

TURF FOOTBALL LEAGUE (TFL) RULES - Rookie and Prep Divisions

Both Divisions

Rookie Division (1st and 2nd grade)

Prep Division (3rd grade)

Behavior/Discipline (Both Divisions)

Both Divisions

SCHEDULE:

- The league will run for 7 consecutive weeks.
 - For the **Prep Division (3rd grade)**, weeks 6 and 7 will represent Playoffs and a Championship. (*Teams not eligible for the Championship will have a Consolation Game in Week 7.*)
- We receive direction from the County regarding our ability to play in questionable weather. It is not at our discretion.
 - If a game is pushed due to inclement weather, the postponed game is typically added as either a doubleheader OR made up on a different evening mid-season.

EQUIPMENT:

- Flags - Players must wear their flag belts in a manner so that their flags drape down their sides and that their belts are on top of their jerseys.
 - Coaches are HIGHLY encouraged to manage the boys and ensure that their jerseys do not hang over their flag belts and that their tzitzis are tucked in (both of which hinder a defender's ability to grab a flag.) *This is discussed in more detail, later in this document.*
- At the beginning of the season, each team Coach will be provided with a bag of flag belts for the season. The Coach is responsible for those flags throughout the season and must return the bag of flags to the league upon the season conclusion. Failure to return flags will result in a \$10 charge per missing flag belt.
- Players **MUST** wear their team jersey (or if lost, a shirt of the same color) as their team t-shirt. (Coaches/Referees can use their discretion when determining how to implement this rule.)
- Metal cleats are not allowed.

GAME TIME:

- There is no game clock. There are 2 halves. The first half will consist of 5 possessions for both teams. The second half will consist of 4 possessions for both teams (for a total of 9 possessions for each team during the entire game). There will be a 3-minute halftime break.

BEGINNING THE GAME:

- "Event start time" is **6:30 PM** sharp on Monday evenings.
 - **Rookie:** There is a mandatory 15 minute practice/warmup for each team (facilitated by the coach), with the game beginning at **6:50 PM**.

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- **Prep:** There is a mandatory 30 minute practice/warmup for each team (facilitated by the coach), with the game beginning at **7:05 PM**.
- Each game/half begins with the offense receiving the ball at the ten-yard line.
- If a team is not ready at game time, the game will be played with the boys who are present. *(Missing roster/player ramifications are discussed later in this document.)*
- If a team truly cannot field enough players and elects to forfeit, the official score of a forfeited game is 24-0.

BALL USAGE:

- The League will provide a Pee Wee sized football for each game.
- Teams must use the league provided balls. No other balls will be allowed.

ROSTERS/PLAYERS ON THE FIELD

- Each roster is made up of 9 players.
- If both teams' full rosters are present **OR** a team/both teams are short a player, it will be an 8 on 8 on the field.
- If both teams have full rosters, they will always sit a player on offense/defense.
- Based on the game makeup of 9 possessions per team for the game, assuming a full roster, every player will sit one time during the game.
- When sitting a player, the team must create an ordering system in which Player A sits for a full set, then Player B does the same for the next set, Player C for the following set, and so on and so forth. This system must be established in a manner that in theory, if the order completes an equal number of times, all players will have sat equally.
 - The exception to this rule is in the Prep Division. If the team Quarterback is sitting on a drive in which his team scores, he will be able to return to the field for the team's extra point(s) attempt.
 - Teams may NOT attempt to manipulate this process (by switching QBs to avoid certain players having to sit).
- At the start of each offensive set in which alternation is occurring, the Coach of the offense must announce to the defense, which player is sitting and which player is taking his place.
 - **Note:** A team will never be required to sit more than one player at a time.
 - **Note:** In an 8 vs 7 game (or any instance where a team has more players than their opponent), the team with the additional player(s) **must** have at least one defensive player play the line (as opposed to playing 2 safeties.)
- The below table illustrates potential roster scenarios and the associated rules:

Team A	Team B	Rules
Full Roster of 9	Full Roster of 9	Both teams will play 8 on 8, alternate one player sitting
Short 1 (8 Players)	Short 1 (8 Players)	Both teams will play 8 on 8, nobody will sit

