

Southeast Idaho Youth Football League

2013 Operating Bylaws

Article I: GENERAL

The following are the Operating Bylaws by which the Southeast Idaho Youth Football League (SIYFL) operates. Revisions to the Operating Bylaws require a majority vote of a quorum of the League directors. The League is registered with the State of Idaho under corporation number 39927. The League is organized as a 501c (3) organization.

Section A: Board of Directors

President:	Les Hernandez (votes in case of tie)
Vice President:	Rick Sorrell (voting member)
Secretary / Treasurer:	Nicole Hernandez (voting member)
Area Directors:	
Pocatello / Chubbuck:	Rick Sorrell (voting member) Tony Manu (voting member) Duane Rawlings (voting member) Gary Carlson (voting member)
Blackfoot:	Jeff Katseanes (voting member)
Snake River:	John Grimmatt (voting member)
American Falls:	Mike Henesh (voting member)
Soda Springs:	Josh Torman (voting member)
Bear Lake:	Brandon Carlson (voting member)
Aberdeen:	Joe Ingersoll (voting member)
Marsh Valley / Inkom:	Mark Helmandollar (voting member)
Preston:	Trent Stokes (voting member)
Fort Hall:	Eddy Kniffen (voting member)

Note: The term "directors", "League", "board", or "officers" may be used interchangeably.

Section B: Responsibilities of League Directors

1. The directors will be responsible for the management of the League in compliance with the Operating Bylaws of the Southeast Idaho Youth Football League, Inc. The purpose of this corporation will be to organize and supervise the playing of football by boys and girls under specialized rules and regulations. The League is a non-profit organization and must be managed accordingly. The officers will be responsible for scheduling and organizing all activities surrounding the League prior to, during, and after each season. Directors will receive no compensation for their duties.
2. Directors have the exclusive right to review, appoint, or deny persons the responsibility of League head or assistant coaching positions. Any comments, criticisms or complaints regarding a coach, of his/her methods or techniques will be communicated to the League in either verbal or written form by players, parents, coaches, or other interested parties before they will be considered by the League.
3. Individual director responsibilities will be divided amongst the officers and directors as to best manage the League activities.
4. Directors shall meet not less than five instances per year. The League will schedule Spring, Summer, Pre-season, Mid-Season, and End of Season meetings. The directors will meet at a time and place most convenient for a quorum to be present at the meeting. A quorum for conducting business at a meeting of the Board of Directors shall be the number of directors equal to or greater than fifty (50) percent of the Board of Directors. Boards of Directors are required to attend 4/5^{ths} or eighty (80) percent of the Board of Directors meetings. If a director is not able to attend a meeting, he/she must notify the President. Excused absences will be accepted.

Section C: Directors' Authority

The directors have the sole authority to grant exceptions to, make interpretations of, or make changes to the Articles of Incorporation Bylaws, Operating Bylaws, League Policies, and Playing Rules. Approval of any exceptions, interpretations, or revisions of the Articles of Incorporation Bylaws, Operating Bylaws, League Policies, and Playing Rules must be by a majority vote of a quorum of directors.

Section D: Appointment of Directors

The League President will recommend potential candidates for a directorship to the Board of Directors. The Board of Directors can approve or deny any potential candidate for the Board.

Section E: Director's Term

Directors will serve for three seasons and be eligible for reappointment with Board approval.

Section F: Field Commissioners' Responsibilities

1. Field Commissioners (FC's) are responsible to assist the League Directors in the duties required to manage, supervise, and coordinate League activities.
2. The League will assign specific duties to the FC's prior to each season.
3. FC's will serve for one season and are recommended for approval to the Board by the League President.
4. FC's have voting rights and they will be invited to the Director meetings.

Article II: PROTEST RESOLUTION

Section A: **PROTESTS OF REFEREE DECISIONS, JUDGMENT CALLS, ETC. WILL NOT BE ALLOWED.**

Section B: Minor protests will be resolved verbally at the time of protest, preferably by the coaches and game officials. A League Director will settle disputes, "On-the-Spot", on the field at the time of the protest, if possible. If no decision can be reached or a Director is not present at time of protest, a major protest will need to be filed with the League.

Section C: Major protests must be in writing. The Secretary will place one copy in League records, and provide copies to all affected individuals.

1. A major protest filed with the League will require that a Protest Committee be formed. A "Protest Committee" will be formed consisting of: a Committee Chairperson (League Director) and two (2) other League Directors. A League Director from the area in which the protest originates will be a member of the committee, unless the protest is in the grade level the League Director is coaching. In such cases, any other League Director will be appointed. It is preferable that parents try to resolve any coaching issues directly with the coach prior to protesting to the League. All major protests may be initiated verbally, but must be followed with a written protest and given to the League 24 hours from the time of the protested act.
2. The committee must reach a majority decision. The committee will meet as soon as practical with the coach(s), if applicable. The committee can include all board members in the decision. Their decision will then be confirmed in writing to the parties involved. (As a practical matter, changes in "On-the-Spot" decisions are unlikely.) If needed, a League Director will be assigned to monitor the next game.
3. **PROTESTS OF ELIGIBILITY, WEIGHT LIMITS, AREA BOUNDARIES, REGISTRATION, AND GENERAL RESPONSIBILITIES** are considered major.
4. **PROTESTS OF PLAYING RULES** are major. During a game, a protest of play must be registered verbally with a League Director in attendance at the game **BEFORE** the play of the first live ball after the play in question. The Director(s) in attendance have the authority to act for the League in such matters. They will see that all parties involved are notified of the protest, and will make every attempt

to reach a satisfactory determination of the issue at that time. It is assumed that most will be settled on the field. However, any major protest that can't be settled at the game, or a League Director is not immediately present at the game, the Protest Committee will then vote on the protest. A written protest must be given to the League within 24 hours of the protested act.

Article III: PLAYER ELIGIBILITY

Section A: Participation is intended to be limited to students currently attending the 5th, 6th, 7th, and 8th grades (except for Combo Teams) in Aberdeen, American Falls, Bear Lake, Blackfoot, Chubbuck, Fort Hall, Grace, Malad, Marsh Valley, Pocatello, Preston, Snake River, Soda Springs, and Westside areas.

- NOTE: **Students enrolled in 9th grade are not allowed to play in SIYFL.** These students are governed by the Idaho High School Activities Association rules and regulations.

Section B: Age limits have been established as follows:

1. Age limits for fifth grade: Prior to or on September 1st of the current year, the player must be at a minimum age of 9 years old, or a maximum age of 11 years old, with "typical age" of 10 on September 1st of the current year.
2. Age limits for sixth grade: Prior to or on September 1st of the current year, the player must be at a minimum age of 10 years old, or a maximum age of 12 years old, with "typical age" of 11 on September 1st of the current year.
3. Age limits for seventh grade: Prior to or on September 1st of the current year, the player must be at a minimum age of 11 years old, or a maximum age of 13 years old, with "typical age" of 12 on September 1st of the current year.
4. Age limits for eighth grade: Prior to or on September 1st of the current year, the player must be at a minimum age of 12 years old, or a maximum age of 14 years old, with "typical age" of 13 on September 1st of the current year.

