

**JUNIOR FOOTBALL LEAGUE
OF
CENTRAL ILLINOIS**



GENERAL RULES

SECTION 3

JUNIOR FOOTBALL LEAGUE OF CENTRAL ILLINOIS

GENERAL RULES for All LEVELS

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GENERAL RULES COMMON TO ALL LEVELS OF TACKLE FOOTBALL

JFLOCI will use the IHSA rules format for tackle football with the exception of JFLOCI specific rules and level specific rules. Variations can be found as listed in the JFLOCI General Rules and the Level Rules.

Changes to the JFLOCI playing rules proposed by the Rules Committee will be submitted to the Board of Directors no later than the monthly meeting held in June each year.

Playing rule changes during the season may only be made by the Executive Board and only in an emergency, when overall player safety is challenged or clarifications are needed and cannot wait until the following season.

Any rule change or clarification made by the Executive Board during a season will be up for review by the Rules Committee for the following season.

HEAD COACHES & STAFF

Each Head Coach and his Staff are expected to read and understand all stated rules in this section, and all rules and regulations stated in the JFLOCI General Rules and Level Rules.

The foregoing rules have been adopted and approved by the Board of Directors of the JFLOCI.

This section has been prepared solely for the benefit of ALL COACHES in order that they may understand, early in the season, the playing conditions and required rules that shall be enforced during the current season.

If Coaches deliberately and flagrantly violate these rules, they shall be suspended, if a JFLOCI investigation so warrants.

Any penalty imposed during the season may be carried over to the following season.

If you should have any questions regarding these rules, contact your Area Director for clarification.

SPORTSMANSHIP

The responsibility for the way your team, fans, and parents conduct themselves at a game is yours! As a coach, you set the tone completely. Kids and their parents do not know to point, stare, degrade or snub others without their coaches fueling their emotional fires. Don't do it! You will have much more impact as a coach if you can run your program with integrity. Please consider these points:

ACCEPT THE OUTCOME: You may not achieve the goals you have set. Sometimes teams who place very high in the final order have not reached all of their goals and will still have to deal with that. Sometimes teams who perform at the top of their ability level do not place as high as they had hoped. Everyone wants to win or they wouldn't compete. A good coach stresses the greater lessons of competition and will keep moving in a positive direction. When players see their coach offer congratulations, accept every outcome with poise, and refuse to participate in negatives, they will most often follow their coaches' behavior.

PARENTS: They will follow your lead. Tell them exactly what you expect and watch them make you proud. Do not give them a reason to feel they can question an official or coach. Every parent wants his or her child to win and know success. Help teach them that success comes in many forms other than winning the game.

ACCEPT YOURSELF: Most often, poor sportsmanship is generated from the coach who ties his self-worth in with competitive efforts of his team. This is unfortunate for everyone and makes for an unhappy person and team experience. Recognize that a game is one day in the life of your kids. Separate yourself from the performance of your kids. Look for the positives. Realize that for every practice you conduct, someone, somewhere else is working hard. Everyone wants to win. Winning teams and winning coaches have little to do with winning trophies.

Try hard not to reduce a superior performance by another team to a judging bias or myths like the ones previously stated. Realize that how another team performs has little to do with how your team conducts themselves on the field.

If poor sportsmanship comes your way refuse to participate. We can set a great example and make an important difference in the competitive climate of tackle football.

GENERAL JFLOCI RULES

COMMON TO ALL LEVELS

SEASON START DATE

First official practice start date will be July 25 of each season.

JFLOCI SANCTIONED EVENT

Any action, which simulates any game play conditions where members of one area would be organized against members of one or more other areas, would be considered a JFLOCI event and will be expected to adhere to the rules of conduct

PLAYING LEVELS

- 1. Every players level will be based on their age on September first of the current season.**
- 2. Players may move up 1 level within their sport if their Area Director approves. Note: no forms will be used. Submitting a roster with an athlete playing one level up shall be considered Area Director approval.**
- 3. Any player that moves up shall maintain ball carrier status based on the age group prior to moving. For example: if an 8Y player is an NBC, he will remain an NBC if he moves to a 9U team.**

Exception: If an Area does not have a lower team, the player will assume the NBC status of the level they are moving to. Example: A player is 8 years old, but the Area only has a 9U team and NOT an 8Y team. The player will be placed on the 9U team and fall within the NBC rules for the 9U level.