TFL Rules - Rookie and Prep Divisions

Full Roster of 9	Short 1 (8 Players)	Team A sits a player each set; Team B plays all 8 (<i>8 on 8 on the field</i>)
Full Roster of 9	Short 2 (7 Players)	Team A sits one player each set; Team B plays all 7 (<i>8 on 7 on the field</i>)
Short 1 (8 Players)	Short 2 (7 Players)	Team A sits one player each set; Team B plays all 7 (<i>7 on 7 on the field</i>)
Short 2 (7 Players)	Short 2 (7 Players)	Both teams will play 7 on 7, nobody will sit
Full Roster of 9	Short 3 (6 Players)	Team A sits one player each set; Team B plays all 6 (<i>8 on 6 on the field</i>)
Full Roster of 9	Short 4 (5 Players)	Team A sits one player each set; Team B plays all 5 (<i>8 on 5 on the field</i>)

- **NOTE:** In instances when one team has more players than the other on the field, the TFL Leadership strongly suggests that the team with fewer players play a zone defense. (*This is something teams can practice during the pre-game practice periods.*)

ENTERING AND EXITING THE FIELD:

- There is free substitution between plays if required (e.g., a boy needs to take a breather mid-set due to a minor injury.).
- **NOTE:** All offensive substitutions must be announced by offensive team's coach so that the defense can make necessary adjustments.
 - While not required, when possible, TFL leadership encourages coaches to facilitate an approach where a player and his defensive counterpart (assuming they are taking each other), sit at the same time. This approach will help simplify the subbing/defensive process and help keep the game moving.

OFFENSIVE SCRIMMAGE:

- All offensive players may line up in any type of formation, on or off of the line of scrimmage.
- There is no snap. The QB starts with the ball in his hands. The play begins when he calls "Hike."

FLAGS:

- Shirts may not hang over the flag belt. Tzitzis/tzitzit cannot be out and in the vicinity of the flag belt. Flags must be worn on the side of the body, with their plastic holders slanted down and away from the body.

- A player wearing flags incorrectly (i.e. in a manner that makes it more difficult for the opponent to grab their flag), OR with a clearly untucked shirt or untucked tzitzis which impacts the ability to grab a flag, will be ruled down as soon as the defender is close enough in the vicinity of the ball-carrier to conceivably attempt a play.
- Players must use the designated league flags.

PROTECTING THE FLAG AND BLOCKING BY THE BALL-CARRIER:

- Any contact which the ball carrier makes with a defender must be entirely incidental to advancing the ball.
- The ball-carrier may not block an opponent's hands in order to prevent an opponent from pulling a flag (i.e. a swipe), and may not use any part of his body, nor the ball itself, to block for himself. This includes "throwing" his chest into the defender as he runs into him, using a stiff-arm, jumping into the defender, as well as running into the defender in the middle of a spin and thereby hitting the defender with his back or side. These actions result in the play immediately being called dead and the ball being down at the spot of the foul.
- If the block or attempted block by the ball carrier is intended to physically displace a defender (e.g. throwing a block or lowering the shoulder, and not merely swatting at the defender's hand or using a passive stiff-arm to keep the defender from pulling the flag), the play can be called dead and the ball is down at the spot of the foul.

PASSING:

- The offensive team may throw one forward pass per play. Once the ball-carrier's body has advanced completely beyond the line of scrimmage no forward pass is legal. **Note: Like most fouls, an illegal forward pass does not automatically or immediately end the play.**
- The following are ineligible receivers:
 - The Quarterback (i.e. the passer)
 - A receiver who has gone out of bounds, or remained out of bounds, except as a result of an illegal block. The exception to this rule is if the receiver is not the first player to touch the ball (i.e. the ball is deflected by a defender.)
- Should an ineligible receiver be the first to touch an airborne pass, the play is dead. Such a player may touch, and take possession, of the ball only after it has been touched by any other player.
- An airborne receiver who catches the ball will be judged to have received the ball in bounds if both the last part of the receiver's body to become airborne was in bounds, and the first part of the any part of the receiver's body to land was in bounds.

HANDOFFS

- Handoffs are **NOT** allowed.
- A handoff (or a backwards pass) will result in a loss of down.