Section C: **Fifth, sixth, and seventh grade players will not be allowed to play "up" from their natural grade level.** The League will allow a player to play "up" from fourth grade to fifth provided the player is a minimum weight of 65 lbs. and 9 years of age, prior to or on September 1st of the current year. Fourth grade players will be placed on the team after the last registration date. The League recommends only one fourth grader on any team, and must approve all fourth grade players prior to the season. **All fourth grade players will be returned to their appropriate grade level the following year.** All fourth grade players will be notified by the League that they will be moved back to 5th grade the following year, per this section. **Exceptions will be Combo Teams.**

1. Combo Teams. The League will allow 4th / 5th, 5th / 6th, 6th / 7th, or 7th / 8th grade teams in Aberdeen, American Falls, Bear Lake, Blackfoot, Fort Hall, Grace, Malad, Marsh Valley, Preston, Soda Springs, or Westside, **only if**,
 - a. There are not enough of the younger age group (minimum of 18 players) to form a team.
 - b. There are an excess of 23 players for 5th/6th or 27 players for 7th in one grade that can be moved to the next oldest grade, and the older grade has less than 18 players. League will transfer the oldest to youngest aged players onto the team, provided the player and parent agree.
 - c. League Board (majority vote) approves combo teams prior to start of season.
2. Preferred maximum of two combo teams per area.

Section D: All players must be assigned to the League corresponding to the school grade in which they are enrolled or home school grade during the season, as long as age limits are followed.

1. Home school players or players that are enrolled in a school system based on age, rather than grade, will be placed in the appropriate grade based on the "typical age" as defined in Article III, Section B.

Article IV: WEIGHT LIMITS

Section A: THERE ARE SPECIAL WEIGHT REGULATIONS FOR PLAYERS PLAYING AN OFFENSIVE BACKFIELD OR END POSITIONS, DEFENSIVE SECONDARY, PUNTERS OR KICKERS, PUNT RETURNS, SAFETIES, AND KICKOFFS for all grades.

1. X-Man rule: All players exceeding the maximum ball carrying weight must play a defensive or offensive line position. These players will be referred to as an "X-Man player". These players are required to wear a League provided orange wristband during all games.
2. X-Man players are not allowed on the kickoff, kickoff return, or safety special teams.
3. All X-Man players must be on the line of scrimmage prior to or at the snap of the ball; offensive X-Man must be set at snap of ball, defensive X-Man must be in a 3 or 4 point stance; and any part of the player's body must be in the Free Blocking Zone prior to and at the snap of the ball.
 - i. Note: Free Blocking Zone is defined, per NFHS rules, as a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage.
 - ii. See **Attachment D** for examples of Free Blocking Zone X-Man examples.
 - iii. Penalty: 1st infraction warning to sideline; 2nd infraction 5 yard penalty, 3rd infraction 15 yard "unsportsmanlike" penalty on sideline.
4. X-Man defensive linemen are to be in a 3 or 4 point stance on the line of scrimmage prior to and at the snap of the ball. X-Man defensive linemen are not allowed to drop into pass coverage.
5. X-Man defensive ends are required to be in a 3 or 4 point stance. X-Man players at defensive ends are legal, provided they are on the line of scrimmage prior to and at the snap of the ball and they are within the Free Blocking Zone as defined above. X-Man defensive ends are allowed to drop back into pass coverage no further than the "flat area" (typically, 5 yards on either side of the line of scrimmage from sideline to hash-marks) as defined in the National Federation of State High School Associations (NFHS) football rulebook.
6. X-Man players at an offensive end or tight-end position are not eligible to carry or catch the ball, and/or run a pass rout; their role will be limited to a blocking tight-end. These players must be set at the snap of the ball or in a 3 or 4 point stance and they are within the Free Blocking Zone as defined above.
 - a. X-Man offensive end or tight-end, must be on the line of scrimmage prior to or at the snap of the ball.
 - b. X-Man offensive end or tight-end, can not be put in motion. They are an extension of the offensive line.
 - c. X-Man players are not able to advance, pitch, toss, pass, catch, or run with the ball. The play is considered dead when an X-Man player has possession of the football.

Section B: Ball carrying weight limits for each grade has been determined as the following (per Section E)

1. 5th Grade: 105# maximum ball carrying weight
2. 6th Grade: 120# maximum ball carrying weight
3. 7th Grade: 135# maximum ball carrying weight
4. 8th Grade: 175# maximum ball carrying weight

The League reserves the right to administer weight limits, as needed.

Note 1: Players' weight limits will be determined prior to the start of the season by the League. Players will be weighed during the first week of practice during the season.

Note 2: The ball carrying weight limits will be evaluated on an annual basis.

Section C: NO 'SWEATING DOWN' WILL BE ALLOWED!

Section D: Each team will be given one weight challenge that the head coach may use during the season (game two thru the last regular season game, excluding playoffs, consolation, and championship games). A head coach can challenge one opposing player's weight one week prior to the scheduled game with his team. A maximum of one player challenge can be used per team and each player can be challenged only

once per season. A head coach must file their challenge with the League one week prior to the challenged game on the **'Challenge Form' (Attachment A)**.

1. A challenged player and his coach will be notified that the player has been challenged for the upcoming game. The player will be required to weigh-in at the League boxcars 60 minutes prior to the scheduled game for Pocatello games only or at a time convenient for the area director to weigh the player prior to the game day. It is preferred that the coach of the challenged and challenging teams be present, but not necessary, if the area director is weighing the player.
2. For challenged games outside Pocatello, the challenged player will be required to weigh-in 60 minutes before the game, as soon as is practical, with the area director. The director for the challenged area will be responsible to arrange for the player to be weighed-in at the local high school.
3. There will be no weight challenges during the first game, playoff, consolation, and championship games. If the player does not weigh-in, he/she will be ineligible to play until a weight measurement is performed.
4. **No players will be re-weighed for qualifying for a ball carrying position.**
Once a player has been deemed as an X-Man player, they will be required to wear an orange wristband for the remainder of the season.

Note 1: The League does not encourage inducing weight loss in order to meet the weight restrictions. It is determined that the player should be playing at their natural weight, and strive to maintain a more healthy weight throughout the season.

5. Players that are not deemed as an "X-Man player" are not allowed to wear orange wristbands.

Section E: A player will be allowed to gain one pound per week during the season with a maximum of 5 pounds total. Players will be given a 3-pound weight allowance for football pants, pads, and belt during a challenged weigh-in or 1-pound weight allowance for shorts during weigh-in, with proper supervision by the League. See Weight Requirement table below.

Southeast Idaho Youth Football League				
Weight Requirements for Ball Carrying Positions for 2013				
	5th Grade	6th Grade	7th Grade	8th Grade
Equipment Issue Date*	105	120	135	175
August 31— No Challenges for First Game of Season	106	121	136	176
Up thru Sep 7	107	122	137	177
Up thru Sep 14	108	123	138	178
Up thru Sep 21	109	124	139	179
Up thru Sep 28	110	125	140	180
Up thru Oct 5	110	125	140	180
Up thru Oct 12	110	125	140	180
Playoffs or Championships – No Challenges				
*Player Weight Challenges accepted after 8/31.				

Section F: All X-Man players will be required to wear an orange wristband during the games. Any player that is challenged and deemed to be an X-Man player will have to provide an orange wristband and wear it during the game.

Section G: Prior to or during all games, a League Director or Field Commissioner will verify that appropriate players are wearing their orange wristbands.

