

WISCONSIN ALL-AMERICAN YOUTH FOOTBALL LEAGUE

2025 OFFICIAL RULES & BY-LAWS

PREAMBLE: GENERAL NOTE

All rules governing procedure and play by the National Federation of High Schools (NFHS) and the Wisconsin Interscholastic Athletic Association (WIAA) shall be followed unless otherwise specified in this document and/or any other policy and procedures document distributed by the AAYFL.

ARTICLE I. GENERAL RULES OVERVIEW

1) Rules

- **a)** Current year WIAA/National Federation Football Rules will govern with the exceptions stated in this document.
- **b)** The League will establish a Rules Committee to review issues from Membership annually.
- **c)** All reported concerns to be sent to Rules Committee Chairman to be compiled for review by committee.

2) Rule Changes

- Solicit ideas after the December League Meeting of concerns to be looked at by Rules Committee which will be presented to the Membership February meeting.
- **a)** Follow-up survey sent to League Membership via email to prioritize items for Rules change committee:
 - **i)** Rules Committee to send proposed changes to membership 30 days prior to the February meeting.
 - **ii)** Vote on any changes annually at the February meeting.
 - **iii)** Individual rules changes may still be proposed by teams without going through the committee.
- **b)** New rule adoptions are made by a majority vote of the membership.
- **c)** Changes, in any form, of existing rules will be made by a two-thirds (2/3) majority vote of the membership.

3) League Meetings

- **a)** Teams are allowed one excused absence from formal league meetings during the calendar year.
 - **NOTE:** Notification of conflict must be made with any Executive Officer no less than 24 hours prior to the meeting that excused absence is needed. Any unexcused absence during the calendar year will forfeit the excused absence provision.
- **b)** Only league members may attend board meetings.

ARTICLE II. COACHES

1) Background Checks

- **a)** All coaches (football, cheer, dance, etc.) in the AAYFL are required to have background checks that will be filed by each member organization, and to be conducted via Trusted Coaches.
- **b)** The League will set levels of acceptance for the background checks based on past incidents with crimes of violence, drug offense, abuse, or crimes involving children. These will disqualify a coach from coaching in the AAYFL.
- **c)** All coaches in the AAYFL are required to complete annual background safety checks and child safety courses.
- **d)** A coach cannot coach in the league until a positive report from the chosen service provider is received by the league.

2) Registrations & Certifications

- **a)** All football and cheer coaches in the AAYFL must be certified by either the ACEP, PACE, NFHS, NYSCA, USA Football or WYSCO programs.
 - Additionally, all coaches shall complete the Child Safety Endangerment Act education (e.g. SafeSport) and are responsible for the entirety of information listed in Appendix E (Risk Management) on an annual basis.
 - Copies of their acknowledgement shall be kept by each individual organization and is subject to verification at any time by the Executive Board.
 - **i)** This includes any cheer coach whose cheerleaders perform at any function involving the AAYFL and/or its member organizations.
- **b)** Coaches must recertify every 4 years by USA football, Trusted Coaches, ACEP, PACE, NFHS or WYSCO.
- **c)** Background checks and certifications are due into the League Office no later than the final Monday in July, with the Coaches Roster Form.
- **d)** Deadline for adding coaches and providing all necessary information is the date of the second game of the current season.
 - **EXCEPTION:** If an organization loses a coach for any unforeseen circumstance after the second game, that organization is allowed to replace the lost coach on their roster without penalty.
- **e)** Coaches added may only participate once the league has received all proper documentation through an updated coaches' Roster Form.
- **f)** One coach on each level must be CPR certified and be available at each practice and game.

3) Tests

- **a)** All Head Coaches, for each level, must also pass a WIAA rules test with AAYFL rules filtered in. This test will be sent out by the Executive Board of the league and will be open book.
 - Test shall be issued to all league members when updated rules books are available, and to be returned to the league office by August 31.

4) Conduct

- **a)** The Head Coach is responsible for the conduct of his assistants, players, and sideline conduct of parents and spectators.
- **b)** All organizations shall internally document their coaches' review and acknowledgement of the AAYFL Coaches Code of Conduct, Player Code of Conduct and Parent Code of Conduct as a part of the annual coach certification process. Member organizations may choose to codify additional conduct rules during or after certification and place additional internal acknowledgement requirements internally as deemed necessary.
 - **i)** Acknowledgement of reviewing all Codes listed above will be stipulated on the official League roster.

- **PENALTY:** Individuals failing to comply with this requirement and/or the Code of Conduct shall incur, at minimum, fine(s) in accordance with the fine table in Article VIII, Section 2.
- **c)** Any coach ejected from a game will also be suspended from the next game. If the Executive Board feels the offense is serious enough to warrant additional game suspensions, they will have the authority to suspend a coach for additional games.
- **d)** Any coach receiving two (2) suspensions during a season will be suspended from coaching the remainder of the season and the following season.
- **e)** Suspension means the coach may not be within sight or sound of the playing field, including use of wireless devices.
- **f)** Suspensions may be appealed to the Commissioner under the league appeal process.
- **g)** No smoking (including vape devices), alcohol, or use of tobacco products are allowed at AAYFL practices or games.
- **h)** No profanity or abusiveness shall be directed at officials or players.

ARTICLE III. ROSTER REQUIREMENTS

2) Team Commitments

- **a)** Member organizations will commit to grade level(s) and a specific number of teams at each level no later than May 1st for 8th grade for the upcoming season.
- **b)** Organizations may add teams until May 15 for the upcoming season. Teams may be added after May 15 with a waiver from the committee(s) or person(s) assigned to create the schedule.
 - **NOTE:** Teams added after May 1st are not guaranteed a place in the upcoming season's schedule. They are placed at the end of the line at their respective level(s).
- **c)** Any team(s) removed from an organization's committed levels after May 1st will each carry a forfeiture for each normally scheduled game for the entire season. Fines may only be waived or refunded via recommendation from the committee(s) or person(s) assigned to create the schedule and the approval of the Executive Board (or their designees). Such fines are due by July 31 in the affected season.
- **d)** Every effort will be made to publish A Level regular season game schedules by June 15 for the upcoming season. Subsequent levels will be published after the A Level is locked.
- **e)** Every effort will be made for each program to have equal amount of home games, however will not be guaranteed. Once field contacts have been stated by March 1st, any conflicts dated after this may result in losing a home game if the schedule has already been drafted.