RECEIVING

- A receiver only needs to get one foot (or any body part other than hands) in bounds while maintaining control of the ball for a legal catch. (This is consistent with college rules, as opposed to the NFL's two-foot requirement.)

- **NOTE:** In a “one foot” scenario, it is only a legal catch if the receiver’s first foot touches inbounds and THEN the second touches out-of-bounds. If the receiver’s first foot touches out-of-bounds, it is an incomplete pass (even if their second foot touches inbounds.)
- A ball-carrier is allowed to lateral the ball to a teammate.
 - A defensive player can theoretically intercept a lateral and take possession.
 - If an attempted lateral is dropped, the ball is down at the spot where the ball hit the ground. (There are no fumbles.)

FALLEN BALL-CARRIER:

- If a ball-carrier is on the ground, the play is ruled dead when the player is touched by an opponent.

PULLING A FLAG:

- To pull a flag, a defender may “wrap up” the ball carrier **in the process of pulling the flag**. (This must be done in one clean motion - the defender CANNOT wrap up the defender to hold them in place and THEN, after they have fully slowed the ball carrier’s progress, pull the flag.
- If a player’s flag is pulled off while he has possession of the ball and is not wearing two flags, the play is dead. The defender must remain at the spot where the flag was pulled and return the flag.

MISSING FLAG:

- If the player with possession of the ball does not have two flags, due to any reason besides the flag being pulled off while he has possession of the ball, the play will be called dead as soon as he is touched.
 - **Note:** this is regardless of whether the player lost the flag before the play, during the play before taking possession, or while already in possession loses a flag before he takes possession of the ball, the possession will count and the play will be called dead. (i.e. a receiver with only one flag can catch the ball but the play is dead once he is touched.)

IMPROPERLY POSITIONED FLAGS:

- If a ball-carrier’s flags are improperly positioned (e.g. facing up, or “slanted in”, not on the side of body, covered by shirt), the play will become dead when an opponent is close enough in the vicinity of the ball-carrier to conceivably attempt a play.
- The above notwithstanding, if the improperly positioned flags were the result of an opponent’s act (e.g. the opponent was attempting a pull and instead yanked the ball-carrier’s belt sideways or pulled out his shirt), the play will not be dead.

DIVING:

- Intentionally leaving one’s feet and extending one’s body forwards with intent to gain extra yardage is Diving. If a dive does not result in a collision with a defender, there is no penalty, but the play is dead and the ball is spotted at the point where the ball first touches the ground.

FUMBLES:

- A fumble is a dead ball when it hits the ground. The ball is spotted at the point where the player fumbled the ball.
 - HOWEVER, if a fumble occurs on a lateral, the ball is dead at the spot where the ball hits the ground.

Rookie Division (1st and 2nd grade)

FIELD OF PLAY:

- **Width:** 15 yards wide
- **End Zones:** 7 yards deep
- **“10-yard” line/starting position:** 5 yards from end zone
- **First Down marker/Middle of field:** 10 yards from the first cone
- **Total length of field to include end zones:** 44 yards

PRIOR TO THE GAME:

- **Refs:** There are no refs. Both coaches will manage the games.
- **Coin Flip:** The coaches will facilitate which team gets ball first and which gets ball at the half. (TFL recommends doing a coin flip but it can be at the discretion of the coaches to determine how this decision is made.)
- **Directions:** Teams switch directions for the second half, which begins with the team that did not receive the ball for the first half, receiving the ball.

QUARTERBACKING

- The team Coach (or another team player’s father) will serve as QB.

LINE COUNT

- Immediately following the QB calling “Hike,” the opposing coach will begin an 8 count (“1 Rush, 2 Rush,” etc.). Each “Rush count” should be a full second long. Upon “8 Rush,” the play is dead.
 - If the QB throws the pass at the same time as the announcement of “8 Rush,” the tie goes to the offense and the play is not called dead.