Article V: AREA BOUNDARIES

Section A: All players will be assigned to a team as close as practical to their home address; their Home Boundary, when possible.

Section B: All players, in any grade, will be placed on teams in the League designated geographic area in which they live.

Exceptions to this rule include:

1. **Out-of-Area Player:** Players who are relatives (brothers/sisters, nephews/nieces, cousins, grandsons/granddaughters or sons/daughters), of a coach(s) who may live outside the League Boundary area (Out-of-Area Assistant Coach or Team Mom) of the team they are coaching, with limit of three Out-of-Area players total per team, or
 - a. If a coach discontinues coaching, the Out-of-Area Player has the option to move back to their Home Boundary area, provided an opening exists on the roster or they can stay on the current team. If the player stays on the current roster, that player will count toward the Out-of-Area Player limits per Article V, Section B, #1 throughout that team's entire tenure with the League (eg. 5th – 8th grade).
 - i. Out-of-Area Assistant Coach or Team Mom must commit a minimum of one season.
 - b. The League will maintain record of all Out-of-Area Coaches (OAC) or Team Mom's (TM) per team and associated Out-of-Area players.
 - i. Players who transfer to another team based on the Out-of-Area Player rule, will be reported on a yearly basis to the League Board of Directors.
 - ii. Assistant coaches must adhere to all rules outlined in Article VII, Section B, Coaches' Responsibilities.
 - iii. Out-of-Area players are only allowed to play on one Out-of-Area team during their 5th thru 8th grade tenure.
 - iv. If an Out-of-Area player decides to no longer play on their team, they can either play in their Home Boundary team or stay on their Out-of-Area team. They are not allowed to play as an Out-of-Area player for another team.
 - v. Out-of-Area coaches must be assigned to a team prior to the end of week 2 of practice, if the Out-of-Area player has been assigned to another team.
 - vi. If the Head Coach resigns from coaching the team or becomes an assistant coach, the team will still only be allowed three Out-of-Area players as outlined above. A team's OAC or TM does not change due to coaching changes.
2. Players who sign-up after the team in their League Home Boundary area has been closed, or
 - a. The League will notify the player if they have been placed on a team outside their Home Boundary area.
3. Players who are affected by League boundary line changes. League boundaries will be evaluated on an annual basis and changed prior to the current season.
 - a. Players affected by boundary line changes, have the option to stay on their current team or move to their new Home Boundary team, provided roster openings exist on the new boundary team.

Section C: All players from team rosters of the previous year will have a reserved slot on the active team roster, until the specified date designated by the League. After this date, all new registered players will be added to the roster, on a "first-come, first-serve basis", with a preferred maximum number of 23 players per team for 5th/6th, and 27 players for 7th and 8th grade teams. Additional players may be added by Board approval only.

Section D: Returning players, who are still carried on the active roster of a team from the prior year, will remain on their original team unless:

1. Their residence within League boundaries has changed to another Home Boundary, and they request to be moved to the new Home Boundary team, if an opening exists, or
2. League boundaries have changed, and their residence has not changed, and they request to be moved to the new Home Boundary team if an opening exists, or
3. A player has signed up after the reserved roster date and their prior team is closed, or
4. A player has a relative coaching for a team outside his/her area and that player chooses to move to that team, per Article V, Section B, #1 rule.

Note 1: The League will attempt to place players who played two years prior, on their original team, provided their residence is within the League boundaries of their original team. These players would be placed on the team prior to placing new registered players on the team.

Note 2: The League will make every effort to accommodate the player's request, provided it is within the League rules. Any exceptions need to be approved by the Board of Directors.

Section E: Late sign-ups will be placed on the closest available team. However, if the player is placed outside their Home Boundary area, the League will make every attempt to place that child back in their Home Boundary the following year upon request of the player. The League will place the player on a wait list to be moved back to their proper team prior to the start of the current season.

1. Players will have the option to stay on their current team or request to be moved back to their Home Boundary area.
 - a. Players that request to be moved back to their Home Boundary area, will be prioritized over all new players being added to that team's roster.
 - b. The League will attempt to contact the players from the prior year's wait list, prior to finalizing rosters for the current year.

Section F: Geographic areas will closely follow the boundaries of the School Districts, which are in effect at the time a player signs up for football. League geographic boundaries can also follow natural boundaries (i.e. railroad tracks, major highways, etc.) or nearby neighborhoods. All practices, when possible, are to be held within or near League designated geographic areas. This will allow practice to be held as near as possible to the players' homes and the League will attempt to select team members from the same geographic area, and if possible, from the same school.

Note 1: See Pocatello / Chubbuck School District 25 elementary boundary map on registration form for the primary boundary map for placement of Pocatello / Chubbuck players. Players outside the Pocatello / Chubbuck boundary map will be placed on Aberdeen, American Falls, Bear Lake, Blackfoot, Fort Hall, Malad, Marsh Valley, Preston, Snake River, Soda Springs, and Westside teams based on the boundary limits of the respective school district(s).

Note 2: For Pocatello / Chubbuck, Excess Players for each boundary area will be placed to the closest available team.

- a. Excess players are those players who have not been placed on their Home Boundary team due to the team being closed or full.

Note 3: Secondary boundaries can be created within a primary boundary, if deemed necessary.

Note 4: Approved practice fields will be provided by the League to the coaches. Teams are required to practice within their League boundaries, unless otherwise authorized by the League.

Section G: If necessary to achieve balance between the areas, the League has the authority to change boundaries, to adjust the number of teams and/or their distribution by areas prior to the start of the current season. Where possible, such boundary changes will closely follow school district boundaries, natural boundaries, and/or nearby neighborhoods.

Section H: Players who reside outside city limit boundaries will be required to play on the team corresponding to the boundary limits of the respective school district to the player's address. If there isn't a team in his/her League boundary area, in the same grade as the player, does not exist; the player will be allowed to play outside the geographical area nearest his address, as availability exists.

Section I: Teams must have a minimum of 18 players with a preferred maximum of 23 players for 5th/6th, and 20 players minimum with a preferred maximum of 27 players for 7th/8th grade teams. Additional players may be added by Board approval only.

Section J: League reserves the right to form Expansion or Excess teams when appropriate to allow more players to participate. As Expansion teams are created, only new players and those per Article V, section B players will be placed on these teams, with a minimum of 18 players for 5th/6th and 20 players for 7th/8th, with a maximum of 23 for 5th/6th and 27 for 7th/8th, respectively.

1. An Expansion team can be formed when an excess number of players, with a minimum of 18 players for 5th/6th and 20 players for 7th/8th, are in one area that can be formed to create a second team in that area.
2. All new players will be placed on the Expansion team first, and only allowed to transfer to the Primary team the following season.
 - a. Coaches for an Expansion team will be restricted per Article V, Section B, #1 rule for possible coaches that may want to move from their original team to the Expansion team that was formed.
 - i. A secondary boundary will be drawn within the primary boundary to form two smaller boundaries, after the season.
 1. A secondary boundary will be drawn in the 5th grade year, before the season, if needed. All players will then be placed based on the new boundaries.
 - ii. Players can request to be placed based on their address within the new secondary boundaries, after the first season, per Article V, Section D, #2 for Returning Players.
 - iii. Primary team's coaching staff will only be allowed to add ONE (1) new Out-of-Area coach with a relative from the Expansion players, during the first season.

