeff Hood	V13	Incorporated changes identified during the December 2010 WLJFL Board of Directors meeting to review 2011 rules.
January 17, 2011	Jeff Hood	V14	Adopted changes at January 17 WLJFL Board Meeting: (1) Livonia school boundaries submitted, Rochester added Pontiac to boundary; (2) changed title of section 4.2; (3) added new playoff tie-breaker rules approved in meeting; (4) updated 6.1.1 to indicate any teams that conduct pre-season conditioning must notify the Football Directors; and (5) updated Walled Lake team boundaries based on registration form provided on Jan 18, 2011.

# Glossary of Terms

Term	Definition
Developmental Player	A first-year, low-impact player.
Football Director	A member of the Western Lakes Junior Football League Board.
Full Roster	A roster consisting of the following elements in numerical jersey order: First Name, Last Name, Age before August 1, Date of Birth, Weight, Veteran Status, School District, Physical Home Address, Phone Number
Geographical Boundaries	<p>The geography, as defined by the school district boundaries maintained at the Michigan.gov site below, from which a Team may add players to its roster. The player must live or go to school at a physical address within the Geographical Boundary that is a player’s legal school district.</p> <p><a href="http://www.michigan.gov/cgi/0,1607,7-158-52927_53037_12540_13100-101130--,00.html">http://www.michigan.gov/cgi/0,1607,7-158-52927_53037_12540_13100-101130--,00.html</a></p>
League	<p>Twelve (12) teams that comprise the Western Lakes Junior Football League:</p> <ul style="list-style-type: none"> <li>• Commerce Chargers (Walled Lake School District from Loon Lake, Maple, Mary Helen Guest, Oakley Park, Pleasant Lake and Twin Beach)</li> <li>• Garden City Cougars (Garden City School District)</li> <li>• Livonia Blue Jays (Livonia School District from Cleveland, Grant, Hayes, Cooper and Emerson)</li> <li>• Livonia Eagles (Livonia &amp; Clarenceville School Districts from Botsford, Coolidge, Grandview, Roosevelt, Kennedy***, Riley*, Holmes*, Johnson*** and Frost***)</li> <li>• Livonia Falcons (Livonia School District from Buchanan, Cass, Hoover, Riley** and Holmes**)</li> <li>• Livonia Orioles (Livonia School District from Garfield, Webster, Rosedale, Randolph, Kennedy****, Johnson**** and Frost****)</li> <li>• Multi-Lakes Gators (Walled Lake School District from Commerce, Dublin, Glengary and Keith)</li> <li>• Northville Colts (Northville School District)</li> <li>• Northville Stallions (Northville School District)</li> <li>• Novi Bobcats (Novi School District)</li> <li>• Rochester Ravens (Avondale, Pontiac &amp; Rochester)</li> </ul>

	<p>School Districts)</p> <ul style="list-style-type: none"> <li>Walled Lake Braves (Walled Lake School District from Hickory Woods, Meadowbrook, Walled Lake and Wixom)</li> </ul> <p>*East of Hubbard Road  **West of Hubbard Road  ***East of Farmington Road  ****West of Farmington Road</p>
Maximum Roster	A roster than contains a maximum number of registered players as defined by individual Teams.
Minimum Roster	A roster that contains thirty (30) registered players.
New Player	A non-Veteran registered player
Pull Card	A list of eight (8) players who represent the highest impact players on a team.
Qualified Medical Personnel	At least one individual with at least the medical qualifications of a paramedic.
Shared Roster	A roster consisting of the following elements in numerical jersey order: Jersey Number, First Name, Last Name, Age before August 1, Weight
Team	One of the twelve (12) teams in the Western Lakes Junior Football League, known by their name.
Unit	Four (4) teams classified as Freshmen, Junior Varsity, Varsity and Flag.
Veteran Player	A Veteran shall be defined as a player who was on the prior season’s roster of a WLJFL Team as of the first game of that season or the sibling of a Veteran player. Veteran status shall be given to players who experience a season-ending injury any time following the first day of practice of the prior season. Veteran status shall not be given to those players who elect to quit before the first game of the prior season.
Wait List	A list of player candidates that exceed the Minimum Roster count, organized in priority order, with #1 being first priority.

## Program Philosophy

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The Western Lakes Junior Football League (“WLJFL”) is designed for the improvement and development of the capabilities of individuals, to encourage team athletic endeavors in football and to promote the physical, mental and moral development of youths 8 through 14 years of age, without regard to race, creed, color or religion. Players shall receive education and instruction in football, to develop a sense of fair play, honest and fair competition and true sportsmanship:

# 1. Playing Rules

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## 1.1 General Rules

The rules of the National Federation of High School Associations, also known as the “NFHS”, shall apply except as hereinafter noted, the Rules of the League will be binding on all Units without exception.