OFFSIDES/FALSE STARTS:

- Offsides is defined as an offensive or defensive player being “offsides” at the time the QB calls Hike.
- It is incumbent upon the coaches to determine if an offensive or defensive player is offsides **prior** to the snap.
 - If a defensive player is offsides but the QB calls hike, they have forfeited their right to address the offsides (*they should have addressed it pre-hike*).
 - In an offensive player is offsides and the QB calls hike, the coach of the defensive team must call it immediately (within a few seconds) or their ability to address the offsides is forfeited as well.
 - If an offsides is called, the play will immediately be replayed from the same line of scrimmage.
 - An offsides CANNOT be called once an offensive reception has occurred. (*It must be called prior to that.*)

SPOTTING THE BALL:

- The coaches will collectively judge where the ball was when the play became dead, and the ball will be marked at that spot.
- A ball-carrier **may** extend their arms with the ball in an attempt to gain additional yardage, cross the plane of the end-zone, etc. However, this is only permitted in a scenario where the ball-carrier is not extending the ball in a manner that initiates contact with the defense.

SCORING

- A **TOUCHDOWN** is worth 6 points.
- A Touchdown is followed by a **POINT AFTER TOUCHDOWN** attempt.
- The scoring team chooses to attempt the PAT from either the 3-or 6-yard line, for 1 or 2 points respectively.
- After the PAT attempt, the team which surrendered the Touchdown begins its next drive on the 10-yard line
- A **SAFETY** is worth 2 points. After a Safety, the team which scored the safety begins the next drive on their own 20-yard line.

PUNTING

- There are no Punts in the Rookie Division. Every set has four downs (unless there is a turnover) and every new set begins at the 10-yard line (unless there is a turnover.)

Prep Division (3rd grade)

FIELD OF PLAY:

- **Width:** 15 yards wide
- **End Zones:** 7 yards deep
- **“10-yard” line/starting position:** 5 yards from end zone
- **First Down marker/Middle of field:** 15 yards from the first cone
- **Total length of field to include end zones:** 54 yards

PRIOR TO THE GAME:

- **Refs:** Each Prep Game will have one Referee.
 - Before the game, each team must identify its coach to the Referee.
 - If the Ref needs to provide direction to a team (to include a team’s fans/spectators), that direction will be provided to the coach.
 - **NOBODY** (other than the coach) should petition/clarify a rule or call with the Ref. And **NOBODY** (including the coach) should debate a call with the Ref. Parents (who are not coaching) who are unable to abide by these rules will risk a) having their son’s team be issued penalties and b) being told to leave.
- **Coin Flip:** The Ref will facilitate the coin flip.
- **Direction:** Teams switch directions for the second half, which begins with the team that did not receive the ball for the first half, receiving the ball.

QUARTERBACKING

- Team coaches (or other team players’ fathers) will serve as QB for all offensive plays leading up to **AND** including TDs, but NOT for extra point attempts.
 - For extra point attempts, a player on the team will serve as QB. (*Extra points are discussed in detail later in this document.*)
 - **NOTE:** The degree to which a Prep Division team player serves as QB may be reassessed during the season. (*The league may determine to provide more or less opportunities as the season evolves.*)

LINE COUNT

- Immediately following the QB calling “Hike,” the Ref will begin an 8 count (“1 Rush, 2 Rush,” etc.). Each “Rush count” should be a full second long. Upon “8 Rush,” the play is dead.
 - If the QB throws the pass at the same time as the announcement of “8 Rush,” the tie goes to the offense and the play is not called dead.
- Should the Referee forget to count, the play must be replayed.

OFFSIDES/FALSE STARTS:

- Offsides is defined as an offensive or defensive player being “offsides” at the time the QB calls Hike.
- Both Offensive and Defensive offsides will be called by the Ref.
- **Penalty:** Offsides results in a 3 yard penalty.

BLOCKING:

- An illegal block, as identified by the Ref, will result in a 3 yard penalty. Examples of illegal blocks include:
 - A block not delivered with the chest, arms, or open hands.
 - A players holding onto an opponent.
 - A block by any player must be above the waist and below the neck, and must be initiated from in front of the player being blocked. For the purpose of this rule, the front of a player is both the player's chest and the direction in which the player is intentionally moving at the time of the block. A block may not be initiated from an opponent's blind side.
- In addition to the above definition, the following blocks are specified as illegal:
 - Any swinging forearm blow or punch.
 - A block with any part of the legs or head.
 - A block below the waist or to the back.
 - Offensive receivers blocking for one another (i.e. any kind of moving pick) downfield before a pass is caught.
 - Tackling of any sort.
 - A block thrown while not facing the opponent.
 - A block intentionally thrown against a player who is in the act of attempting to catch a pass, unless the ball has already been touched.