Note 1: If the new coach adds an Out-of-Area Player outside the boundary to the Primary team, this player will count toward Article V, Section B, #1 rule. The Primary team is still only allowed three (3) Out-of-Area Players total.
 - iv. Following the first season, the League will strive to keep the Primary team at the minimum player count, while also keeping the Expansion team above the minimum player count.
 - v. The League may need to add new players to the Expansion team beyond the second season, in order to allow more players the opportunity to play.
3. An Excess team can be formed when excess players from several areas are placed together to create an Excess team. These teams will be formed so that more players can participate. The League will attempt to move all these players back to their Home Boundaries the following year, with the request from the player, provided roster spots are available in their Home Boundary.
 - a. The League will strive to keep the Primary teams at the minimum player counts, while also keeping the Excess team above the minimum player count.
 - b. If more than one Excess team is formed, then secondary boundaries will be assigned to the teams respectively.

Note 1: The League will attempt to close Excess teams prior to the 7th grade, so that all the players can be placed back to their Home Boundary teams, provided that roster openings are available.

Article VI: REGISTRATION

Section A: Every player must register each year.

Players carried on the active roster of a team from the previous year will have until the Reserved Roster Date to register. This date is TBD by League each season. Prospective new players can attend a scheduled registration, register on-line, or mail their registration form to the League at P.O. Box 1303, Pocatello, Idaho 83204. For 6th - 8th grade, new player's registration forms will be placed in a New Player Registration Folder. For 5th grade, player's registration forms will be placed in the appropriate team folder.

1. New players will be added to the team rosters after the Reserved Roster Date established by the League.

Note 1: Non-equipment teams are schools, athletic departments, or other legal organizations that are providing equipment to the players, which must provide a registration form for each player. Non-equipment schools, athletic departments, or other legal organizations, must also provide proof of liability insurance with SIYFL listed as an "Additional Insured".

- a. Non-equipment teams must adhere to all playing rules and operating bylaws applicable to their participation in the League, including but not limited to Article VII, Section A and B.
- b. The League will maintain management, selection, and administration of team selection of players, assistant, and head coaches.
- c. Non-equipment teams must provide safe and appropriate equipment to their players that are consistent with League equipment standards.

Section B: Late registration.

Players that register after team rosters has been established will be placed on an existing team that has a shortage of players, or placed on a waiting list, per Article V, section E. Last date to add players to team rosters will be the Wednesday before the 1st game, with League approval.

Section C: A player is registered when the player has provided the following to the League:

1. A signed SIYFL Registration Form or registered on-line by providing at least the following minimum information:
 - a. Name
 - b. Address
 - c. Phone Number
 - d. Birth date
 - e. Boundary area (current school year)
 - f. Grade (current school year)
 - g. Name of last year's team (if applicable)
 - h. Signed by parent or guardian
2. Paid the registration fee.
3. Provided a copy of a birth certificate.

NOTE 1: THE PLAYER AND THE PLAYER'S PARENTS ARE RESPONSIBLE FOR FILLING OUT ALL FORMS COMPLETELY AND ACCURATELY. PLAYERS WHO INTENTIONALLY REGISTER ILLEGALLY (I.E., WRONG AREA, GRADE, AGE, or ADDRESS, ETC.) MAY BE RESPONSIBLE FOR THEIR TEAM FORFEITING ALL GAMES, WHICH THE ILLEGAL PLAYER HAS PARTICIPATED AND/OR BE REMOVED FROM THE TEAM AND PLACED ACCORDINGLY. THE LEAGUE CAN ALSO REQUIRE PROOF OF AREA, GRADE, AGE, OR ADDRESS IF DEEMED NECESSARY.

Section D: A player must be registered with the League to participate in team practices, scrimmages, and games.

Article VII: GENERAL RESPONSIBILITIES

Section A: Players' and Parents' responsibilities

1. To be eligible to play and to maintain eligibility, a player must:
 - a. Complete steps 1-3 of the registration process and,
 - b. Comply with all team rules set down by the coach and League. (This includes, but is not limited to: personal conduct, attendance at practices, etc. Coaches' team rules must not be in conflict with SIYFL rules, bylaws, and NYSCA Code of Ethics.),
 - c. Not act in an unsportsmanlike manner during a game, scrimmage, or practice. Examples are, but not limited to: Baiting or taunting acts or words, using profanity or insulting vulgar language, fighting, and inappropriate gestures.
2. For all contact practices and games, the player will furnish, and is required to wear the following equipment:
 - a. Approved shoes:
 - i. Shoes may be of canvas, plastic, or leather construction. Cleat type shoes are not required, but do give additional grip. If cleat type shoes are used, the only types acceptable are those with a one piece sole with molded rubber or soft plastic cleats. Soft plastic screw-in cleats will be allowed, as approved by the NFHS rule.
 - ii. **NO CLEAT TYPE SHOES WITH METAL POST TYPE SCREW-IN CLEATS WILL BE ALLOWED.** Plastic screw-in cleats are allowed.
 - b. Practice jersey for practices. **Game jerseys will not be worn for practice.**
 - c. T-shirt (for wear under shoulder pads.) is recommended.
 - d. Athletic supporter is recommended.
 - iii. A player may purchase their own white practice pants and/or NOCSAE approved white helmet. The League does not provide any discounts to the registration fee if a player chooses to purchase their own white practice pants and/or NOCSAE approved white helmet.

3. **FOR ALL CONTACT PRACTICES AND GAMES**, players are responsible for showing up with, and must be wearing, the protective equipment furnished by the League. (This includes: helmet and facemask, shoulder pads, pants with a belt and pads, practice/game jerseys, mouthpiece, etc.).
4. **Player absences at practices or games:**
 - a. Excusable absences are sickness, vacation, church, special school activities, etc. Parents should notify the coaches of such excusable absences before the start of the season or ASAP as they occur during the season. One (1) excused absence for that week shall not result in limited playing time for the upcoming game, as defined per the Minimum Playing Time Rule.
 - b. Unexcused absences could result in limited participation in upcoming games.
 - c. Excessive absences (2 or more in one week or continuously weekly absences), excused or not, could result in limited participation in upcoming games.
5. **Injured players during season (after the first scheduled game):**
 - a. If a player has missed more than 8 consecutive days of practices, when that player returns to practice, he/she must practice 4 consecutive days to be eligible to participate in a SIYFL contest.
 - b. If a player has missed less than 8 consecutive days of practices, then the coach will have the discretion to determine the amount of playing time the player will have on the next scheduled SIYFL contest. If the coach determines that the player will receive less playing time, then the coach must complete the Affidavit of Compliance form with the reason that the player is not playing his/her required playing time.
 - c. Injuries that required a doctor's care (i.e. broken bones, concussion, etc.); a player will be required to provide a doctor's release form to the coach for League records to be eligible to practice or play games.
 - d. Player's with arm casts will need a doctor's release form for each game, have the cast appropriately wrapped to prevent further injury to themselves or others, and must be approved for play by the game official.
6. **Players and their parents are responsible for checking to see that all the equipment is maintained in game condition.**
 - a. Pants must be washed before each game. (They should also be washed, as conditions require.)
 - b. Any defective or improperly fitting equipment must be called to the attention of the coach or the League in time for repairs or replacement to be made before game time. **PLAYERS WITH MISSING OR DEFECTIVE EQUIPMENT WILL NOT BE ALLOWED TO PLAY.**
 - c. Equipment purchased by the player is required to be approved by the League at the time of team equipment issue. All purchased equipment must maintain the consistent look and quality standards of the League.
7. **Players are not allowed to wear jewelry or eye shields, which prevent visual examination of a player's eyes if injured, per National Federation of High School (NFHS) rules.**
8. **Players' and Parents' conduct.**
 - a. Accept and understand the seriousness of responsibility, and privilege of representing your community.
 - b. Live up to the standards of sportsmanship established by the League and the coaching staff.
 - i. Gain an understanding and appreciation for the rules of the contest.
 - ii. Exercise representative behavior of a sound value base at all times.
 - iii. Recognize and appreciate skilled performances regardless of affiliation.
 - iv. Exhibit respect for the League and Game Officials.
 - v. Display openly a respect for the opponent at all times.
 - vi. Display pride in your actions at every opportunity.
 - c. Treat your opponents the way you would like to be treated, as a guest or friend.
 - d. Wish opponents good luck before the contest and congratulate them in a sincere manner that you would like to be greeted following either victory or defeat.
 - e. Respect the integrity and judgment of Game Officials.
 - f. Not act in an unsportsmanlike manner during a game, scrimmage, or practice. Examples are, but not limited to: Baiting or taunting acts or words, using profanity or insulting vulgar language, fighting, and inappropriate gestures.
9. **Parents, players, and spectators must maintain Good Sportsmanship attitudes. No yelling or derogatory remarks will be tolerated. The League or official/referee(s) reserves the right to remove any parent, spectator, or player from the field. Parents and spectators must also stay outside the**