3) Roster Verification

- **a)** It is the responsibility of each member organization to verify the information provided for each player and that all players are in compliance as to residency, age, weight and numbering.
- **b)** Rosters for all teams must be submitted at one time and shall be submitted electronically.

4) Team Registration Form

- **a)** Registration forms (rosters) are due to the Commissioner postmarked by the Monday prior to the first game of each season.
 - **i)** The only acceptable format is via the league website.
- **b)** Rosters not turned in before the deadline will result in a penalty up to or including a \$350 fine and/or the forfeiture of the member's first game for all levels until said rosters are received by the league office.
 - **i)** Rosters not received by the Monday prior to the next week's games will result in forfeits until such time the rosters are turned in completely. Rosters with clerical errors will be returned with an opportunity to correct them.
- **c)** Rosters need to be uploaded via the league form to the website NO LATER than the Monday prior to the first game. {DO NOT CHANGE FORM ON WEBSITE}.
- **d)** Rosters must have the names of all coaches, cheerleaders and their coaches listed.
- **e)** All players are subject to random residence verification by any AAYFL Executive Officer and must submit proof of residency upon request.
- **f)** If a player is staying with a family member other than parents' proof of guardianship is required.
 - **i)** Players who move into the member's school district after the start of the season can be added to the team only after all required roster information has been given to the commissioner, prior to the players participation in a league game.
 - **ii)** After the deadline, only 3 players per team may be added to a roster.
 - **NOTE:** A new roster must be submitted with the additions clearly noted and all appropriate documentation and weight verifications, as required up to the Monday after the second game.
 - **iii)** After the second game of the season is completed, no additional addendums can be submitted.
 - **iv)** Players that join after the deadline must sit out the next two games.
 - **NOTE:** WIAA Acclimatization rule still applies.
- **g)** Players found to be signed up for the wrong team must be taken by the AAYFL team where they should be playing.
- **h)** School and weight verification slips must be kept by each individual organization. Players affected must be noted on each team's roster and are subject to verification by an AAYFL Executive Officer and the organization must provide proof upon request.
- **i)** The Commissioner shall make available to all teams the name and number of any player weight verifications and those players who will turn 15 during the season.

5) Residency Requirements

- **a)** A player who resides in a community that has an AAYFL team but attends school in another community/district that also has an AAYFL team, will be allowed to play for the team in the district where he attends school, provided that said player has been enrolled in that school district for at least two years prior to said player participating. Once a player opts to play under this rule, said player would not be allowed to switch back and forth between the programs.
 - **NOTE:** If a player would lose his open enrollment opening in the school district where he attends school, he would be allowed to play in the school district where he resides.
- **b)** If a player attends school in a member's high school district boundary and his home high school district does not field a team in the AAYFL, he can play on the team where he attends school.
 - **NOTE:** (a) and (b) apply to both public and private schools.
- **c)** If a player lives in a district that does not support organized tackle football at a specific grade(s) is eligible to play for a League member whose district directly borders their home district. Said player is only allowed to play during the grade level(s) that are not supported by their home district.

- i) If a player chooses a neighboring program that has younger levels to participate in, then once the home district that the child lives has an organized tackle football program for which grade level they are in, player must return to that program.
- **NOTE:** If the player chooses to forego any season during their ability to play for a League member, they shall forfeit their ability to utilize this clause.
- d) All players residing out of a team's district boundaries must be identified on the roster and have a School Verification Form signed by school district administration. This confirmation of school attendance must be submitted with the team roster.
 - **EXCEPTION:** West Bend East and West are allowed to divide their teams according to school district policy based on birth date. In the event that the policy changes, the AAYFL membership must approve a boundary guideline.
- e) When a new team enters the league, players who are affected by the new member's boundaries will be given the opportunity to choose which member they wish to play for. This is a one-time choice and must be exercised in the first year of the new member's existence.
 - i) This choice is only given to those players who played for the existing team during the previous season.

6) Age Requirements

- a) If a player turns 15 during the season the player can finish the season with the team.
- b) Players in the 9th grade or above are prohibited from participating at any time.
- c) "C" & "D" team players must be age 13 and under prior to the start of season.

7) Weight Restrictions & Policies

- a) All players must be weighed between the first official day of practice and the due date of the team rosters on the deadline for that season.
- b) No player lined up in an eligible position at the snap may exceed the following maximum weight limits. This restriction will be determined prior to league play based on roster weight verification rules.
 - i) Maximum weight at the "A" team level is **160 lbs.**
 - ii) Maximum weight at the "B" team level is **140 lbs.**
 - iii) Maximum weight at the "C" team level is **120 lbs.**
 - iv) Maximum weight at the "D" team level is **100 lbs.**
- c) Players over the maximum weight for each level must wear jersey numbers 50 through 79 if playing on offense-NO EXCEPTION. Players wearing 50-79 are unable to line up off the line of scrimmage and are ineligible to carry the ball or go out for a pass on offense. They can still be dual numbered if they are under the weight limit.
- d) Every player listed on the official roster must have the official individual AAYFL weight verification. The individual form shall be kept by their respective organization. Players affected must be noted on each team's roster and are subject to verification by an AAYFL Executive Officer and the organization must provide proof upon request.
- e) Players, who are lined up in an eligible position at the snap must remain at or below the maximum weight allowed for each level throughout the season to play those positions. Verifications must take place as required in Rule III.5.a.
- f) Players may play down one level if they meet the following requirements:
 - i) Maximum weight for 8th graders playing on the "B" team will be **110 lbs**, and must have a weight verified slip if 100 lbs. or more.
 - ii) Maximum weight for 7th graders playing on the "C" team will be **90 lbs**, and must have a weight verification slip if 80 lbs. or more. Players must also be 12 and under to play down to the "C" level.