PLAYING LEVELS DEFINED

8 YEAR

All players 8 years old as of Sept 1 of the current season.

9 AND UNDER

Players 9 and under as of September 1 of current season. No players under 8 years old

10 AND UNDER

Players 10 and under as of September 1 of current season. No 8 year olds

11 AND UNDER

Players 11 and under as of September 1 of current season. No 9 year old players

12 AND UNDER

Players 12 and under as of September 1 of current season. No 10 year old players

14 AND UNDER

Players 14 and under as of September 1 of current season. No 11 year old players.

PLAYER MOVEMENT

1. A player may move up one level with the approval of the Area Director.
2. No player will be permitted to play in a lower level.
3. A PLAYER IS ONLY ALLOWED TO VALIDATE ON ONE TEAM - AT ONE LEVEL.
4. THE LEVEL YOU VALIDATE AT IS THE LEVEL YOU WILL STAY.

PLAYING TIME RULES

MINIMUM MANDATORY PLAYING RULE

1. It is the intent of the JFLOCI to see that all players listed on the official roster are given a reasonable opportunity to play in every game, barring, sickness, injury or disciplinary action.
 2. All Directors are in charge with the responsibility to ensure that all coaches are familiar with and understand the playing time rule.
 3. The following shall be the Minimum Mandatory Playing Rule (MPR) for all teams. Each area may set a higher limit, but never less than the minimum as set by the JFLOCI. All MPR's will be based on eligible players at the start of the game.
 4. Not abiding by this rule shall subject the entire coaching staff to a one game suspension. A second infraction shall result in disciplinary action with the entire coaching staff and area director by the JFLOCI Infractions Committee.
 5. All players shall receive their minimum playing time by participation in "active" plays, without the intent to minimize the action or integrity of the plays.
1. The plays must be from the line of scrimmage.
 2. Kickoff's, extra points shall not count toward fulfilling the MPR requirement.
 3. Plays such as, but not limited to, having the center snap the ball to the QB, and then the QB falls to the ground, while substitutes are playing the other positions, shall not be considered active plays.

8Y, 9U, 10U, AND 11U TEAMS

1. Each player must play a minimum, of the equivalent, of one half of a game, 20 minutes. This does not apply to A player on disciplinary action.
2. Teams with more than twenty-two (22) players on a roster, it is the responsibility of the head coach to insure each player receives equal playing time. "equal playing time" is defined as an equivalent number of minutes played by each player on a roster during each game.

12U AND 14U TEAMS

1. Each player must play a minimum, of the equivalent, of one quarter of a game, 10 minutes. this does not apply to player on disciplinary action.
2. For teams with more than twenty-two (22) players on a roster, it is the responsibility of the head coach to insure each player receives equal playing time. "equal playing time" is defined as an equivalent number of minutes played by each player on a roster during each game.

BALL CARRIER RULES

1. Each Playing level will have a designated non ball carrier (NBC) weight.
2. An NBC designated player will have a JFLOCI supplied sticker placed on the back of the helmet near the center.