designated coaches area on the fields.

10. Any player ejected by an official for unsportsmanlike behavior, will be suspended for the remainder of the game, and will be suspended for the next regularly scheduled game. A second violation will result in being suspended for the next two (2) regularly scheduled games. The third ejection would result in a suspension of the remainder of then-current season and the following season from the League, if the three ejections have occurred during any two season period. If penalties are imposed at the end of the season and no contest remains, the penalty is carried over to the following year. This rule will apply to all regular, playoff, consolation, and championship games. **NO EXCEPTIONS.**

Note 1: The League reserves the right to apply this rule to parents or spectators at our games. Those situations will be evaluated on a case-by-case basis. The League will enforce all suspensions or expulsions strictly and without exception. The League has the full support of the local authorities to help administer this rule as needed.

11. Any player or parent can be removed from a League function by their coach or their child's coach, League Director, or game official if that player or parent's conduct is not becoming of the League's sportsmanship standards.
12. Any player or parent can be expelled from participation in the Southeast Idaho Youth Football League function or put on suspension for violations of any of the above responsibilities. A two-thirds vote by the League Directors is required for suspension or expulsion.

Section B: Coaches' Responsibility

1. To be eligible to coach for the League, a coach must:
 - a. Complete a coaching application and submit it to League. All coaches must update their Coaches Application every four years. Coaching application includes:
 - i. Personal data,
 - ii. Coaching philosophy,
 - iii. Sign the Coaches' Code of Ethics by National Youth Sports Coaches Associations (NYSCA),
 - iv. Approved background check by local authorities that comply with the SIYFL Coaching and Volunteer Criminal Background Policy.
 - b. Successfully complete the NYSCA training provided by the League. Assistant coaches are not required to attend training, but are recommended. However, the League may require an assistant coach to complete the NYSCA training, if deemed necessary.
 - c. Continue to follow the NYSCA Code of Ethics.
 - d. Become a member of USA Football and complete Level 1 Coach Certification course.
 - e. Comply with the Concussion Management Policy.
 - f. Be 19 years of age or older to qualify as a head coach; assistant coaches must be minimum of 16 years of age or older. Assistant coaches that are younger than 19 years of age must have adult supervision by another coach.
 - g. Once approved for coaching, **a coach will be automatically terminated at the close of each season.** To coach the following year, the coach must meet the above eligibility requirements **and be approved by the League prior to the new season. The League will make coaching changes as deemed necessary.**
 - h. Not act in an unsportsmanlike manner during a game, scrimmage, or practice. Examples are, but not limited to: Baiting or taunting acts or words, using profanity or insulting vulgar language, fighting, and inappropriate gestures.
 - i. Out-of-Area coaches must complete an **"Out-of-Area Assistant Coach Affidavit of Compliance Form" (Attachment E).**
2. The Head Coach must provide at least 2 and preferably 4 assistant coaches, with a maximum of 5 assistant coaches.
 - a. Assistant coaches are allowed to be an assistant coach for two teams, provided the two teams are not in the same grade.
 - b. A head coach can be an assistant coach for another team, provided the two teams are not in the same grade.
 - i. A head coach's first responsibility will be his/her team that they have been assigned as head coach. The League will closely monitor coaches who are coaching two teams to ensure that they are giving appropriate time to the team they were assigned as head coach.

- c. The head coach is responsible to select their assistant coaches and ensure they have all completed a Coaches Application and been approved by the League.
 - d. The head coach is responsible for the actions of the assistant coaches with respect to coaching methods and style with the players.
 - e. The head coach can dismiss an assistant coach if there are issues that are causing issues within the team's coaching staff.
 - f. The League will intervene and remove any assistant coach if required.
3. When a player quits the team, the coach must notify the League within 24 hours. It is preferable that this notification is written; if verbal, the coach must fully explain the circumstances. (i.e.: moved, injured, etc.) **ANY EQUIPMENT ISSUED TO THE PLAYER MUST BE PICKED UP BY THE COACH AND RETURNED TO THE LEAGUE, PREFERABLY WITH THE NOTICE.**
4. Teams will NOT be allowed to organize practice, team football camps, conditioning camps, or other team activities that are deemed to intentionally gain an unfair advantage prior to the start practice date set by the League. The League considers this to mean three or more players under the supervision of a coach. This rule does not apply to high school or other officially sponsored football camps (university, professional, or League sponsored), where multiple players from different teams may attend. Typically, sponsored camps last one week. The League will investigate all possible violations to this rule.

Note 1: Team meetings with parents prior to the first practice date are allowed, provided it occurs after the Coaches Meeting with the League. The team meeting with parents will not include practice with players, but to only explain team rules, schedules, and other pertinent information to the parents.

TEAMS THAT THE LEAGUE DETERMINES TO HAVE VIOLATED THIS RULE MAY BE REQUIRED TO FORFEIT THEIR FIRST COUNTING GAME AND POSSIBLE COACH SUSPENSIONS TO BE IMPOSED!