- **iii)** Maximum weight for 6th graders playing on the "D" team will be **80 lbs**, and must have a weight verification slip if 70 lbs. or more. Players must also be 12 and under to play down to the "D" level.
- **PENALTY:** Violation of this rule will constitute a forfeiture of the game if an opponent's protest of game is upheld. Violation of III.5.d-e will also be assessed the weight challenge protest fee.

8) Split Teams

- **a)** Members fielding split teams (2A, 2B, 2C, or 2D) are still considered one organization for practice purposes.

9) Team Designations

- **a)** All players must have a team designation on the roster (A, B, C, D).
- **b)** Players may be moved up and returned to their original team designation.
- **c)** No player may be moved down from their original team designation unless they are rostered at both levels prior to the season. And they must adhere to weight restrictions stated in Article III.7.F.

10) Waivers

- **a)** Special eligibility requests or waivers must be made in writing to the Board prior to the last league meeting prior to the start of the season and will be limited to the following exceptions.
 - **i)** A person who has been a coach within the same organization for three years may apply to have his child play for the team on which he coaches. Verification will be done by roster check.
 - **ii)** An eighth-grade player who has moved into another district may apply to play for their previous team, if they have played for at least two seasons. Verification will be done by roster check.
 - **iii)** If a player changes home residence from one AAYFL member to another AAYFL Member prior to the start of a season, the new team is required to accept the player.

11) Player Conduct

- **a)** Any player ejected from a game will also be suspended from the following game.
- **b)** Players suspended may not be in uniform but may attend the game as a spectator in the stands.
- **c)** There is no appeal for a player suspension unless there is overwhelming clear video evidence to overturn the ruling by the board of directors.

ARTICLE IV. PRACTICES RULES AND POLICIES

2) Start of Practice

- **a)** Members shall vote on season game dates prior to the beginning of even-numbered seasons for that season plus the following season.
 - **NOTE:** First allowable practice date is **August 1 for the 2026 and 2027 seasons**, with the first game to be played no later than the final Saturday in August.
- **b)** A practice is defined as an organized gathering of players and coaches.

- c) Meetings for sign-up and equipment issue are not considered practices.

3) Allowable Practice Time

- a) Prior to school starting unlimited practice is allowed.
- b) After school is in session, a maximum 6 hours per week are allowed.

4) Scrimmages

- a) Teams are allowed 3 scrimmage dates prior to the Sunday of the week that the league game schedule begins.
- b) Additional games or scrimmages are not allowed until after a team's league season has ended.
- c) Scrimmages are defined as organized competition between two teams from different organizations.
- d) Teams from the same organization may practice together including drills that involve contact.
 - **NOTE:** C/D level teams may not participate in contact drills with A/B teams.

5) Players Equipment

- a) Only football helmets originally purchased by their respective AAYFL member organization may be used.
- b) All AAYFL member organizations must follow the useful life, certification, and reconditioning requirements of the helmet manufacturer.

6) Jersey Numbering & Patches

- a) All teams must have white away jerseys and dark color jerseys for home.
- b) No sponsorship representation or commercialization of the uniform is allowed.

ARTICLE V. GAME RULES AND POLICIES

2) Game Length

- a) All games will be played in four quarters of (8) eight minutes each.
- b) In the event of a tie at the end of regulation, only the "A" game will use an overtime period(s). All other levels will end in a tie and not use overtime.
 - i) Teams must either run or pass for a PAT beginning in the 3rd overtime period (inning).

3) Game Times

- a) Saturday at 9:00 AM for the "A" game. Each subsequent game shall begin 10 minutes after the conclusion of the previous game.
 - No game can start 10 minutes from the slated game time.
 - There must be a 10 minute warm-up on field after conclusion of previous game.
- b) By mutual agreement, or when emergency field conflicts occur, organizational League contacts may reschedule game times.
 - Please notify via email the Assignor of Officials and the League Office/Scheduler well in advance of any changes.
 - **NOTE:** Preferred notice of one week or more before the scheduled game.

4) Host Site Management

- **a)** Organizations will identify a Game Manager(s) with documented duties as assigned by the organization to include the following (at a minimum):
 - **i)** Instructions for field and facility preparation prior to the game(s).
 - **ii)** Expectations for where spectators are/are not allowed during the game(s) (i.e., “sideline controls,” which extend to spectator areas such as bleachers).
 - **iii)** Specific facility security check procedures as required.
 - **iv)** Instructions for the contact, communication and facilitation of emergency services in cases of medical emergencies.
 - **v)** Instructions for the facilitation of medical services conducted by assigned, qualified medical personnel in cases of non-emergency medical situations.
 - **vi)** Instructions for addressing aberrant spectator behaviors in and around the facility.
 - **vii)** Instructions for handling spectator or coach ejections from the field and/or facility.
 - **viii)** Instructions for field and facility closure preparation in advance of the end of the last game of the day.
- **b) Weather Postponements**
 - **i)** When severe or electrical weather is imminent, organizations shall follow the written policy regarding the process.
 - **ii)** Postponements due to weather or any other unforeseen circumstances must be rescheduled and played no later than the Tuesday following the postponement. Failure to do so by either team will result in a forfeit.
 - **iii)** This rule applies only to the "A" team level ("B", "C", or "D" games are not required to be rescheduled).