8 YEAR OLDS	OVER 80 LBS	NON BALL CARRIER
9 YEARS & UNDER	OVER 90 LBS	NON BALL CARRIER
10 YEARS & UNDER	OVER 100 LBS	NON BALL CARRIER
11 YEARS & UNDER	OVER 115 LBS	NON BALL CARRIER
12 YEARS & UNDER	OVER 130 LBS	NON BALL CARRIER
14 YEARS & UNDER	OVER 155 LBS	NON BALL CARRIER

NON BALL CARRIER RULES

1. NBC on DEFENSE: players may advance a fumbled ball, interception, or blocked kick.
2. NBC on OFFENSE: players may advance the ball due to an UNINTENTIONAL fumble, interception, or blocked kick.
3. NBC players may NOT advance the ball on kickoffs if they are on the receiving team.
4. NBC players may NOT advance the ball on punts if they are on the kicking team.
5. On OFFENSE, NBC players may be positioned anywhere except for quarterback. NBC players are NOT allowed to carry the ball by taking a handoff, receiving a pass, taking the snap (shot gun OR under center), or advancing the ball from scrimmage.
6. All interior linemen (tackle to tackle) must be positioned in a three (3) or four (4) point stance at the time of the snap. This is for OFFENSE and DEFENSE.
7. On DEFENSE, NBC players are NOT restricted to certain positions.
8. Defensive ends are NOT required to be in a three (3) or four (4) point stance, but may be.

NBC RULES INFRACTION PENALTY

If a coach refuses to ensure that the NBC rules are followed, blatantly allows, or intentionally goes against them, the team will forfeit the game, the entire coaching staff will be suspended one game, and the offending Area is subject to a maximum fine of \$500.00 as determined by the Infractions Committee.

REQUIRED EQUIPMENT

ALL EQUIPMENT USED WILL BE PURCHASED BY THE AREA DIRECTOR THROUGH THE LEAGUE OFFICE. THERE ARE NO EXCEPTIONS TO THIS POLICY.

NO EQUIPMENT WILL BE HANDED OUT PRIOR TO JULY 20th OF THE CURRENT YEAR!

Each player shall properly wear the mandatory equipment while the ball is live.

The following items shall be worn in ALL divisions, beginning with physical contact in practice sessions:

1. **HELMET:** Only helmets bearing the NOCSAE seal of certification may be worn. All helmets must bear the current NOCSAE approved "warning label" in a visible position on the outside of the helmet. The "warning label" is the same label that is furnished by all helmet manufacturers and approved reconditioners.
2. **FACE MASK:** Only face masks bearing the NOSCAE seal of certification may be used. The face mask shall be made of material designed to be nonbreakable with rounded edges, and those constructed of metal shall have the surface covered with resilient material designed to prevent chipping, burrs or abrasiveness which would endanger players.
3. **Chin Straps,**
4. **Shoulder Pads,**
5. **Hip Pads,**
6. **Tail Pads,**
7. **Thigh Pads,**
8. **Knee Pads,**
9. **Jerseys (practice and/or game)**
10. **Pants, which cover the knee and knee pads,**
11. **Tooth and Mouth Protector with keeper strap attached to face mask,**
12. **SHOES:** All divisions may have detachable cleats of a soft composition, sneakers or rubber cleated shoes. (soccer style)
13. **EYEGASSES:** When worn, shall be of athletically approved construction with non-shattering glass (safety glass) or contact lenses.
 - A. **Face Mask Shields must be clear.**
14. **The game officials shall approve any additional equipment worn by a player.**

ILLEGAL EQUIPMENT

No player shall be permitted to play while wearing illegal equipment. This applies to any equipment, which in the opinion of game officials' is dangerous, confusing or which is inappropriate.

JFLOCI AUTHORIZED BALLS

The home team will provide a **JFLOCI** sanctioned football (wilson) as a game ball for inspection by the officiating crew and the visiting team during the pregame officials conference. If for any reason the visiting team objects to the home team ball, then the officiating crew will inspect the visitors ball and have the power to make the final decision as to which game ball provided they prefer to use.

The following balls are authorized for **JFLOCI** sanctioned games.

8 YR OLD	K2
9U	K2
10U	TDJ
11U	TDJ
12U	TDY
14U	TDY

VALIDATION FOR ALL TEAMS

RULES AND GUIDELINES

Validation is a process implemented by the JFLOCI to ensure all participants playing in the program are placed in the correct level based on age and to determine ball carrier status based on weight. Validation must be completed for each athlete, by a League approved validator, on the announced JFLOCI validation dates.