5. Coaches are responsible for determining that their players are REGISTERED with the League before allowing them to participate in practice, scrimmages, or games. **TEAMS PLAYING INELIGIBLE PLAYERS MAY FORFEIT ANY GAME, OR GAMES, WHICH THE INELIGIBLE PLAYER OR PLAYERS PARTICIPATED.**
6. Daily practice sessions will be limited to a maximum of 5 per week, for no more than 2 hours per day with water breaks, from the first week of practice (player's are without protective gear for first week) to the first game. **After the first game, practice sessions will be limited to a maximum of 4 per week, for no more than 2 hours per day or maximum of 8 hours per week.** Teams should have the authorized minimum of 4 hours of practice per week.
- a. **NO PRACTICE SESSIONS ON FRIDAYS, UNLESS OTHERWISE APPROVED BY THE BOARD OF DIRECTORS.**
 - i. If violation of this rule has been verified, an automatic one game suspension of head coach for violation of this rule will be enforced, without exception!
 - ii. Teams **will not** alternate between off nights during the season.
- Note 1: Two exceptions to this rule are; 1) the Eastern Idaho State Fair week (Labor Day week). During this week, a coach can change their night of practices, so as to accommodate as many players' schedules during the fair, and 2) if there is a night when NONE of the coaches can attend, that team can move their practice night for that week. This can only be done once during the season, and must be approved by the League President prior to the change. This will only be approved under extreme circumstances.
- iii. League Directors and Field Commissioners will be monitoring practice fields to ensure compliance of this rule.
 - iv. Team meetings to watch videos, meet with parents, or have team pizza parties will be allowed on Fridays or other approved off night.
- b. **NO PRACTICE SESSIONS SHOULD BE HELD WITHOUT AT LEAST ONE COACH PRESENT.**
 - c. Head coaches are required to attend 2-3 practices per week. If he/she is unable to do this, they will be required to ensure that an assistant coach will assume the head coach responsibilities in their absence.
 - d. Assistant coaches are required to attend 1-2 practices per week or provide the equivalent amount of time per week assisting the team/head coach.

- e. NO PRACTICES WILL BE HELD ON SUNDAY.
 - f. IN ALL CASES PRACTICE MUST BE COMPLETED AT LEAST 1/2 HOUR BEFORE DARKNESS.
 - g. Water breaks should occur every 20-30 minutes for all practices.
 - h. Coaches should cancel or suspend practices when severe weather conditions arise. If a coach cancels practice, that practice can be made up on the team's off-night during the same week, with League approval. It is intended that teams practice only four nights per week after their first game, but not at the expense of the safety of the players.
7. Practice shall be limited to one session per day.
 8. The Head Coach is responsible to have a cellular phone available at all practices and games.
 9. Coaches must ensure that all eligible players fully participate during contact practices. Coaches should organize their practices to include the participation of all players.
 10. A player must have a minimum of 8 days of practice before being eligible to participate in a League game. All practices during first week are non-contact practices for ALL teams. No helmets, shoulder pads, etc. are allowed during this first week of League practices. Starting the second week of practices, all teams can start contact practices.
 11. Southeast Idaho Youth Football League teams will be allowed a maximum of 1 scrimmage per week with another team after their first game. (Full-scale game type scrimmages are discouraged.) Teams will be allowed 2 scrimmages with other teams prior to the first game, with a maximum of 1 scrimmage with another team per week. In every case, the following conditions apply:
 - a. Prior approval of the League is required (contact local League Director or League President), and
 - b. Scrimmages are limited to teams of the same grade level and League. Under no case will Southeast Idaho Youth Football League teams be allowed to play a team in another grade or League, whether higher or lower grade level, without League approval.

12. Scrimmages with NON-LEAGUE opponents are not allowed. If such an offer is made, the team must notify the League. The League will investigate the offer, and their prior approval is required.

Note 1: Non-League scrimmage teams are responsible for negotiating a fee to be paid to the League for expenses, providing birth certificates of players to the League, weighing in players on Equipment Issue Day, abiding by the Operating Bylaws and Game Rules, and supply own equipment for their players.

Note 2: Scrimmage games will not count toward League win/loss records.

Note 3: Scrimmages between different grades (eg. 5th vs. 6th) are NOT ALLOWED.

- a. Non-contact drills between 5th and 6th, or 6th and 7th, or 7th and 8th will be allowed, provided there is no contact and the drills are closely supervised by the coaches.
13. Minimum Playing Time Rule for all players during all regular season, playoff, consolation, and championship games.
 - a. 5th grade coaches are required to play each eligible player a minimum of ten (10) live plays per game during regular season games, including all playoff and championship games. A player must play six (6) live plays the first half, and four (4) live plays the second half prior to the 4-minute warning in the 4th quarter. A player must be inserted into the game on the first offensive/defensive possession in the 4th quarter if that player has not received his/her appropriate playing time. A player must be placed into the game in their natural playing position at the soonest available time. A "live play" is defined as a play from the line of scrimmage on offense or defense, **EXCLUDING PUNTS, PUNT RETURNS, AND SAFETIES, FIELD GOALS (FG) AND KICKING POINTS-AFTER-TOUCHDOWN (PAT) ATTEMPTS. All special team plays are considered "dead ball" plays.**
 - b. 6th grade coaches are required to play each eligible player a minimum of ten (10) live plays per game during regular season games, including all playoff and championship games. A player must

play six (6) live plays the first half, and four (4) live plays the second half prior to the 4-minute warning in the 4th quarter. A player must be inserted into the game on the first offensive/defensive possession in the 4th quarter if that player has not received his/her appropriate playing time. A player must be placed into the game in their natural playing position at the soonest available time. A "live play" is defined as a play from the line of scrimmage on offense or defense, **INCLUDING PUNTS, PUNT RETURNS, FIELD GOALS (FG) AND KICKING POINTS-AFTER-TOUCHDOWN (PAT) ATTEMPTS. SAFETIES are considered "dead ball" and do not count toward ten (10) live plays. Playing time on special teams (Punt, Field Goals, or PAT attempts) will only be considered as five (5) live plays per game, regardless the number of times the special team was on the field.**

- c. 7th grade coaches are required to play each eligible player a minimum of ten (10) live plays per game during regular season games, including all playoff and championship games. A player must play six (6) live plays the first half, and four (4) live plays the second half prior to the 4-minute warning in the 4th quarter. A player must be inserted into the game on the first offensive/defensive/special team possession in the 4th quarter if that player has not received his/her appropriate playing time. A player must be placed into the game in their natural playing position at the soonest available time. A "live play" is defined as a play from the line of scrimmage on offense or defense and special team play. Playing time on special teams for 7th grade (i.e. kick-offs, kick-off returns, punts, punt returns, safeties, PAT attempts and field goals) will only be considered as five (5) live plays per game, regardless the number of times the special team was on the field.
 - d. 8th grade coaches are required to play each eligible player a minimum of ten (10) live plays per game during regular season games, including all playoff and championship games. A player must play six (6) live plays the first half, and four (4) live plays the second half prior to the 4-minute warning in the 4th quarter. A player must be inserted into the game on the first offensive/defensive/special team possession in the 4th quarter if that player has not received his/her appropriate playing time. A player must be placed into the game in their natural playing position at the soonest available time. A "live play" is defined as a play from the line of scrimmage on offense or defense and special team play. Playing time on special teams for 8th grade (i.e. kick-offs, kick-off returns, punts, punt returns, safeties, PAT attempts, and field goals) can be considered as ten (10) live plays per game, regardless of the number of times the special team was on the field.
 - e. If parents (of their own child's team) or Designated Monitor for the game being monitored believe the above rule has been violated, they (parent or Designated Monitor) must file a written complaint with the League within 24 hours of the game in which the supposed infraction occurred. The League will determine if a violation was made. The League will meet with the coach, as soon as practical. A Designated Monitor can either be a League Director or a Team Designated Monitor. Each team will appoint 1 or 2 parents or coach to monitor their team during all games. The monitor(s) will be responsible to fill out the **'Game Monitor Report Sheet (Attachment B)** for each game. The League will collect forms for all teams.
 - f. If the complaint is confirmed, the coach who violated the rule may be suspended for the next game, with a two-thirds vote by the Board of Directors. Upon a second violation of this rule, the Board of Directors, with a two-thirds vote, may suspend the coach for the next game or if previous game suspension has been imposed, the coach will be suspended for the remainder of the season.
14. Coaches will be required to furnish a signed **'AFFIDAVIT OF COMPLIANCE FORM' (Attachment C)** before each game. (The 'AFFIDAVIT OF COMPLIANCE'; lists the ineligible players, and the reason(s) they are ineligible). The coach is responsible for insuring that all players on his team receive as much playing time as possible.
 15. **NO OUTSTANDING PLAYER OR MOST VALUABLE PLAYER AWARDS OF ANY NATURE WILL BE GIVEN TO ANY PLAYER AT THE END OF THE SEASON.** Approved helmet decals, helmet stickers, and/or team trophies for all players are acceptable. Helmet stickers and trophies must be provided by players, parents, and/or coaches. Recognizing good play during a game or following a game with helmet stickers or other appropriate awards, are acceptable.