SPOTTING THE BALL:

- The line will be determined by the Ref.
- If the ball is fully beyond the plane of the out-of-bounds boundaries when the play becomes dead, the spot will be the point at which the ball last crossed said plane – however, if the ball carrier is inbounds in the endzone and the ball is beyond the plane of the endzone, the ball will be marked as having advanced into the endzone (regardless of whether the ball is beyond the plane of the out-of-bounds boundaries).
- A ball-carrier **may** extend their arms with the ball in an attempt to gain additional yardage, cross the plane of the end-zone, etc. However, this is only permitted in a scenario where the ball-carrier is not extending the ball in a manner that initiates contact with the defense. Doing so may, at the discretion of the ref, result in a 3-yard penalty.

BLOCKING/ROUGHING THE BALL-CARRIER:

- A defensive player may attempt to pull the ball-carrier's flag(s) or to block a pass or lateral. Any contact that is made with the ball carrier intentionally or due to disregard of the ball carrier's or passer's body, is a 3-yard penalty for Illegal Contact.
- A defensive player may not attempt to forcefully push a player out of bounds. However, if in the process of a defender cutting off a ball carrier's lane along a sideline, the ball carrier is forced out of bounds, this is not a penalty.

SCORING

- A **TOUCHDOWN** is worth 6 points.
- A Touchdown is followed by a **POINT AFTER TOUCHDOWN** attempt even if there is no time left on the clock.

- The scoring team chooses to attempt the PAT from either the 3-or 6-yard line, for 1 or 2 points respectively.
- In the **Prep Division**, a player from the team (as opposed to a father) will serve as QB for the PAT.
 - Any defensive penalty on a PAT will result in points for the offense.
 - *Almost* every offensive penalty on a PAT will result in a turnover to the defense with no points awarded. (See the next rule for the exception.)
 - Should the defense gain control of the ball on a PAT attempt and run it back to their endzone, they are awarded the same number of points the offense was attempting. Likewise, if the attempting team turns over the ball, and on the return commits a foul which is not offset, the returning team is awarded the points.
 - In cases of offsetting penalties, the PAT is replayed from the previous spot, unless the defensive penalty occurred only after the turnover, in which case the PAT is no good.
- After the PAT attempt, the team which surrendered the Touchdown begins its next drive on the 10-yard line
- A **SAFETY** is worth 2 points. After a Safety, the team which scored the safety begins the next drive on the **20**-yard line.

PUNTING

- On 4th down, the referees will ask the offense whether they will attempt an offensive play or if they wish to punt. If the Offense says "Punt," there is no ability to later reverse it.
 - **Note:** No actual "Punt" will occur - in this context, it just means that the opposing team will now begin their offensive drive from the 10 yard line.
- If the ref hears an Offensive player say "Punt," it is at the ref's discretion to determine whether the team was indeed deciding to punt or whether they were in the process of making their decision.

PENALTIES:

- Penalties are assessed during or after the play involving the penalty, before the next snap, and not at any point thereafter. However, should a penalty with intent to deceive the referee (i.e. cheating) come to the referee's attention beyond this point, Unsportsmanlike Conduct Personal Foul penalties may still be assessed (see below).
- After a foul, penalty yards will be assessed as follows:
 - If a foul (which is not declined) is committed before possession of the ball beyond the line of scrimmage – it is assessed from the line of scrimmage, and the down is repeated, unless otherwise noted.
 - If all fouls (which are not declined) are committed after possession of the ball beyond the line of scrimmage (or after a turnover) – it is assessed from the spot of the first foul, and the down counts, unless otherwise noted. However, in the case of a defensive penalty, the offense may choose to have the penalty assessed from the line of scrimmage, with repeat of down.
 - Each penalty is assessed no more than half the distance to the goal line.
 - Penalty yardage is assessed as part of the play (prior to determining whether a new first-down has been attained).
- If fouls (which are not declined) are committed by both teams, the penalty yardage offsets and the down is replayed from the original line of scrimmage. Exception: Personal Fouls (See below).
- The following is a list of fouls and their assessed penalties:

OFFENSIVE PENALTIES

- **Offsides/False Start:** No play, 3 yards.
- **Illegal Block:** 3 yards.
- **Offensive Pass Interference:** 3 yards AND a loss of down.
- **Too Many Players on the Field at the snap:** 3 yards.
- **Guarding the Flag/Blocking by the Ball Carrier:** Play is dead immediately, 3-yard penalty from the spot of the foul.
- **Diving resulting in contact with Defender:** Play is dead immediately, 3-yard penalty from the spot of the foul
- **Illegal Forward Pass/QB is over the line when passing:** Loss of down.
- **Handoff:** Loss of down.

DEFENSIVE PENALTIES

- **Offsides:** 3 yards
- **Illegal Block:** 3 yards
- **Illegally Pulling Flag:** 3 yards from where the play was ruled dead due to the missing flag, and a potential first down (based on Ref's discretion). Intentionally pulling a flag of a player who is not the ball-carrier is illegal procedure, and at the discretion of the referee also a Personal Foul.
- **Pass Interference:** 10 yard penalty and automatic first down.
- **Pass Interference in End Zone:** *Line of Scrimmage Outside 2-yard line* – Ball spotted at 2-yard line and automatic first down; *Line of scrimmage at or within 2-yard Line* – Half the distance to the goal and automatic first down.
- **Too Many Players on the Field at the snap:** 3 yards.
- **Blocking/Roughing the ball-carrier:** 3-yard penalty
- **Holding the ball-carrier** – 3 yards

ILLEGAL PROCEDURES:

- For a palpably unfair act, the referees may enforce any distance penalty as they consider equitable, including a score.
- *NOTE: a "palpably unfair act" occurs only when the rules are violated in a manner wholly inconsistent with fair play. An example is if a player were headed for an unimpeded Touchdown, and a player from the opposing team entered the field from the sideline and stopped him.*

PERSONAL FOULS:

- 10 yards, automatic first down if against the defense, and ejection from the game at the discretion of the referee. A player committing two personal fouls in one game will be automatically ejected for the remainder of the game. Any player ejected from a game is automatically suspended for the team's next game, subject to appeal.
- Unsportsmanlike Conduct is a Personal Foul.

- Should a violation with intent to deceive the referee (i.e. cheating) come to the referee's attention beyond the snap subsequent to the violation, Personal Foul penalties for Unsportsmanlike Conduct may be assessed effective immediately.
- Personal Fouls are considered part of the play, including acts committed in the referee's judgment as part of the "follow-through" of the play, (e.g. a violent late hit against a QB, even after the pass has fallen incomplete and the play has technically ended). Reactions to the outcome of a play itself are not "follow through".
- Personal Fouls are assessed on the ensuing drive if committed at any point after a play resulting in a score, up to the ensuing drive.
- On a play with a Personal Foul, penalty yardage is assessed only for the Personal Foul. Personal Fouls offset with all other Personal Fouls on the play, and eliminate any penalty yardage which would otherwise be assessed for other fouls.
Note: this does not mean that other fouls are entirely ignored. For instance, if a Personal Foul occurs, and Protecting the Flag occurs later in the play, Protecting the Flag foul would still be called and it would end the play - however, no additional penalty yardage would be assessed for the Protecting the Flag penalty. The Personal Foul penalty yardage would be assessed from the spot.
- Personal Fouls which are not part of a play offset with all other Personal Fouls that are, in the judgment of the referee, part of the same distinct event.

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OVERTIME:

- In regular season games, a game may end in a tie.
- In playoffs or the championship, a game that is tied at the end of regulation is resolved in overtime.
- The winner of an overtime coin-toss will decide either which team will make the first attempt, or on which side of the field all attempts will take place.
- Teams will take turns making attempts. The first team to lead, when both teams have had an equal number of attempts, is the winner.
- In playoff games, the first two attempts of each team will be on first-and-goal from the opponent's 20-yard line, and penalties will be assessed on such attempts as during regulation time.
- Teams will make all subsequent attempts to score on one play from their opponent's 10-yard line. Penalties will be assessed on such attempts as during regulation time, with the following exception: defensive penalties which would normally result in an automatic first down will result in a repeat of down from the new spot.
- After a score in overtime there is no extra-point attempt.
- The play clock will function as usual during overtime. There will be no game clock. Neither team will have any time outs, however a 30-second official time out will be called at the end of every attempt.