On an Area's scheduled Validation date, no Area shall conduct practice and no tackle equipment shall be worn.

When a player is weighed, they must wear a t-shirt and shorts. They may NOT wear less than these items. If a player wears more than this (such as shoes, a jacket, etc.) their weight will be recorded including these and that will be the official weight. The player will NOT be weighed a second time, even if the weight recorded was over the NBC allowed weight. (The COACH is responsible for proper attire.)

Any player caught cheating will not be able to play the entire season. Additionally, if the coach is the one cheating, they will receive a one (1) YEAR suspension from the JFLOCI.

If an error is made by a validator when validating teams (ex: player on the wrong team), the Executive Board reserves the right to correct the error(s) immediately.

Each Area/team will file with the JFLOCI, of which it is a member, a complete roster of players and coaches for the regular season. This will be accomplished on the official JFLOCI roster form. Upon receipt of each team roster, the JFLOCI will use the total participant number to base insurance premiums and future registration fees.

The validation process is uniform. That is, all member teams are required under JFLOCI policy to be validated before any participation is allowed. Any player NOT validating by the League scheduled deadline may NOT participate until the following season.

To be certified on a team roster, each participant shall qualify by the following:

1. Each Area will attempt to assign a first time player to the lowest team allowed base on age.
2. Once certified for a particular team, a player will not be permitted to participate on another team. A player may only play one game per weekend.
3. A player will be validated for age and NBC requirements as specified in the official JFLOCI rules.
4. All JFLOCI registration forms are fully completed and verification of age attached to the registration form.
5. At validation, a player will step on the scale to validate ball carrier status. Player level status is verified by confirmation of birth date; weight does NOT factor into a players level.
6. Once a player steps on the official scale, the shown weight will be reported as the official weight. **Under no circumstances will a player be allowed to weigh again. No appeals.**
7. All players listed on the roster at an Area shall be validated. This includes and player without proof of age. If a weighed player does not have proof of age, the validator will circle the box corresponding to their name in the weight column. The Area must submit a copy of proof of age no later than the make-up validation.

8. All Areas will pay 100% of registration fees via check for all rostered players upon the conclusion of their respective validation, before the validators leave. The Executive Board will be required to approve any exemptions to this payment based on financial circumstances within an Area.
9. This roster shall include each player's name, jersey number (No Duplicate Numbers per Team), and verified birth date, address, and phone number. This information shall be obtained from forms received from the participant at sign-ups. The Area Director will be responsible for the correct transfer of this information. This must be done on the official JFLOCI roster forms. The JFLOCI Infractions Committee shall determine penalty for falsification of records.
10. A rostered team is established as follows: 15 player minimum & 26 player maximum (40 max on 14U level only.)
11. An Area that does not have the required minimum players for a full team may declare as an 8 Man Team. A rostered 8 Man Team MUST have a minimum of 10 players and no more than 14 players. An 8 Man Team will have the option of adding players to reach the level needed for a full, 11 Man Team until the Friday before the third (3rd) week of games. All added players will have to go to the JFLOCI Headquarters to validate.
12. All players wishing to carry the ball must have their weight validated in accordance with the rules.
13. Any player that is knowingly over the NBC weight or wishes to forego the weighing process may do so by voluntarily assuming NBC status for the entire season. Once a player assumes Voluntary NBC Status, it will be binding for the entire season and considered as having been weighed. The player may not weigh at a later date. Area Directors must supply a list of all Voluntary NBC players with proof of age at the time of their scheduled validation. Voluntary NBC players are NOT required to be present at validation so long as their proof of age is presented and their name is on the Voluntary NBC list as furnished by their Area Director.
14. Validators shall consist of Executive Board members, the Executive Director, and any others appointed by the League President. Volunteers and/or assistants at Validation are NOT considered validators and may not execute the duties of them.