16. Teams will be allowed to start their pre-game warm-ups no more than 1.5 hours prior to their scheduled game.
17. Head coach is required to attend all games. If they are unable to do so, they must assign an assistant coach who will be acting as head coach in their absence.
18. A coach may not intentionally run up the score against any opponent. **Points scored or against will not be used for any tie-breaker scenarios.** The League will not report regular season scores to the local papers. Season ending standings, playoffs, consolations, and championship scores will be reported as appropriate.
19. A coach will be responsible for ensuring he does not play an X-Man player in a ball carrying position. An X-Man player must play defensive or offensive lineman positions. A coach intentionally playing an X-Man player in a non-orange wristband position will be suspended for the remainder of the game. The League will review the incident and determine if any further action is to be taken, such as a one game suspension of the coach. See Article IV, Section A for X-Man player definitions.
20. The coach is responsible for teaching all his players the fundamental skills and rules required to play the game of football.
21. It is also the coaches responsibility to view coaching videos, read books, attend coaching clinics, etc. so as to provide proper coaching techniques to their players.
22. The coach is responsible for displaying and teaching good sportsmanship, and abiding by the Code of Ethics of the NYSCA. Good sportsmanship behavior should be exhibited at practices, games, or other SIYFL activities.
23. Accept and understand the seriousness of responsibility, and privilege of representing your community.
24. Live up to the standards of sportsmanship established by the League and the coaching staff.
 - a. Gain an understanding and appreciation for the rules of the contest.
 - b. Exercise representative behavior of a sound value base at all times.
 - c. Recognize and appreciate skilled performances regardless of affiliation.
 - d. Exhibit respect for the League and Game Officials.
 - e. Display openly a respect for the opponent at all times.
 - f. Display pride in your actions at every opportunity.
 - g. Treat your opponents the way you would like to be treated, as a guest or friend.
 - h. Wish opponents good luck before the contest and congratulate them in a sincere manner that you would like to be greeted following either victory or defeat.
 - i. Respect the integrity and judgment of Game Officials.
25. A coach will not physically, verbally, or in any manner, threaten or intimidate a player, parent, coach, Game Official, or League Official.
26. Coaches are responsible for helping issue, collect, and check in equipment with the League. This also includes insuring that the equipment is in good repair and is not intentionally damaged or altered. Coach must ensure that all helmet stickers, tape, etc., have been removed prior to returning equipment.
27. The coach is responsible for accepting all game official and League decisions as fair and unbiased.
28. Coaches are responsible for developing and implementing team rules, and presenting these team rules to their players and parents. Coaches' team rules shall not be in conflict with SIYFL rules, bylaws, or NYSCA ethics and rules.
29. Coaches are responsible for collecting players' birth certificates of their players.
30. Coaches or person(s) on behalf of a coach, may observe, take written notes, or videotape the playing of opposing teams only at League scheduled games so long as observations or videotaping does not interfere with the playing of the game.
 - a. Scouting or taping must be done from behind or on the side of the endzones or in the

bleachers/stadium seating areas only. No scouting or taping from behind the opposing teams Coaches Box (other than bleachers/stadium seating) or on the sideline to the goal line.

31. No coach or other person on behalf of a coach, may watch, "scout", videotape, view videotape, or take still-photos other teams practicing or scrimmaging which his or her team is not participating, in an attempt to gain an unfair advantage.
 - a. Coaches or person(s) on behalf of a coach, may videotape a practice, scrimmage, or playing a game in which the coach's team is participating.
32. Coaches may not use phones, headsets, computers, or any other electronic or mechanical devices for communication with their assistant coaches, parents, players, or others that would contribute to an unfair advantage over their opponent during their game. Examples include but not limited to two-way headsets or helmet radios.
33. Any coach ejected by an official for unsportsmanlike behavior, will be suspended for the remainder of the game, and will be suspended for the next regularly scheduled game. A second violation will result in being suspended for the next two (2) regularly scheduled games. The third cumulative ejection during any 5th thru 8th grade tenure would result in expulsion from the League. If penalties are imposed at the end of the season and no contest remains, the penalty is carried over to the following year. This rule will apply to all regular, playoff, consolation, and championship games. **NO EXCEPTIONS.**

Note 1: The League reserves the right to apply this rule to parents or spectators at League games. Those situations with parents or spectators will be evaluated on a case-by-case basis. The League will enforce all suspensions or expulsions strictly and without exception. The League has the full support of the local authorities to help administer this rule as needed.

34. Penalties with respect to the "Restricted Area Line" will be assessed accordingly per rule during the game, and can lead to a coach's ejection per the National Federation of State High School Associations rule. If a coach is ejected per this rule, that coach will be suspended for one game following his second ejection. A second ejection will result in being suspended for one (1) regularly scheduled game. The third ejection will result in being suspended for two (2) regularly scheduled games. If penalties are imposed at the end of the season and no contest remains, the penalty is carried over to the following year. This rule will apply to all regular, playoff, consolation, and championship games.
35. A coach is responsible to ensure that his parents, coaches, or players are not creating an unsafe or disruptive environment before, during, or after their games while at the League game or practice locations.
36. A League Director or game official can remove any coach from a League function.
37. Any violations of the above responsibilities could result in a:
 - a. **Level One Offense**--Documented Verbal or Sportsmanship Warning Letter from League
 - i. Includes but not limited to, providing the League with Playing Time and Affidavit of Compliance forms in a timely manner or other violations that are deemed to be unintentional but require changes in conduct, administration, and/or coaching behavior. Three or more cumulative Sportsmanship Warnings can lead to one (1) game suspension.
 - ii. The League will track all Sportsmanship Warnings during each head coach's entire tenure (5th thru 8th grade) of coaching.
 - iii. If a coach receives a letter, a League Director or Field Commissioner will be viewing their following game(s) to ensure that they are abiding by our rules for future games.
 - b. **Level Two Offense**--One (1) Game Suspension
 - i. Includes but not limited to the above mentioned for Level One Offenses, but also include violations that are on-going or intentional violations and may pose a risk to the safety of the players, parents, officials, and League or are otherwise specified in the Operating Bylaws.

Note 1: Any violations that occur on the last game of the season (regular, playoff, or championship), and the League imposes a game suspension, this will be enforced the first game the following season or when the coach returns to coaching (assistant or head coach).