- 1.1.1 The games will be administered by a minimum of three (3) officials (upon mutual agreement by head coaches, games may be played with less than three). The duties of the officials and head referee are those as set forth in the NFHS rules.
- 1.1.2 Flags shall not be required at the goal lines.
- 1.1.3 All games shall be played in four (4) quarters of twelve (12) minutes each. There will be at least a twelve (12) minute intermission at the half. Subsequent games will start no sooner than two (2) hours from the starting time of the preceding game. The clock will stop for out of bounds, time out, incomplete pass, change of possession, first down moving of the chains, and penalties.
- 1.1.4 Each player who is completely uniformed for a game must play at least five (5) plays in each half. The other team must be notified that a player cannot participate because of injury, sickness, weight, disqualification, or disciplinary action, which shall be specifically noted for each and every affected player on a Team’s Shared Roster, exchanged at the weigh-in before each game. (Kick-offs, receiving of the same, and extra point attempts on defense or offense are considered a play).
- 1.1.5 In the event that a Team uniforms thirty- five (35) or more players their minimum play number is reduced to four (4). If a Team uniforms twenty (20) players or less their play minimum increase to eight (8) unless their opponent does not uniform more than five (5) additional players. In that event, the play minimum for both Teams remains at five (5).
- 1.1.6 Game quarters may be shortened or start times changed in the event of any emergency upon the agreement of the Unit Directors of the Teams competing. The game shall be played on regulation football field (300' x 160').
- 1.1.7 In cases where there is an exception to this rule, procedure would follow by mutual consent of the Unit Directors of the Teams competing.
- 1.1.8 One (1) point shall be scored by a team making an after touchdown conversion by pass or run for after the touchdown conversion. Two (2) points shall be scored for a successful kick after a touchdown.
- 1.1.9 Weekly game reports shall be submitted by email or fax to the League President no later than 16:00 hrs on the Monday immediately following the game. Each Team’s Football Director shall submit game reports. Game reports will be submitted on the League-provided format.

- 1.1.10 The use of communication devices for coaching purposes on the game field to transmit or receive information, are prohibited, except for emergency purposes, which must be disclosed to the opposing coach and officials prior to the commencement of the game for approval by the designated Head Official for that game.
- 1.1.11 In order to make the free block zone age appropriate, it will not exceed past the outside shoulder of the tackle on either side of the ball. In the case where there is an unbalanced line, it will not exceed beyond where the 2nd player to the right or left of the ball would normally line up. No blocking at or below the knees is allowed on defensive ends lined up outside of this zone. No physical assisting of defensive line is allowed.
- 1.1.12 No game shall end in a tie unless weather and time does not allow for completion. Overtime will be played as outlined in NFHS rules

## 1.2 Freshmen Development Teams

- 1.2.1 The first five consecutive plays of the first and third quarters of the Freshman game must be played by eleven (11) players who are considered to be Developmental Players. The game clock will stop after each of the five (5) consecutive developmental plays for each half and be considered an "Official's time out."
- 1.2.2 During the five (5) developmental plays at the start of the first and third quarters, one coach from each Team (offense\defense) will be allowed on the playing field. The coaches are to assist the players in the huddle only. When the huddle breaks to line for the play, the coaches must remain fifteen (15) yards from the line of scrimmage and stay out of the play, physically and verbally. Penalties for violation of this rule are:
- 1.2.3 Developmental Players are only allowed to play an additional five (5) plays per half for a maximum of ten (10) plays per half. (During this time, kick-off, kick returns and extra point attempt plays on offense or defense are considered a play). This rule is suspended if the Pull-Card Rule is in effect.
- 1.2.4 Developmental Players for each Team may enter the game at any time upon the agreement of both coaches, without regard to the play limitations set forth above. Normal time clock rules apply; no "Official's time out" will be used to remove the Developmental Players from the field of play at this point.
- 1.2.5 The eleven (11) Developmental Players will be listed on each Team's Shared Roster for the game, which shall be exchanged at the weigh-in, between the weigh-in representative of the opposing Teams before the start of each game. Two (2) players who are also considered to be non-starting-low impact players, not Developmental Players, will also be listed with the eleven (11) Developmental Players as substitutes in case of an injury to a Developmental Player.