VALIDATION INFRACTION PENALTY

Any Area found in flagrant violation of these Validation rules will be summoned to appear before the Infractions Committee. This committee has the sole authority to fine the offending Area up to a maximum of \$500.00 per infraction and/or the suspension of coaches and/or Area staff.

OFFICIAL ROSTER

The only acceptable roster is the official JFLOCI roster provided. No facsimiles will be allowed.

Complete rosters for each team with player names listed in alphabetical order by their last name. All coaches MUST be listed in alphabetical order on their team roster as well.

NOTE: A coach may only be listed on two (2) total rosters within the organization.

Jersey number of each participant is to be listed for 8Y - 14U tackle and flag football only.

The roster shall be carbon copies in triplicate (3) for 8Y - 14Y tackle football only. All other flag football and cheerleading rosters may be on a single copy.

Page 1: White	To be maintained by the League office.
Page 2: Yellow	To be submitted to office upon completion of validation. Will be returned to Area following the Validation process and will be laminated and used as the official game roster during the season.
Page 3: Pink	To be kept by the Area as a copy for their records.

Validation Roster: Official, laminated and stickered roster must be shown and one paper copy given to the opposing team at the start of each game, in the presence of the Site Director or Area Game Administrator. (Cheerleading is exempt from this requirement)

Note: Immediately upon the completion of an Area Validation, the top two (2) sheets will be brought to the JFLOCI office by a Validator and the third (pink) sheet will remain with the Area's Director. If the official, laminated and stickered rosters are not yet available from the League office, the pink copy of the roster shall be used for week one (1) of games.

All yellow copies will be laminated after make-up validation has taken place. All teams are locked after make-up validation, however players may still be added to each team until the roster addition deadline.

COPIES OF ROSTERS GIVEN TO OPPOSING COACHES/TEAMS MUST BE MADE FROM THE LAMINATED, OFFICIAL ROSTER AND MUST INCLUDE ANY AND ALL ROSTER ADDITIONS FOR PLAYERS AND COACHES.

Tackle, Cheerleading, & Flag rosters are all due at the Area's scheduled validation date and time. All three (3) sports will use the same JFLOCI Official Roster Form.

All team rosters shall be typed; handwritten rosters will not be accepted.

Any roster with more than two (2) corrections MUST be retyped and resubmitted to the League within 24 hours.

All player weights MUST be handwritten ONLY by a League approved validator. No rosters with typed weights will be accepted.

GAME DAY RULES AND PROCEDURES

OFFICIALS

1. The League office will assign all game officials. Under NO circumstances will an officiating crew be relieved of their scheduled duties by anyone other than the League office.
2. At least one (1) League assigned official, and/or Area Directors, and/or team coaches must be present to start a regulation game.
3. In the event that less than the scheduled amount of officials show up to a game, coaches and/or Area staff may not assist in officiating unless requested by the assigned officials.
 1. The League assigned officials have the final say in this matter, regardless of how many do not show up. If one (1) official shows up and wishes to officiate the game alone, without any assistance, that is the final decision.

POST GAME REPORT

1. A post game report must be completely filled out by each team within 48 hours following each game.
2. The post game report should be accurate and reflect the correct score of the game.
3. Sportsmanship and officiating crews are scored as follows:
 1. A rating of 1 is the lowest score
 2. A rating of 10 is the highest score.
4. Any report that reflects a score of under 5 for either sportsmanship or officiating must have a written explanation.
5. All officials' names must be listed on the report and their correct position for that game. Note that officials do change positions from game to game.