5) Playing Time

- **a)** No player may play in more than four quarters per week, unless a game is rescheduled and/or is a scheduled playoff game.
- **b)** A quarter of play is participation in one or more plays per quarter.
- **c)** The official AAYFL season will consist of eight (8) regular season games for the A, B, and C levels.
- **6)** The "A" level only will have a championship game between the two (2) remaining teams left in the playoffs as a ninth game.
- **7)** There will be an allowance of two (2) “reserve” games for programs with one (1) team at the level they are seeking to schedule a “reserve” game. These games will not count in any standings and are only to get kids more playing time.
 - **a)** The "D" level AAYFL season will be seven (7) games.

8) Game Field Requirements

- **a)** A certified trainer must be scheduled to be available at the site of all AAFYL scheduled games.
- **b)** Spectator restraining lines must be a minimum 5 yards from the playing field.
- **c)** Responsible persons, age 16 or older, must work the sideline chains and down box for all levels of play. These individuals are game officials, required to be unbiased, neutral observers. Those individuals who do not follow these requirements will be removed by the Crew Chief.
- **d)** Game announcers will express information that adds to the enjoyment for all participants. Play by-play during action on the field, derogatory comments, or opinions will not be tolerated.
- **e)** All League Championship Playoff games will consider the recommendations as rules including bleachers for spectators.

9) Game Field Recommendations

- **a)** To provide a safe, playable field.
- **b)** Field Clock.
- **c)** Source of Water.
- **d)** Goal Posts. No goal posts or lines need be on secondary fields.
- **e)** Restrooms must be available in a reasonable proximity to the field and in reasonable walking distance.

10) Scoring

- **a)** Two points are scored for a kicked extra point; one point for run or passed extra point.

11) Game Equipment

- **a)** Footballs used in AAYFL games must be leather (non-composite): Any brand as long as the ball meets size requirement by grade.
 - **PENALTY:** The game(s) that the non-approved ball(s) was used in shall be forfeited and the Head Coach may face possible suspension. Subsequent offenses may include, but not be limited to, automatic suspension of the Head Coach for an indefinite period of time, or other sanctions as deemed necessary by the Conduct Committee and/or the Executive Board.
- **b)** Home teams must have a back-up football available for games in the event of poor field conditions due to weather.
- **c)** Visiting team may use their own game ball.
- **d)** Electrical devices (walkie-talkies) are allowed only if both teams have equal opportunity to use and agree to use such. If in the course of the game, one set malfunctions, the team with the working units will be requested to stop using the equipment.

12) In Game Weight Restrictions

- **a)** Players over the maximum ball carrier weight for each team, may punt, kick extra pts., field goals, or kickoff.
- **b)** A punter or a kicker, over the maximum ball carrier weight, is allowed to:
 - **i)** Execute a handoff;
 - **ii)** Throw a forward pass;
 - **iii)** Kick the ball, or;
 - **iv)** Throw a backwards pass.
- **c)** A punter or a kicker, over the maximum ball carrier weight, is not allowed to:
 - **i)** Participate in a fake that involves a run beyond the line of scrimmage;
 - **ii)** Cross the line of scrimmage, or;
 - **iii)** Block during the course of a fake, whether behind or beyond the line of scrimmage.
 - **iv)** No player over the weight limit may line up in the backfield during a punt or extra point.
- **d)** Restrictions for that player ends when either the ball is kicked or there is a change of possession.
 - **PENALTY (V.9.b-d):** Ineligible receiver downfield.
- **e)** No player over the maximum ball carrier weight may line up more than 15 yards of the ball on the kickoff receiving team.
- **f)** No defensive player over the ball carrier weight limit may receive or return a punt or field goal that goes beyond the LOS, nor may he receive the ball by hand-off or backward pass during the play.
 - **PENALTY:** Violation of these rules is forfeiture of the ball game and a minimum one game suspension for the head coach of the team involved.

- **g)** Commissioner shall make available to all teams the name and number of any player with weight verifications.

13) In-Game Procedure for Handling Player Weight Questions

- **a)** Head Coaches have the primary responsibility for knowing the weight rules and keeping their team in compliance with those rules.
- **b)** In the event a Head Coach questions a player's weight and that player's eligibility to play in a weight limit position, they should refer to the following procedure:
- **c)** If the coach feels that one of the rules covering weight restrictions has been broken, call a timeout prior to the next play in the game.
 - **i)** Inform the Crew Chief what rule and player that you are challenging. You must choose to protest at this point.
 - **ii)** With the Crew Chief, meet with the opposing Head Coach and inform him the rule and player that you are protesting.
 - **iii)** Inform both the Head Coach and Crew Chief that you are playing the game under protest.
 - **(1)** The protest should be noted in the Crew Chief's postgame report.
 - **iv)** The timeout will be returned to the challenging team.
 - **v)** The challenging team is required to file a protest with the league office. Assistance under the league protest of rules violations will begin at this point.
- **d)** The challenging team must gather evidence – video tape, team rosters, and name of the player and submit it with their protest.
- **e)** When a protest of a player's weight is filed, an AAYFL Executive Board member will verify the player's weight following the league protest procedure.

14) Coaches Time Out

- **a)** One (1) non-chargeable timeout per team will be allowed for opposing Head Coaches to meet during the game for the purpose of letting opposing Coaches know reserves are in the game. Coaches may not converse with their respective team on the field, unless they wish to use a regular timeout.

15) Defensive Alignments

- **a)** "C" & "D" teams are allowed a maximum of six (6) defensive players within five (5) yards of the line of scrimmage prior to the snap of the ball. This rule is only in effect outside the defensive team's 5-yard line. You can load the box (11 players) inside the 5 yd line and on extra points.
 - **PENALTY:** Violation will constitute a five-yard illegal defense penalty.
- **b)** Once an offensive team enters the 5 yard line or closer, any subsequent offensive penalty will still allow the defense to put 11 in the box.