## 1.3 Pull-Card Rule

- 1.3.1 When a Team is at eighteen (18) points ahead, eight (8) players designated on the Pull Card are no longer allowed to play.
- 1.3.2 If the eighteenth (18th) point ahead is scored by the way of a touchdown, the eight (8) designated players shall be allowed to participate in the point after attempt, then they must remain on the sideline.
- 1.3.3 If a Team scores and the eighteen (18) point rule is no longer in effect, the (8) designated players must remain on the sideline until after the extra point attempt is made.
- 1.3.4 The eighteen (18) point "Pull Card" will be established using the following player criteria:
  - 1.3.4.1 Top eight (8) "impact" players as identified by the head coach.
  - 1.3.4.2 When the eighteen (18) point rule is in effect, the eight (8) players must remain on the sideline between the goal and 20 yard line with helmets off. One (1) officials' time out will be granted one (1) time per game for player set up.
  - 1.3.4.3 The eighteen (18) point rule list of players constituting the "Pull Card" must be designated on each Team's Shared Rosters and exchanged at the weigh-in, with the weigh-in representative of the opposing team before the start of each game.
  - 1.3.4.4 When the eighteen (18) point rule is in effect, the team so affected can only be reduced to a minimum of thirteen (13) players. In such event, a player from the eighteen (18) point Pull Card must return to the game and be a player selected by the opposing team's head coach.
  - 1.3.4.5 Either Team may challenge the "Pull Card" of an opponent a maximum of two (2) times per game. The Team challenging may elect to remove one or two players from the field and place the player on the opponent's Pull Card. The challenging team will also choose the returning player without loss of a challenge. The challenge shall only occur when the rule is in effect. A maximum of two players per game may be challenged, per Team. One (1) challenge per half is permitted, or two (2) challenges in the 2nd half if no challenge was presented in the 1st half.
  - 1.3.4.6 If the "Pull Card" players have not participated in their five (5) plays per half, they must return to the game concurrently and consecutively on defense only. Kickoffs and defending extra point attempts are considered defensive plays.
  - 1.3.4.7 The 18 point rule is not in effect for Championship game. The twenty-four (24) point rule applies to the Championship game only.

- 1.3.4.7.1 The top eight (8) impact players shall be designated on each Team's Shared Rosters, and exchanged at the weigh-in, with the weigh-in representative of the opposing team before the start of each Championship game.
- 1.3.4.7.2 Following extra point conversion, when the twenty-four (24) point margin is reached, the "Pull Card" players will only receive plays on defense. The defensive plays include kickoffs and defending point after attempts.

## 1.4 Player Game Participation

- 1.4.1 It is the duty of each Football Director to see that the coaches are giving each player proper opportunities for participation in practice and games. A specific individual within the Unit, known as the team "spotter", other than the coaching personnel of the game in progress, should be charged with the responsibility of checking on participation and determining six (6) minutes prior to the ending of each half which players have not played their minimum number of plays, and to inform the team coach to enter those players into play.
- 1.4.2 A League approved spotter sheet shall be filled out by both teams prior to the start of each game.
  - 1.4.2.1 The sheet will list all players, noting eligibility status.
  - 1.4.2.2 The sheet will list all over-weight five (5) play only players.
  - 1.4.2.3 The sheet will list all eighteen (18) and/or twenty-four (24) point "Pull Card players".
  - 1.4.2.4 Opposing teams at their discretion may verify and have a non-coach "spotter" available on the sidelines.
- 1.4.3 All spotter sheets will be signed by spotters, and retained by Unit Directors.
- 1.4.4 Spotters are not allowed to influence the game in any way.
- 1.4.5 The Referee shall remind each team's head coach six (6) minutes prior to the end of the first half and six (6) minutes prior to the end of the game, to check their participation status on all their players.
- 1.4.6 At the discretion of the Football Directors by majority vote, a Team found not playing an eligible player the proper amount of their minimum plays may result in: (i) a written warning; (ii) a one game suspension of the Head Coach; (iii) if infractions continue a permanent suspension of the Head Coach.

## 1.5 Equipment & Uniforms

- 1.5.1 The ball shall be equivalent to a "Wilson" model TDY for the Varsity, a "Wilson" model TDJ for the Junior Varsity and a "Wilson" model K2 for the Freshmen. The ball may be comprised of a composite material.

- 1.5.2 Football shoes shall consist of soft leather, synthetic or canvas uppers. Molded cleats may be used but under the following restrictions: (i) all cleats shall be made of rubber or plastic and should be no longer than one-half inch in length and (ii) screw-in cleats are not permitted.
- 1.5.3 Clear helmet visors are permitted during games.
- 1.5.4 The wearing of a protective mouthpiece, athletic supporter, and protective cup shall be mandatory. Mouthpiece must be tethered to helmet (unless it is a special dental appliance). Failure of a player to wear a protective mouthpiece in a game shall constitute a rule violation subject to the following action:
  - 1st Violation – Warning
  - 2nd Violation - 5 Yard Penalty
  - 3rd Violation - 10 Yard Penalty