WEATHER POLICY

1. **The JFLOCI follows the IHSA weather policy regarding lightning and/or thunder.**
2. Teams need to show up at game sites prepared to play for their scheduled game time. We have a large League and it may be raining in one location, but sunny and dry at another.
3. Site Administrators (Area Director or appointed Site Director), Coaches, & Game Officials must be aware of potential inclement weather and the signs which indicate thunderstorm development.
4. Host site Area Director is always responsible for the welfare and safety of spectators as well as participants, coaches, and officials.
5. Once game officials assume authority for the contest, they SHARE responsibility with the Area Director for recognizing inclement weather and reacting to it.
6. If game officials fail to recognize inclement weather, the host site Area Director is authorized to direct officials to suspend the contest.
7. If inclement weather continues to exist at a game site, the head coach from each team and the Area Director will discuss the situation and make a determination if the game shall be played.
8. The Area Director has the final authority to suspend games, postpone start times, or cancel games.
9. When a game is suspended or cancelled, the Area Director and head coaches may determine if and when the game(s) can be played.
 1. Final authorization of make-up or suspended game scheduling lies with the League office.

CHAIN CREW

1. All chain crews shall be positioned on the Home Team's sideline.
2. Each crew shall consist of at least three (3) individuals: a down box operator and two (2) others to hold the chain rods.
3. The complete concentration of the crew is absolutely necessary at all times if it is to discharge its duties correctly.
4. The crew is an extension of the officiating crew and must always follow their direction.
5. They must refrain from showing any partisan reaction to the events taking place on the playing field.
6. No member of the chain crew may coach, instruct players, or relay any information whatsoever on behalf of a team.
 1. Do not engage into discussions with your team's coaches or players and do not discuss any strategies or game related information observed or heard.

CONCUSSION & RETURN TO PLAY POLICIES

The JFLOCI follows the IHSA concussion and return-to-play policies.

PLAYING CLOCK & TIME-OUTS

1. All divisions will play ten (10) minute quarters in accordance with IHSA rules.
2. Each game will consist of four (4) quarters.
3. There will be a ten (10) minute half-time period between the second and third quarters.
 1. This ten (10) minutes consists of a 7-minute rest period followed by a three (3) minute warm-up period that players must be on the game field for.
 2. Half-times may NOT exceed 10 minutes without prior, written approval from the League unless there is inclement weather OR an injury that does not allow teams to return to the field (example: ambulance on the field).
4. Each team will be allowed three (3) time-outs per half. These time-outs shall be 60 seconds in total.
5. In the event that one team is leading by thirty (30) points or more at any time during the second half of a game, there will be a continuous running clock for the remainder of the game. The clock will continue to run even if the score differential becomes less than 30 points.
 1. The clock will only stop following a score by either team, player injury, time-out, or officials' direction to stop the clock for a special circumstance.

SCORING RULES

EXTRA POINTS

- Two (2) points for a kick.
- One (1) point for running or passing.

8Y, 9U, 10U, 11U - 18 POINT SPREAD RULE

1. An eighteen (18) point spread rule has been established for use by 8Y - 11U levels. The intent of this rule is to eliminate the number of occasions in which teams are defeated by excessive scores. The JFLOCI will not tolerate coaches who think it is acceptable to defeat an opponent by an egregious point differential.
2. If, during any JFLOCI game, a point differential of eighteen (18) points or more has been obtained by either team:
 1. That team will be "first and goal" on all subsequent possessions as long as the point differential of eighteen (18) points or more continues to exist.

2. After completing four (4) downs without a score, the only way in which a team with an eighteen (18) point (or greater) lead may regain possession of the ball is for the trailing team to have had the ball in their possession for at least one (1) live ball play.
3. After a score, the team leading by eighteen (18) points or more must kick off to the trailing team and allow them at least one (1) live ball play. In the event the kicking team recovers the ball on the kickoff, they will turn the ball over to the receiving team at the spot of recovery.