16) D-Team Kicking

- **a)** No rushing the punter/kicker until the ball is kicked.
- **b)** If a team drops back a punter, or lines up for a try or field goal, the kicker/punter must kick the ball within 3 steps (punter) of receiving the snap or 7 seconds (kicker) from the snap. No fake kicks of any type allowed.
 - **PENALTY:** If the punter takes more than 3 steps or the kicker takes more than 7 seconds, it will be an illegal procedure penalty against the kicking team and the end of the down for the FG/XP team.
- **c)** No player on offense or defense can move from their line of scrimmage until the ball is kicked.

17) Head Tackling

- **a)** There will be no tackling anywhere above the shoulder pads.
- **b)** Tackling is defined as any grabbing, wrapping, or holding of the neck or head during the attempt to tackle any ball carrier.
 - **PENALTY:** A fifteen-yard (15) penalty for a face mask will be assessed.

18) Coaches Reports

- **a)** All "A" team Head Coaches are required to file an Officials Rating Form with the league office within 48 hours of the game being rated using the Zebraweb website at: <https://zebraweb.org>.
- **b)** Failure to provide a completed Officials Rating Form, for each league game, will cause a \$25.00 fine to be levied against the member organization for each game a rating form has not been submitted.
- **c)** All Head Coaches at the "B/C/D" levels are also encouraged to file an Officials Rating Form to help maintain the quality of officiating in the league.
- **d)** It is the responsibility of the home team to report the game scores by 3:00p Sunday for publication in the weekly standings.
- **e)** The scores should be entered into the League website. Should the website experience technical difficulties, or the game be played on a different day than Saturday, they should then be emailed to office@aayfl.org.
- **f)** A fine of \$100.00 will be levied against any home team that fails to call in the game score by the set deadline.

ARTICLE VI. PLAYOFFS & CHAMPIONSHIP GAME

Playoff Qualifying Determination & Brackets

- In Divisions 1 & 2, each "A" Conference Champion, and the 4 next best records regardless of Conference (Wild Cards), will constitute the playoff field, provided there are more than 12 teams in the respective Division.
- In Division 3, each "A" Conference Champion (or 2 best records if only 1 Conference), and the 2 next best records regardless of Conference (Wild Cards), will constitute the playoff field.
- Designated home team shall be determined by the best remaining seed.
- Conference Champions are determined by best Conference record for conference games played in a team's respective Conference. Any ties will be decided by the tiebreaker protocol laid out in Section 2 of Article VI.
- For Divisions 1 & 2, Conference Champions will receive the 1-4 Seeds in the Playoffs.
- For Division 3, Conference Champions (or 2 best records if only 1 Conference) will receive the 1 & 2 Seeds. These Seeds will be determined by Overall record. Any ties will be decided by the tiebreaker protocol laid out in Section 3 of Article VI.
- Wild Card spots are determined by the best Overall record of the non-Conference Champions regardless of Conference. Any ties will be decided by the tiebreaker protocol laid out in Section 3 of Article VI.
- For Divisions 1 & 2, Wild Cards will receive the 5-8 Seeds in the Playoffs.
- For Division 3, Wild Cards will receive the 3 & 4 Seeds. These Seeds will be determined by Overall record. Any ties will be decided by the tiebreaker protocol laid out in Section 3 of Article VI.

Bracket Structure

- Brackets for Divisions 1 & 2 will each consist of 8 teams with one side of the bracket, having the 1 vs. 8 & 4 vs. 5 matchups and the other having the 2 vs. 7 & 3 vs. 6 matchups that will be played in Week 7 of the Season. The winner of 1 vs. 8 will play the winner of 4 vs. 5 & the winner of 2 vs. 7 will play the winner of 3 vs. 6 in the semi-finals in Week 8 of the Season. The winners of the semi-final matchups will play in their respective Divisions League Championship Game in Week 9 of the Season.
- Bracket in Division 3 will consist of 4 teams with the 1 vs. 4 & 2 vs. 3 in the semi-finals in Week 8 of the Season. The winners of the semi-final matchups will play in the Division 3 League Championship Game in Week 9 of the Season.
- Designated home teams shall be determined by the best remaining seed in each matchup.

DIVISION I & II



DIVISION III



Officials for Championships

- The league will provide a 5-man crew for the League Championship games.
- The league will pay the cost of the officials for the League Championship games.
- The fee for officials working the League Championship games will be \$75.00 per official.

Tie Breaker Procedure within Conference (to determine Conference Champion)

- **2-team Tie Breaker:**
 1. Winner of head-to-head game
 2. Best Overall Record
 3. Coin toss / Computer chosen Random Generator
- **Multi-team Tie Breaker:**
 1. Best overall record
 2. Best total opponents winning percentage
 3. Best total opponents, opponents winning percentage
 4. Best percentage of away wins
 5. Best percentage of home wins
 6. Coin Toss / Computer chosen Random Generator
- Once one team is eliminated, the process restarts until there are less than three teams remaining. Once there are only two teams remaining, the tie breaker shifts to 2a. 2-team Tie Breaker.
- If teams are tied and have not played each other, a playoff game shall be played no later than the following Wednesday evening at a site to be determined by the League.

Tie Breaker Procedure outside Conference (to determine Wild Card spots & Playoff Seeding)

- **2-team Tie Breaker:**
 1. Winner of head-to-head game
 2. Best total opponents winning percentage
 3. Best total opponents, opponents winning percentage
 4. Coin toss / Computer chosen random generator
- **Multi-team Tie Breaker:**
 1. Best overall record by percentage
 2. Best total opponents winning percentage
 3. Best total opponents, opponents winning percentage
 4. Best percentage of away wins
 5. Best percentage of home wins
 6. Coin Toss / Computer chosen random generator
- Once one team is eliminated, the process restarts until there are less than three teams remaining. Once there are only two teams remaining, the tie breaker shifts to 3a. 2-team Tie Breaker.
- If teams are tied, have not clinched a playoff berth and have not played each other, a playoff game shall be played no later than the following Wednesday evening at a site to be determined by the League.