## 1.6 Game Day Operations

- 1.6.1 Player weigh-in must be conducted before each game to enforce the rules established in Section 2 Eligibility Rules.
- 1.6.2 Announcing
  - 1.6.2.1 The announcer should talk only after the whistle has blown the play dead, and announce or play music only until the offensive center breaks the huddle or the huddle is broken.
  - 1.6.2.2 There will be no Play-by-Play from the time the center reaches the line of scrimmage, until the whistle blows the play dead.
  - 1.6.2.3 The announcer should remain neutral at all times as they represent both teams while performing their duties.
  - 1.6.2.4 It is the responsibility of the Football Director for the home team or his representative to enforce this Rule.
  - 1.6.2.5 An unsportsmanlike conduct penalty may be issued if the Rule is not followed after the first warning.
- 1.6.3 The National Anthem shall be played before the start of each game.

## 1.7 Game Behavior

- 1.7.1 Swearing, fighting, and/or improper behavior will not be tolerated. Such actions will result in ejection from the game. Anyone being ejected from more than one (1) game during the season will be suspended from the next game. Anyone being ejected from more than two (2) games during the season will be suspended for the remainder of the season. It is the responsibility of each Unit to report such ejections and/or suspensions to the League President in the weekly game report.

- 1.7.2 If a taunting penalty is assessed to a player, that player must be removed from the game for the next play. A fifteen (15) yard penalty shall be assessed and a warning given to the player's coach. The second time a player is penalized for taunting during the same game, he or she will be ejected from the game and a fifteen (15) yard penalty shall be assessed. (A team time-out must be taken if a coach wants to discuss the second taunting penalty/ejection).

## 1.8 League Insurance

All Teams participating in the League will be covered under one insurance policy that will be issued to the League. Payment of the policy will be shared equally between all Teams of the League.

## 2. Eligibility Rules

### 2.1 General Requirements

- 2.1.1 The Football Directors reserve the right to change (waiver) the eligibility rules for any player when they feel it is appropriate or necessary. Reason for a waiver may be for but not limited to physical or emotional needs of the player. If a Unit wishes to request a waiver it should be made to the Football Directors. Changes will be approved by a majority vote of the Football Directors prior to the start of the season. Waivers must be attached to the player’s documentation for game day review.
- 2.1.2 Eligibility rules will be finalized each year no later than the January Football Directors meeting.

### 2.2 Age & Weight Requirements

- 2.2.1 Youths who are eight (8) years old prior to August 1st or entering third grade and not fifteen (15) years old prior to August 1st, and whose weight is not more than listed below are eligible to play football in the League.

Team	Age Group	Maximum Weight (lbs)
Freshmen	8-9	125
Junior Varsity	10-11	140
Varsity	12-13	170
	14	135

- 2.2.2 Exceptions
  - 2.2.2.1 Players who turn fifteen (15) prior to November 15th must have League board approval.
  - 2.2.2.2 Players are eligible to “Play-Up” at the discretion of the Unit.
  - 2.2.2.3 Any unique or marginal weight issues will be resolved on game day using the discretion of Football Directors from both sides.

### 2.3 Weigh-In Procedures

- 2.3.1 All weights for Freshman, Junior Varsity and Varsity include the game jersey and all the playing equipment from the waist down, excluding football game shoes.
- 2.3.2 Scales should be set at 126 for Freshman, 141 for Junior Varsity and 171 for Varsity (136 for 14yr olds \* above). A player who does not raise the beam to the halfway point of the scale shall be considered to be within the allowable weight.

- 2.3.3 Players who are one (1) to four (4) pounds more than their maximum allowable weight will be allowed to participate with a limit of five (5) plays per half for Freshman, Junior Varsity and Varsity. These plays will be consecutive, counting kick-offs, free kicks, and extra point attempts. Scales should be set at 130 for Freshman, 145 for Junior Varsity and 175 for Varsity (136 for 14yr old). A player who does not raise the beam to the halfway point of the scale shall be considered to be within this weight range.
- 2.3.4 Any player who is five (5) pounds or more in excess of the maximum allowable weight will be ineligible to participate in the game. The above stated rule is to be administered by the Football Directors only.
- 2.3.5 The aforementioned weights shall be determined within one-half prior to each regularly scheduled game by actual weigh-in, in the presence of one representative from the opposing teams. At this time the scale is to be balanced with an honest weight. It is requested that one person be responsible for all weigh-ins from each Unit. No coaches or parents are allowed at the weigh in. All reasonable efforts should be made to allow players to make weight, limited to removing non-required equipment and balancing of weight bar on scale.
- 2.3.6 No artificial means may be used to affect a player's weight.
- 2.3.7 Early official weigh-in shall be made available upon request on game day for Junior Varsity and Varsity players at an official weigh-in. Players are limited to one official weigh-in.