Note 2: The suspension will apply to all regular, playoff, or championship games.

c. Level Three Offense--Season Suspension

- i. Includes but not limited to the above mentioned for Level Two Offenses, but are deemed to be serious violations that pose significant safety risks or the actions of the coach are intentional and deliberate that the League needs to take drastic actions to prevent further violations or are otherwise specified in the Operating Bylaws. A coach, who has been suspended for the season, will not be considered as a coach for any future teams.

d. Level Four Offense--Expulsion from League

- i. Includes but not limited to the above mentioned for Level Three Offenses. The League reserves the right to expel any coach from the League.

Note 3: The level of the offense will be determined by the severity of the violation. The League reserves the right to make the determination of the level of the offense.

38. Any coach can be immediately expelled from participation in the Southeast Idaho Youth Football League or put on suspension for violations of any of the above responsibilities. A two-thirds vote by the League Directors is required for an expulsion or suspension of a coach, parent, or player.
39. Coaching violations may also result in forfeiture of one or more games as decided by the League.
40. In most cases, a coach(s) will be allowed the opportunity to present their view or reasoning for allegedly violating the above rules to the League prior to a decision. Depending on the severity of the violation, the League may not grant this opportunity to the coach. A two-thirds vote by the Board is required.

Section C: League Responsibility

1. The League will purchase the best possible equipment, which is available and affordable. This includes:
 - a. NOCSAE approved helmet with facemask,
 - b. Pants with belt and pads,
 - c. Shoulder pads,
 - d. Game jerseys,
 - e. Approved mouthpiece,
 - f. Misc. equipment (footballs, kicking tees, blocking dummies, etc.).

Note 1: Any player wishing to purchase his or her own equipment (except game jersey) as described above must have League approval. All purchased equipment must maintain the consistent look (eg. white pants and NOCSAE approved white helmet) and quality standards of the League. If a player purchases their own equipment, they will be required to pay the entire registration fee.

2. The League will obtain the best possible volunteer coaches. (The League reserves the right to obtain, and assign, assistant coaches if the head coach is unable to obtain at least 2 preferably 4 on his/her own).
 - a. The League shall evaluate prospective and previous coaches by:
 - i. Reviewing coaching applications for approval or denial,
 - ii. Distributing and collecting Parent Survey forms in order to evaluate past coaching performance, and
 - iii. Reviewing past coaching behavior and performance with respect to NYSCA and League standards, and
 - iv. Accepting verbal or written input from parents, players, or concerned spectators to a coach's behavior, conduct, and attitude towards players, parents, other spectators, and the League.
 - b. The League shall determine the eligibility of a coach based on the Parent Survey comments, past coaching behavior, performance with respect to NYSCA and League standards. Upon review of a coach by the League President, a recommendation will be made to the Board of Directors for further action.
 - c. The League will require all coaches to update their Coaches Application at a minimum every four years. The League reserves the right to request a coach (head or assistant) to provide an updated Coaches Application if requested by the League.

3. The League will document and record all major protests presented to the League.
4. The League reserves the right to interpret, delete, change, or make additions to, League policies, game rules, and/or operating bylaws.
5. The League will obtain, and pay certified Idaho High School Activities Association (IHSAA) officials to referee the games. If possible, a timekeeper with an official stopwatch will be the umpire. All game officials will adhere to all rules, guidelines, and Code of Ethics outlined by the IHSAA.
6. The League reserves the right to assign all players to their prospective teams.
7. The League reserves the right to approve or deny non-equipment teams.
8. The League will support and promote local high schools, university, or professional camps that are approved by the League. Any camp that requires League equipment (helmets and/or shoulder pads) will have to be approved by the Board. The organization that sponsors a camp requiring League equipment will need to provide proof of liability insurance and list SIYFL as an "Additional Insured" during the camp dates. The League will also charge an appropriate fee for the use of the equipment to recover any costs incurred by the League. The organization will also be responsible to replace any equipment damaged (beyond normal use), lost, or stolen at the Replacement Value determined by the League.
9. The League reserves the right to supply players with raffle tickets valued at or nearly the same as the registration cost for playing in the League.
10. The League reserves the right to cancel, postpone, or relocate games or practices.
11. League Directors will retain records of all League meeting, protests, etc.
12. Las Vegas Tournament Priority Rule. The League will only invite and approve the "Current Season Championship" teams from the 7th and 8th grade "A Division" or "All Play Division". If the "All Play" format is used, then the championship game will determine the two teams that will be approved.

Note 1: This rule allows for the top teams from our League the opportunity to play in the Las Vegas tournament. The League will not set a priority list of teams beyond the top two teams in 7th and 8th grade. **THE LEAGUE WILL NOT APPROVE ANY TEAM THAT DID NOT PLAY IN THE 7TH OR 8TH GRADE "A DIVISION" OR "ALL PLAY" CURRENT SEASON CHAMPIONSHIP GAMES.**

NO EXCEPTIONS! THE VEGAS TOURNAMENT MANAGEMENT VERIFIES THAT A TEAM HAS BEEN APPROVED BY OUR LEAGUE PRIOR TO ACCEPTING A TEAM'S APPLICATION.

13. The League will investigate all possible post-season play opportunities for 7th and 8th grade "A Division" or "All Play Division" Championship teams. When possible, the League will provide an approved list of teams eligible (similar to the Las Vegas Rule), but will apply the rule that best fits the tournament.

Article IIX: GAME SCHEDULES

Section A: The League will separate the teams into two divisions, depending on the number of teams in that grade. The League will determine the format of play whether it will be A / B Divisions or an All Play format.

Section B: The teams may be divided into A and B divisions, if possible, based on the prior year standings:

1. The League may transfer the #1 Playoff Seeded or Champion (1st place) B prior year team to the A Division, and,
2. May transfer the lowest ranking team in the prior year A Division to the B Division,
3. Possible transfer of #2 Playoff Seeded or 2nd place B prior year team to the A Division, depending on strength of team, and/or,
 - a. Possible transfer of next lowest ranking team in the prior year A Division to the B Division, depending on total number of teams and strength of team.
 - b. The Board will look to transfer as many teams as needed to create as fair of play as possible.

NOTE: Transfer of any teams to or from the A or B Divisions, will be evaluated by the Board to determine the fairest play for teams. ALL transfers will be evaluated on a case-by-case basis.

Section C: The teams may be divided into two divisions with the All Play format, based on the prior standings:

1. The top two teams from the A and B divisions, if necessary, will be separated in the two divisions.
2. The balance of the teams will be separated based on strength of teams.
3. The League will strive to balance the divisions based on the regular season wins/losses of all the teams from the prior year.

Section D: For 6th grade, the teams will be divided into two divisions, if possible, based on the prior year 5th grade:

1. Divisions will be based on, but not limited to:
 - a. Size of area/community, number of new players, Expansion teams, Combo Teams (5th/6th), strength of area, and overall record of team from 5th grade.
 - b. The divisions will either be created on the A / B Division or All Play formats.

Section E: For 5th grade, the teams will be divided into two divisions, if possible, based on overall coaching experience of the coaches and estimated strength of area. The League will strive to balance the divisions.

Section F: The League will create a third division and determine the order of play, if needed.

Section G: The League will create one division, if deemed necessary, for any grade.