ARTICLE VII. OFFICIALS CONTRACTS/INFORMATION

1) Contracts

- **a)** All contracts will be handled by the league office with the officiating crews being assigned by the league.
- **b)** All teams will have crews assigned prior to September 1.
- **c)** Officials working this league will be considered independent contractors and responsible for any taxes on game fees.

2) Game Responsibilities

- **a)** If at least two WIAA officials are not present the game must be rescheduled. WIAA officials must work all AAYFL games.
- **b)** At the option of the host organization, Crews for "C/D" games may use a Rookie/Student official as a fourth, either obtained by the Crew Chief or host organization from local high schools for the purpose of spurring interest and training young officials.

3) Fees

- **a)** Game fees for officials shall be as follows:
 - **i)** All League games – **\$75.00** per official (4-man crew).
 - **(1)** Host option – \$50.00 for rookie/student.
 - **NOTE:** Game fees shall be paid on site to each official.
 - **ii)** Officials must attend and/or participate in annual League meeting to be eligible for pay increase.
- **b)** Game fees may be changed on a yearly basis.
- **c)** Game fee assistance may be provided by the League on an “as needed basis” only.

4) Removal from Active Status

- **a)** Any contracted WIAA Sponsored Official who loses their WIAA license, certification, or sponsorship will be ineligible to work AAYFL games until a letter of reinstatement by the WIAA is provided to the AAYFL Commissioner.
- **b)** Any action or cause considered by the AAYFL Executive Board to be detrimental to the AAYFL, its members, players, coaches, spectators or others associated with the AAYFL, will immediately void any and all contracted games with the official(s) involved and the AAYFL.

5) Game Reports

- **a)** All protests and ejections must be filed within 24 hours of the game that they occurred in.

ARTICLE VIII. FEES/FINES/PENALTIES

1) Fees

Description	Amount
Application for Membership	\$500.00
League Administration Fee	\$150.00 per team entered in AAYFL
League Insurance Fee	Set by carrier

- **a)** The application for membership fee is a one-time, non-refundable, expansion fee. The fee is due at the time of the expansion presentation.
- **b)** The League Administration fee is an annual fee paid by every organization for every team entered into the AAYFL.
- **c)** The League Insurance fee is an annual fee paid by every organization for every team entered into the AAYFL. The rates are set by the League's insurance carrier.

2) Fines and Penalties

Description	Amount
Unexcused/Multiple Meeting Absences	\$100.00
Late payment of League financial obligations	\$25.00 or 25% of balance
Forfeited games (per game max amount)	\$1,000.00
Violation of weight restriction rules	\$500.00
Late submission of coaches roster	\$350.00
Late submission of players roster	\$350.00
Use of an ineligible player (per game max amt)	\$2,500.00
Failure to complete background checks	\$500.00/coach
Failure to call in score	\$100.00
Failure to submit an official's evaluation	\$25.00
Failure to comply with Codes of Conduct (max amt)	\$1,000.00
Appeal filed with the League	\$250.00

- **a)** Any payment of the League's financial obligations that is late will be charged a fine of either \$25.00 or 25% of the remaining balance due, whichever amount is greater.
- **b)** The Executive Board will make the decision as to the amount of the fine for a forfeit. Any monies that are collected by the forfeiture shall be passed onto the offended organization to recover any possible lost revenues.
 - **i)** Any team forfeiting two or more games in a season may be considered for removal from the league.
- **c)** Violation of the weight verification rules will include the following:
 - **i)** Forfeiture of the game(s) involved.
 - **ii)** Forfeiture fine will also apply here.
 - **iii)** Probation or suspension of the violating organization.
 - **iv)** The Executive Board will determine the final penalty to be imposed.
- **d)** Completed rosters not turned in before the Monday prior to the first game of each season will result in a penalty outlined in Rule III.3b.
 - **i)** Complete rosters must include all information accurately filled out.

- **e)** An ineligible player is one that does not meet one or more of the requirements listed in Rule III.3 and/or is not accurately listed on the roster.
- **f)** Scores must be submitted to the league office by the winning team of each game, or the home team in the case of a tie.
 - **i)** Each “A” team Head Coach is required to submit an evaluation on the officiating crew for that game.

3) Protests and Appeals

Description	Amount
Protest Filed with League Office	\$350.00
Appeal Filed with League Office	\$250.00

- **a)** Fee must accompany protest. Written protest, with any documentation or evidence supporting the protest, must be delivered to the League Office within 48 hours of violation or notification which will be protested.
 - Failure to file an in-game weight protest will result in a \$200.00 fine.
 - Funds will be returned if protest is upheld. Judgment calls cannot be protested.
- **b)** Fee must accompany appeal. Written appeal, with any documentation or evidence supporting the appeal, must be delivered to the League Office within 48 hours of notification of penalty/fine.
 - Appeal fee of \$250.00 must accompany appeal. Funds will be returned if appeal is successful.
 - Judgment calls on the field and player suspensions due to ejection cannot be appealed.
 - Programs may appeal the second game of a suspension. Programs must supply sufficient evidence (game footage and written statement from program). Programs not supplying sufficient evidence will have appeal denied. No appeal fee but subject to league judgment and discretion.

ARTICLE IX. SOP FOR COMPLAINTS, PROTESTS AND APPEALS

2) Complaints

- **a)** Complaints or concerns received in the League Office which are of an internal nature of a League Member, whether from parents or other outside sources, will be directed to the League Member contact person without any editorial or recommendation from the Commissioner.
 - **i)** Unresolved issues will be directed to the Deputy Commissioners not assigned an Appeals Committee (if necessary).
 - **ii)** The ranking Deputy Commissioner will determine a final decision to the unresolved issue.
 - **iii)** The opinion of any Executive Board member may be sought in determining a solution to unresolved issues.
- **b)** The ranking Deputy Commissioner will forward the final edict to the League Member contact person, the complainant, and copy the League Secretary and Commissioner to archive in the league records, in the event of any future legal issues.