## 2.4 Rosters

- 2.4.1 All Shared Rosters of player personnel, including those shown in the program, shall be listed by team. A roster with the phonetic spelling of cheerleader, players, and coaches must be supplied, so as to be used to announce from during the games.
- 2.4.2 Each team roster shall be closed on the fifth (5th) of September. Two (2) rosters of each Freshman, Junior Varsity, and Varsity team must lie in the hands of the League's President by that date:
  - 2.4.2.1 One roster for each team shall be a Full Roster.
  - 2.4.2.2 One roster for each team shall be a Shared Roster.
  - 2.4.2.3 An initial Shared Roster, including a Team's Wait List, must be submitted to the Football Directors at the June meeting of every season.
- 2.4.3 All roster documentation including birth certificates and registration forms will be reviewed by Football Directors for accuracy and completeness at a scheduled meeting of the board for this purpose prior to the first game.

- 2.4.4 The Football Director or his appointed representative must have available at all games, a copy of each player's registration form, birth certificate and physical examination. Documentation will be provided in a League approved format. At the game weigh-ins, the Football Director or his appointed representative must supply for review the proof of registration, birth date and physical exam for any player if requested to do so by the Football Director of the opposing team. Failure to do so will make the player or players in question ineligible for that game(s).

## 2.5 Team Requirements

- 2.5.1 Each team must have at least sixteen (16) players on its approved roster by the fourth (4th) of September. This shall be presented to the League President no later than one (1) week prior to the start of the first regularly scheduled game (excluding pre-season game or scrimmages).
- 2.5.2 The minimum number of players on a team to start a game shall be thirteen (13).

## 2.6 Medical Support

- 2.6.1 Qualified Medical Personnel shall be present for each game. No game shall start without Qualified Medical Personnel being present.

## 2.7 Dual Rostering

- 2.7.1 Players participating in a public, private, or parochial school football program, or other organized football program, during the current League season are not eligible to participate in the League.
- 2.7.2 The Football Directors discourages the participation in concurrent athletic programs.

## 3. Head & Assistant Coach Rules

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### 3.1 Code of Conduct

- 3.1.1 Coaches will adhere to the following Code of Conduct:
- 3.1.1.1 I will provide positive support, care and encouragement for the team
  - 3.1.1.2 I will encourage good sportsmanship by demonstrating positive support for all participants, coaches, officials, board members and league staff at home and away games.
  - 3.1.1.3 I will place the emotional, psychological, and physical well being of the players and other children in the league ahead of any personal desire I may have.
  - 3.1.1.4 I will insist that my team participate in a safe and healthy environment.
  - 3.1.1.5 I will support all coaches, board members in order to encourage a positive enjoyable experience for all.
  - 3.1.1.6 I will demand an environment that is DRUG, TOBACCO, and ALCOHOL free and all events.
  - 3.1.1.7 I will remember that the League is for the youth, not the coaches.
  - 3.1.1.8 I will ask the team to treat other participants, coaches, board members, parents, and spectators with respect, regardless of race, sex, creed or ability.
  - 3.1.1.9 I will refrain from any and all vulgar, lewd or obscene language or gestures.
  - 3.1.1.10 I will direct all comments and criticisms to parents, participants, officials, and board members away from the children participation in the league.
  - 3.1.1.11 I will read and understand the League rules and regulations. I understand violations of rules may result in disciplinary action.
- 3.1.2 Unit Directors for each unit are responsible for collecting signed Codes of Conduct and maintaining these signed documents on file.

### 3.2 Other Requirements

- 3.2.1 No Head coaches will be younger than 18 years of age.

## 4. Registration & Fill Rules

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### 4.1 Uniform Registration & Fill Rules

- 4.1.1 Participation Fees
  - 4.1.1.1 Each Unit shall establish the participation fees each season for its program.
- 4.1.2 Physical Exams
  - 4.1.2.1 Each Unit belonging to the League shall provide a physical examination for each player on or before a date to be specified each year.
  - 4.1.2.2 A certificate of examination, signed by a physician and countersigned by his parents, must be submitted prior to the start of practice.
  - 4.1.2.3 The certificate of examination shall contain the date of examination, which must be within the calendar year of the start of that year's football season, and the physician's statement declaring fitness of the child to play football.
  - 4.1.2.4 All physical examination certificates shall be on file with the Unit and open for inspection at all times
- 4.1.3 Age Verification
  - 4.1.3.1 Each player shall furnish a Birth Certificate which must be validated by the Unit Director
- 4.1.4 Player Eligibility
  - 4.1.4.1 All players and parents must be in good standing with respect to the Player and Parent Codes of Conduct to be eligible to register for the upcoming season. Good standing status is at the discretion of the Unit.
  - 4.1.4.2 In the case where the player's parents moves from one Unit to another Unit within their city, the player may exercise veteran rights in either the new or the old unit.
  - 4.1.4.3 There shall be no player tryouts for any Team participating in the League.
  - 4.1.4.4 All Veterans registered with their respective Units will receive literature and schedules related to that Unit.
  - 4.1.4.5 Assignment of New Players from Units within the League will only be allowed if a Unit cannot fulfill its Minimum Roster requirements from its registration and Wait List with eligible New Players within its own Geographical Boundaries. In such an event, that Unit seeking to fill its roster must follow fill policy and Wait List requirements from the other Unit. A Unit must obtain written approval from another Unit if taking a player from that Unit's Geographical Boundary.