STANDINGS

- For teams tied in the standings, seedings are determined as follows:
 1. Wins (i.e. as a tie-breaker, a win and a loss are worth more than two ties)
 2. Head to head record, only if any team or group of teams have defeated, or been defeated by, all other tied teams.

3. Aggregate record of all opponents.
 4. Aggregate record of opponents defeated.
 5. Best record of opponent defeated.
 6. Record of 2nd-best opponent defeated, (etc).
 7. Least amount of points given up on defense throughout the season.
 8. Random method of choosing.
- If at any point in the tie-breaker process several teams are separated from others by virtue of a tie-breaking step, return the remaining group(s) of tied teams to step 1 in the process.

DECISIONS, APPEALS AND PROTESTS:

- The Referee is the final arbiter of all decisions, with the exception of disciplinary matters, and makes all officially binding announcements.
- Any appeal to the referee regarding matters besides logistical, scorekeeping and administrative decisions must be made before the next snap after the play being appealed, or immediately upon such time as the appellant knew or should reasonably have known of the subject of the appeal. **Only the team Coach may make such an appeal.** Appeals not made by the Coach, or made disrespectfully by the Coach result in a warning to the team. Any additional offense results in a 10 yard penalty.
- As noted above, penalties are assessed during or after the play involving the penalty, before the next snap, and may not be assessed at any point thereafter, with the exception of Unsportsmanlike Conduct.
- Logistical, scorekeeping and administrative decisions (e.g. game time remaining, score) may be appealed, so long as the subject of appeal would not reasonably have affected any of the ensuing action or decision.
- For the purposes of this rule, an appeal of the announced down may be made until the next snap; an appeal of the announced score may be made, before the game's one-minute warning, until the snap of the PAT attempt following the next TD; an appeal of the announced score may be made, at or beyond the game's one-minute warning, until the next snap.

Behavior/Discipline (Both Divisions)

IMPORTANT - ESPECIALLY FOR PARENTS

- This is intended to be a fun, family-friendly environment. Parents and players who cannot abide by these rules risk being suspended from attending games. Please help us support an environment in which families can feel comfortable attending, bringing their children to watch, etc.
 - **Examples of behaviors to avoid:** Taunting opposing players/teams; Angriily raising your voice to argue a call with the refs; etc.
- DON'T TRY TO FIND LOOPHOLES in the rules! If you are uncertain about how a rule will be implemented due to vague language, use your common sense. If you need clarification, ask the league committee BEFORE you decide to implement it. The League should not have to be in the business of updating the rules on a yearly basis to account for teams who have tried to manipulate the system.

BEHAVIOR AND DISCIPLINE:

- The League Commissioners (and or referees) will enforce rules to ensure appropriate behavior. Unsportsmanlike Conduct, including league-related actions transpiring off the field, will subject the offender to possible expulsion from the game and will subject the offending player and/or his team to disciplinary action, including but not limited to fine, suspension, expulsion, and forfeit of past or future games, as deemed appropriate by league officials.
- The following minimum disciplinary penalties will be automatically enforced:
 - Abusive or offensive language or behavior **toward players, fans or officials**: Personal Foul.
 - Dangerous or threatening conduct, including fighting: ejection from the game upon first offense, and suspension for the team's next game.
 - Illegal procedure with intent to deceive, ejection from the game upon first offense, and suspension for the team's next game.
 - Suspensions are subject to appeal to the league commissioners (Dovi Ziffer and Shlomo Brodie) by the night after the game in which the incident occurred. The commissioners will work with the league arbitration committee, who will determine the appropriate action. **(Concerning the issue of addressing on-the-field/discipline/suspension-related incidents and appeals, the head ref has full jurisdiction.** All players must/will respect the judgment of the head ref.) The above penalties will apply regardless of the point in the season when they must be enforced, and regardless of the team's opponent in their upcoming game, and they do not preclude or affect any legal actions.