3) Protests

- **a)** Protests by a League Member concerning game issues will be submitted in writing to the League Office, which will then be forwarded to the ranking Deputy Commissioners not assigned to the Appeals Committee without any editorial or recommendation from the Commissioner.

- **b)** The Deputy Commissioners will determine whether the protest should be heard or if another action is required.
- **c)** In accordance with the rules governing a protest, the ranking Deputy Commissioner will confirm that the required protest fee has been submitted with the protest or sent to the League Treasurer and that the protest has been made within the time frame called for in the rules.
- **d)** The determination of the protest will be handled by the quorum of the assigned Deputy Commissioners.
 - **i)** The ranking Deputy Commissioner will write the ruling concerning the protest.
- **e)** The ruling on the protest will be sent to the League member protesting, the League Member or person against whom the protest was made, as well as the League Secretary and Commissioner, who will inform the League Membership of the ruling.

4) Appeals

- **a)** Appeals of any league office action (fines, late fees, suspensions, probation) against a League Member must be submitted in writing to the league office, which will then forward the appeal to the Executive Board.
- **b)** The Deputy Commissioners not assigned to the Appeals Committee will determine if the appeal should be heard or if another action is required.
- **c)** In accordance with the rules governing an appeal, the ranking Deputy Commissioner will confirm that the required appeal fee has been submitted with the appeal or sent to the League Treasurer and that the appeal has been made within the time frame called for in the rules.
- **d)** The determination of the appeal will be handled by the quorum of the assigned Deputy Commissioners. The ranking Deputy Commissioner will write the decision on the appeal.
- **e)** In the event of a tie vote between the Deputy Commissioners, the Commissioner, Treasurer, or Secretary (whichever is not involved with the initial action being appealed) will cast the deciding vote on the issue.
- **f)** The ruling on the appeal will be sent to the League Member making the appeal, as well as the League Secretary and Commissioner, who will inform the League Membership of the ruling.
- **g)** If any event requires a ruling or opinion (i.e. protest, appeal, complaint), it is the responsibility of the ruling party(s) to make every attempt to do so within 48 hours from the time the event is handed over for a ruling or opinion.

5) Members Appeal & Protest Procedures

- **a)** The letter for appeal/protest and appropriate check shall be submitted to the AAYFL Office within 48 hours of the incident in question.
- **b)** All information regarding the appeal/protest shall solely come from the member's AAYFL official league representative, including but not limited to the following items:
 - **i)** Any relevant game film;
 - **ii)** Notes and/or comments from the member's coaching staff.
- **c)** If the action being appealed involves the suspension of a coach, the penalty may be delayed by one week to allow the Appeals Committee to thoroughly investigate the situation and rule on the appeal.
- **d)** If the suspension involves the final game of the season, no delay will be allowed.

6) Appeals Committee Procedures

- **a)** Once the member has fulfilled all the above requirements, and the AAYFL Office has obtained the appropriate amount of money for the appeal/protest, a quorum of the assigned Deputy Commissioners will handle the appeal/protest.

- **i)** The League Commissioner will appoint the ranking Deputy Commissioner to write the ruling.
- **ii)** Review all information provided by the appealing/protesting member, including but not limited to game film(s) and officials' reports (if applicable).
- **iii)** If necessary, contact BOTH head coaches/league representatives for a written incident report.
- **iv)** Review any and all prior problems with the team(s)/coach(es)/player(s) involved in the incident.
- **v)** Review evaluations of officials (if applicable).
- **vi)** Review overall crew rating of officials working contest (if applicable).
- **vii)** Discuss the incident with Crew Chief (if applicable).
- **viii)** Take any further appropriate action necessary to render a decision (i.e. weigh player(s); further discussion with Head Coach(es)).
- **ix)** Review all facts in evidence with other two members of the Appeals Committee and write the final decision on appeal/protest. Deadline is the Friday PRIOR to the following game.
- **x)** Suspended player protest can only be appealed to the conduct committee if video evidence is provided to the committee to support the appeal.
- **xi)** Conduct committee to review video evidence and apply step 4 thru 9 above.

APPENDIX A: COACHES CODE OF CONDUCT

Article One - Responsibilities to Players:

1. A coach should always be aware of the tremendous influence he has over his players, and his ability to influence them for good or bad.
2. In teaching the game of football, the coach must realize that there are certain rules and standards for protecting players, and determining a winner and loser.
3. The diagnosis and treatment of injuries is a medical problem, which should not fall under the duties of the coach, but under the auspices of trained medical personnel.
4. A player's future should not be jeopardized by any circumvention of eligibility rules.
5. A player's academic success takes priority over any coach's demands, which would jeopardize the same.

Article Two - Rules of the Game:

1. The rules and suggestions, which appear in the WIAAYFL Rule Book, and the National Federation Rule Book, should be considered an integral part of this Code of Ethics, and should be carefully read and observed.
2. Every coach should be familiar with the rules of the game.
3. Players must adhere to both the letter and the spirit of the rules.
4. To gain an advantage by circumvention or disregard for the rules brands a coach or a player as unworthy of being associated with his games.
5. A coach is responsible for flagrant roughing tactics used by his players.
6. A coach must be mindful that IT IS NOT the purpose of football to hurt or injure an opponent by legal or illegal tactics.

Article Three - Officials:

1. No competitive contest can be played satisfactorily without impartial, competent officials.
2. Officials are to be treated in a courteous manner at all times.

Article Four - Other Responsibilities:

1. A coach's conduct and behavior should always bring credit to himself, his team, and to the game of football.
2. Before and after the game, rival coaches should meet and exchange friendly greetings.
3. No coach or anyone in an official team capacity shall make uncomplimentary remarks to an opponent's players before, during, or after a game.
4. Demeaning awards, which glorify or reward play outside the spirit of the rules, are not in the best interest of the game and should not be condoned.