- 4.1.4.6 Players from outside a Team's Geographical Boundaries may only be taken after May 1 and only if a team's roster is less than the Minimum Roster.
- 4.1.4.7 Any League Unit seeking to add any player above the Minimum Roster from outside its Geographical Boundaries must seek approval from the Football Directors.
- 4.1.4.8 Maximum Roster sizes will be at the discretion of the individual Teams.
- 4.1.5 Registration Process
  - 4.1.5.1 All Veteran players will be given adequate notice and opportunity to register prior to open enrollment of New Players.
  - 4.1.5.2 All New Players will be given adequate notice and opportunity to register following Veteran registration.
  - 4.1.5.3 New Player enrollment will be conducted using a lottery system or first-come, first-serve.
  - 4.1.5.4 The lottery process will add New Players to the Veteran Roster based on a random selection of players from within the pool of New Players at the time of the lottery. The lottery will be open to the public.
  - 4.1.5.5 Late registration from a Veteran player shall be treated as a New Player registration and subject to any lottery process.
  - 4.1.5.6 Once a Minimum Roster is achieved, a Wait List will be created for all New Players.
  - 4.1.5.7 All registrants shall submit the following information during registration:
    - Unit Registration Form
    - Official Birth Certificate
    - Participation Fees
    -
- 4.1.6 Registration Timing
  - 4.1.6.1 The Registration Period shall be defined as the period from January 1 to the Friday before Labor Day.
  - 4.1.6.2 If team rosters are below thirty (30) players, the Registration Period may be extended with the approval from the Football Directors. Once a roster is at thirty (30) or more players, the Registration Period will be deemed closed.
- 4.1.7 Minimum Roster Size
  - 4.1.7.1 Minimum Roster requirements should be used for each Team at the time of registration, when players are available.
  - 4.1.7.2 If a Team fulfills the Minimum Roster requirement, or opts to proceed with fewer than 30 players, any player assigned to that team from another Unit may elect to return to their home Unit team prior to the Friday before Labor Day.

4.1.8 Roster Definition

- 4.1.8.1 Each Football Director shall supply the League with an electronic Full Roster by team during the June meeting of the Football Directors and the August meeting of the Football Directors.
- 4.1.8.2 Players shall be listed by uniform number, in numerical order, on the forms supplied by the league.
- 4.1.8.3 Failure to comply shall be cause for forfeit of all League games until compliance.

## 4.2 Registration & Fill Process Elections

4.2.1 Commerce Chargers

- 4.2.1.1 Lottery

4.2.2 Garden City Cougars

- 4.2.2.1 First-come, first-serve

4.2.3 Livonia Blue Jays

- 4.2.3.1 First-come, first-serve

4.2.4 Livonia Eagles

- 4.2.4.1 First-come, first-serve.

4.2.5 Livonia Falcons

- 4.2.5.1 First-come, first-serve.

4.2.6 Livonia Orioles

- 4.2.6.1 First-come, first-serve.

4.2.7 Multi-Lake Gators

- 4.2.7.1 Lottery

4.2.8 Northville Colts

- 4.2.8.1 Lottery

4.2.9 Northville Stallions

- 4.2.9.1 Lottery

4.2.10 Novi Bobcats

- 4.2.10.1 Lottery

4.2.11 Rochester Ravens

- 4.2.11.1 First-come, first-serve.

4.2.12 Walled Lake Braves

- 4.2.12.1 Lottery

## 5. Scrimmage Rules

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### 5.1 Scrimmage Requirements

- 5.1.1 Intra-League and extra League scrimmage games are allowed. These games are considered and count as a practice session and absolutely no attempt shall be made to approximate game competitive standards:
- No referees are permitted
  - No time clock is permitted
  - No score keeping is permitted
- 5.1.2 No player may participate if they exceed the maximum allowable weight by 10 lbs.
- 5.1.3 Qualified Medical Personnel shall be present at any and all scrimmages involving any League Teams .

## 6. Practice Rules

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### 6.1 Opening Practice

- 6.1.1 No formal or informal supervised conditioning shall be held before the scheduled practice start date established by the League Board every year **unless teams notify the League Board.** Practice start date will never occur more than five (5) weeks prior to the first regularly scheduled game.
- 6.1.2 Camps may be conducted by League Teams. All camps will be approved by the Football Directors before May 31st. Enrollment will be open to all League Teams. Camp participation may not be used for team “try outs” or “cuts”. All Teams may conduct one two hour camp prior to July 1st without approval of the League Board and be exclusive to their Team(s).

### 6.2 Body Contact

- 6.2.1 Prior to body to body contact or tackling drills, each player must have at least three (3) days of physical conditioning. Helmets may be worn during time conditioning. Athletic supporters, cups and mouth pieces are recommended during conditioning, but not mandatory.

### 6.3 Prohibited Practice

- 6.3.1 Prior to the first game, no team shall practice more than six (6) days a week. The week following the first official game of the season, there shall be no more than four (4) days of practice per week. The days-off are up to the discretion of each Unit.

### 6.4 Practice Duration

- 6.4.1 Teams can practice two and one-half (2.5) hours per day up to the first official League game. After the first official League game, Teams may only practice up to two (2.0) hours per day.

### 6.5 Practice Attendance

- 6.5.1 Any otherwise eligible player having two (2) unexcused absences from practices during a game week shall be held out for 1st half of that week’s game. Any otherwise eligible player having three (3) or more unexcused absences from practice during a game week shall not participate in that week’s game.

### 6.6 Water Breaks

- 6.6.1 During games, it will be the responsibility of the home team to supply the home team and visiting team's sidelines with adequate amounts of water to ensure proper hydration for all players.

## 7. Scheduling Rules

### 7.1 Regular Season Game Scheduling

- 7.1.1 Games for all Units shall be scheduled and approved by the Football Directors.
- 7.1.2 Re-scheduling for the games must be approved by the Football Directors.
- 7.1.3 The first game of all day games shall start at 11:00 A.M, unless otherwise specified and allowed by the League Board.
- 7.1.4 The first game of all night games shall start at 3:00 P.M, unless otherwise specified and allowed by the League Board.

### 7.2 Playoff Games

- 7.2.1 Playoff games will be scheduled once the season has ended.
- 7.2.2 The top four (4) teams with the best Overall Win/Loss Records qualify for the playoffs and seeding in descending order, from best to worst record among the top four (4) teams. Tie breaker criteria shall be applied first to establish who among all teams in the League, qualify for the top four (4) playoff positions, followed then by applying the criteria to determine among the top four (4) qualifying teams, the seeding of teams in positions one (1) through four (4).
- 7.2.3 Playoff format is as follows:

Bracket	Team Positions	Advance to Super Bowl
1	1 versus 4	Winner of Bracket 1
2	2 versus 3	Winner of Bracket 2

#### 7.2.4 Tie Breaker Criteria

- 7.2.4.1 If only two (2) teams are tied for qualifying for the last position, the tie breaker will be as follows:
- 7.2.4.1.1 **Head-to-Head.** The record between the two tied teams playing each other during the season.
  - 7.2.4.1.2 **Common Opponents.** The win/loss records of the tied teams against common opponents each tied team played during the season. The tied team with the best record advances.
  - 7.2.4.1.3 **Strength of Schedule.** The total number of victories added together from all teams each tied team played during the season. The tied team with the higher total advances.
  - 7.2.4.1.4 **Point Total for Win/Loss Record.** Tied teams receive two (2) points for every win in regulation play, one and one half (1 ½) points for a win in overtime, and one half (1/2) point for an overtime loss. Tied team with the highest point total advances.
  - 7.2.4.1.5 **Coin Toss.** If two teams remain tied, a coin toss will be conducted by the League President to determine which tied team advances, at the Board meeting held annually to determine the playoff teams, seeding, and scheduling of playoff games.
- 7.2.4.2 If more than two (2) teams are tied for qualifying for one (1) or more position, the tie breaker will proceed as follows:
- 7.2.4.2.1 **Head-to-Head.** Same as 7.2.4.1.1 if all tied teams played each other during the season. If one (1) of the tied teams defeated all of the other tied teams during the regular season but less than all of the tied teams played each other, that team advances. If one (1) of the tied teams lost to all of the other tied teams during the regular season but less than all of the tied teams played each other, that team is eliminated from the tie breaker. The remaining tied teams continue with tie breaker rules for remaining positions, if applicable. If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.