APPENDIX B: PLAYER CODE OF CONDUCT

1. Players must always adhere to the positive aspects of the sport (e.g. fair play) and never condone violations of the game rules, behavior contrary to the spirit of the rules of the game, or the use of prohibited substances or techniques.
2. Players must consistently display high standards of behavior.
3. Players must appreciate the importance of striving to win, not winning itself.
4. Players will not use any form of profanity.
5. Players must respect the rights, dignity, and worth of each and every person involved in the sport.
6. Players must accept responsibility for their own behavior and performance, and not argue with the game officials.
7. Players will not refuse to abide by an official's decision, or perform a verbal, forceful or disrespectful demonstration of dissent to an official's decision.
8. Players will not engage in an abusive verbal attack, including "trash talking" or taunting, to any official, participant, coach, team representative, or spectator.
9. Players will not engage in a physical attack, including but not limited to, the laying of a hand upon, pushing, shoving, striking, or kicking of any official, participant, coach, team representative, or spectator.
10. Players will not use deliberately rough tactics during a game against an opponent.
11. Players will do their best to remember that youth sports are supposed to be FUN, and that winning and losing are part of everyone's experience.

APPENDIX C: PARENT CODE OF CONDUCT

1. Always supports the team (pick them up, never put them down).
2. Always be indifferent to the attitudes and abilities of the other team.
3. Always walk away from an official's "bad call" with your head up.
4. Never use alcohol, drugs, or tobacco at AAYFL games or practices, and control your actions and language while at these events.
5. Heated discussions have no place in front of the players.
6. Although many parents have coaching experience and may have played on a higher level than the current coaches of the team, please refrain from coaching skills that contradict program goals to your players.

APPENDIX D: BY-LAWS

Article XIX League Expansion

A. Internal Expansion

(For existing members who anticipate future growth which will warrant expanding their programs to run two "A" & "B" programs).

1. Organization must show a three-year history of 46 players on each roster (A and B), or keep a waiting list for a period of 3 consecutive years to show additional players available, including this list with the player roster to the league by September 1.
2. Organization must make a formal presentation requesting expansion, outlining the required points, and fulfilling requirements necessary for all organizations requesting expansion.
3. Single Season Expansion (For members and associate members who have enough players in their programs to field an additional team(s) in a single season).
 - o **a)** Additional teams may be added to the game schedule for a single season based on maintaining an even number of teams at the respective level.
 - o **b)** Fee per team: Standard annual league fee applies as determined above.

B. External Expansion

(For new organizations wishing to join the AAYFL).

1. Organization must make a formal presentation requesting expansion, outlining the required points, and fulfilling requirements necessary for all organizations requesting expansion.
2. An organization may enter the league with only one team at each level.
3. Organizations seeking membership at the "C" and/or "D" levels only, must fulfill the requirements necessary for all organizations requesting expansion.

APPENDIX E: RISK MANAGEMENT POLICY

Guidelines for Appropriate Behavior

1) Relationships Between Youths and Adults: Generally speaking, adults are those persons in the role of coach, assistant coach, administrator, board member, game official, or adult volunteer. **2) Physical Contact:** Adults and others in positions of authority must be aware that physical contact can be misinterpreted. Physical contact should be limited to that necessary to teach a skill, treat an injury, or console or congratulate the player.

- **a)** Sexual contact of any kind between adults and players is prohibited whether or not the contact is consensual.
- **b)** Hazing or any type of initiation to an organization or a team is prohibited.
- **c)** Corporal punishment is prohibited. **3) Social Contact:** Adults should not spend time or socialize alone with players.
- **a)** Adults should respect the privacy of players. If showering or changing room facilities are available, schedules should be made such that adults and children have separate use. **4) Health and Well-Being:** Adults share the responsibility for the player's health while at practices, scrimmages and games.
 - **1)** Any head injuries resulting in disorientation should result in a player remaining out of the game.
 - **2)** Any bleeding that occurs must be administered to with latex gloves, and properly sterilized bandages.

Signs of Abuse Adults should be aware of the signs of neglect and abuse (physical, emotional, or sexual) of the players. Signs of this should be reported to the local law enforcement agency.

1. In the case of physical abuse, you should look for the following behavioral indicators:
 - **a)** Wary of adults
 - **b)** Cannot recall or consistently explain how injuries occurred
 - **c)** May cringe if touched accidentally
 - **d)** Extremely aggressive or extremely withdrawn
2. In the case of physical abuse, you should look for the following physical indicators:
 - **a)** Injuries inconsistent with the explanation
 - **b)** Presence of several injuries in various stages of healing (i.e. Facial injuries)
3. In the case of emotional abuse, you should look for the following behavioral indicators:
 - **a)** Severe depression
 - **b)** Extreme withdrawal or aggressiveness
 - **c)** Overly compliant, too mannered, too neat and clean
 - **d)** Extreme attention seeking
 - **e)** Displays extreme inhibition in play

APPENDIX F: THUNDERSTORM ACTION PLANS

Organization Heads/Game Management

1. Make sure you have access to your high school and/or a sturdy building that people are allowed to enter... especially teams (if available).
2. Have radar (at minimum) at the ready at all times. A lightning detector is preferable.
3. Have a mobile phone ready at all times. The League needs to be notified if you're on a weather delay and/or may alert you to weather moving in.
4. Make sure your PA Announcer gives clear, concise and definitive instructions as to where fans are to go with lightning/thunder in the area.
5. Inform your team, your opponent and the Crew Chief as to where the teams and officials will go.
6. Facilitate a meeting with the Site Manager, the opponent's Organizational Head, the host site contact (AD preferably) and the Crew Chief regarding what the next step will be (how long to wait it out... using the 30- minute rule).
7. Contact the League with results of the discussion and if a rescheduling is decided... it needs to be decided on at the site.

Head Coaches

1. Help facilitate the quick and orderly process of getting players and coaches to safety as quickly as possible.
2. Work with the Crew Chief to facilitate a rescheduling date (if necessary). The League will assign crews accordingly.