- 7.2.4.2.2 Winning Percentage Among Tied Teams.** If all tied teams did not all play each other during the season, and one (1) tied team did not defeat all of the other tied teams, then the winning percentage among all of the tied teams against one another, only, shall be utilized. The tied team(s) with the worst winning percentage(s) are disqualified from advancing. *Any team with no winning percentage because it did not play any other tied teams that season, cannot be disqualified by this criteria.* If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.
- 7.2.4.2.3 Common Opponents.** Same as 7.2.4.1.2. If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.
- 7.2.4.2.4 Strength of Schedule.** Same as 7.2.4.1.3. If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.
- 7.2.4.2.5 Point Total for Win/Loss Record.** Same as 7.2.4.1.4. If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.
- 7.2.4.2.6 Coin Toss.** Same as 7.2.4.1.5. If, after applying this criteria, there are only two (2) tied teams remaining for one (1) playoff position, those teams revert to the tie breaker rules for two (2) tied teams set forth above.

## 8. Weather & Field Rules

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### 8.1 Weather Conditions

- 8.1.1 The decision as to whether a game should be played in inclement weather shall be in the hands of the Unit Directors. They shall consider primarily the welfare of the players. MHSAA guidelines should be followed.
- 8.1.2 Once a decision is rendered, it shall be considered final and received in the spirit of good sportsmanship.

### 8.2 Field Conditions

- 8.2.1 The decision as to whether a game should be played due to poor field conditions shall be solely in the hands of the home field Unit Director.

## 9. Award Rules

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### 9.1 Player & Team Awards

- 9.1.1 There will be no individual, team or unit awards given to any player unless all awards are identical and one is given to each youth. Exceptions will be made for championship games.
- 9.1.2 Award stickers on helmets or any part of the uniform are not permitted as it promotes individualism.

## 10. Commercialization Rules

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### 10.1 Player & Team Awards

- 10.1.1 Exploitation of the Western Lakes Junior Football League's program, a Unit, a team or an individual player with the benefit or otherwise to an individual, or to a business is not permitted.
- 10.1.2 The sole aim of the contributor, both in time and money should be to assist the organization or individual unit as a whole, and to help make their community a better place in which to live.

# 11. Scouting Rules

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## 11.1 Scouting

- 11.1.1 Scouting is permitted without the use of video equipment. Sharing of game film is not allowed for scouting purposes.
- 11.1.2 Any violation of the scouting rules by a league coach shall be cause for removal of the Head Coach(es) from the next League game. Repeat violation shall be grounds for permanent removal of the Head Coach(es).

## 12. Infraction of Rules

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### 12.1 Accountability

- 12.1.1 The Head Coach of each team is responsible for the actions of his coaching staff and players.
- 12.1.2 If any rule of the League is violated during a game, the Head Coach of that team will be held responsible.

### 12.2 Infraction Reporting & Process

- 12.2.1 Any and all rule violations must be reported to the League President verbally within forty-eight (48) hours and written within seventy-two (72) hours of the alleged rule or conduct violation.
- 12.2.2 The League President will notify the remaining Football Directors via E-Mail of the proposed rule or conduct violation. All comments or feedback must be made directly to your individual Football Director to assist them if a hearing is needed.
- 12.2.3 If a hearing is needed, a date/time/location shall be determined by the League President. The Head Coach and all of the Football Directors must report and discuss the rule violation and impose penalties if deemed necessary.
- 12.2.4 All rulings and/or penalties assessed by the Football Directors shall be final.

## 13. League Membership

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### 13.1 Membership Status

- 13.1.1 All Units of the League will be notified at the December Football Director's meeting if their League participation status has changed for the following season.

# 14. Summary of Rules

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## 14.1 Rule Changes

- 14.1.1 All rules and the intent thereof, as published herein, including their enactment and enforcement, shall be the responsibility of the Football Directors to express in the Rules, with any clarification required being documented in the official minutes of any League Board meeting and attached to the Rules as an addendum, with approval by majority vote of the Board at said meeting.

## 14.2 Other Rules

- 14.2.1 The home teams are responsible for having a set of the League rules at each game.
- 14.2.2 Any who are absent for two (2) regularly-scheduled consecutive meetings of the Football Committee, shall face disciplinary action that may include the following.
- 14.2.2.1 Lose the ability to host one (1) home game. If the schedule is published, the unit/units will lose a home game the following year.
  - 14.2.2.2 Review by remaining Board members for continued participation in the League.
- 14.2.3 Smoking, chewing tobacco, use of alcoholic beverages or illegal drugs are prohibited at practice, games and playing fields and will be strictly enforced.

## 15. Acceptance of Rules

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In order for any Unit to be eligible for membership and/or maintaining its membership in the Western Lakes Junior Football League, each Unit must adopt and comply with the Western Lakes Junior Football League Football Rules. By signing below, the authorized Unit Director affirms that their Unit or Units have adopted, will abide and be governed by, the Western Lakes Junior Football League Rules.

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Signature

Title

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Date

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Unit Name or Names