12U & 14U - 25 POINT SPREAD RULE

1. A twenty-five (25) point spread rule has been established for use by the 12U - 14U levels. The intent of this rule is to eliminate the number of occasions in which teams are defeated by excessive scores. The JFLOCI will not tolerate coaches who think it is acceptable to defeat an opponent by an egregious point differential.
2. If, during any JFLOCI game, a point differential of twenty-five (25) points or more has been obtained by either team:
 1. That team will be "first and goal" on all subsequent possessions as long as the point differential of twenty-five (25) points or more continues to exist.
 2. After completing four (4) downs without a score, the only way in which a team with a twenty-five (25) point (or greater) lead may regain possession of the ball is for the trailing team to have had the ball in their possession for at least one (1) live ball play.
 3. After a score, the team leading by twenty-five (25) points or more must kick off to the trailing team and allow them at least one (1) live ball play. In the event the kicking team recovers the ball on the kickoff, they will turn the ball over to the receiving team at the spot of recovery.

COACHING RULES

8Y, 9U, 10U, & 11U TEAMS

1. One (1) coach per team will be allowed on the field at all times to give instructions to players in the game.
 1. One (1) for the offensive team & one (1) for the defensive team will be permitted.
2. Coaches shall NOT position players. They must call the offensive or defensive formation in the huddle and let the players react normally.
3. As soon as the quarterback is over center and calling a cadence, the coaches on the field must be SILENT, not communicating verbally or by physically directing a player, until the play is whistled dead by an official.
4. Coaches MUST position themselves a minimum of ten (10) yards off the line of scrimmage at all times AND move out of the way if a play begins to develop near their position.
5. The coach on the field OR the head coach may call a time-out.
6. ONLY THE HEAD COACH may question officiating decisions. Unless the coach on the field is ALSO the head coach, the coach on the field may NEVER question officiating decisions.
 1. An unsportsmanlike conduct penalty shall be assessed directly to the coach on the field if they decide to question officiating decisions. THESE COACHES ARE ONLY THERE TO COACH THE KIDS.

Failure to comply with this positioning rule will result in the following penalties to be administered:

2. 1st offense - verbal warning from the officiating crew
3. 2nd offense - delay of game penalty assessed
4. Subsequent offenses - unsportsmanlike conduct penalty assessed directly to the offending coach.

12U & 14U TEAMS

1. ALL coaches will be on sidelines in accordance with IHSA rules.

ELECTRONIC DEVICES

1. NO electronic devices shall be allowed during game situations to relay information to the coaching staff or players on the field or sidelines. (Example: radios or headsets)
2. NO video cameras or drones will be allowed on or over the field of play without prior written consent from the League.

Personally Owned Equipment Use Policy

A player/family may, but is not required to, purchase their own equipment from a supplier of their choice. If a player/family chooses to purchase equipment, they must keep the following guidelines in mind:

- I. All helmets and face masks must be NOCSAE certified and have the corresponding sticker, imprint, or embossment visible.
- II. All helmets must show the original mark indicating the date of manufacture somewhere on or inside the helmet.
- III. All helmets and face masks must be the same color as the area's existing helmets and face masks.
- IV. All helmets must be discarded after 10 years **from the date of manufacture** unless a shorter amount of time is mandated by the manufacturer or NOCSAE.
- V. All helmets must be reconditioned by a NOCSAE certified reconditioning company AND recertified **every 2 years** unless required yearly by NOCSAE or the original manufacturer. For example: a helmet manufactured in 2019 would be certified for use in the 2019 & 2020 seasons, but must be reconditioned before use in the 2021 season regardless of whether or not it was used in that time frame. (Please refer to the original manufacturer's policies for each helmet style.)
- VI. Equipment must be properly fitted and verified by the area director before use.
- VII. Neither the JFLOCI nor its member areas will reimburse, coordinate, or pay for the cost of equipment, parts, reconditioning, or any other item relating to the purchase of equipment by a player/family. The JFLOCI provides the use of certified equipment that is included in the registration fee, but welcomes the purchase of any equipment that a player/family chooses to make on their own, so long as it meets our guidelines, the guidelines of the original manufacturer, and NOCSAE.
- VIII. The JFLOCI reserves the right to inspect and/or deny the use of individually owned equipment at any time and for any reason deemed necessary.

****Note:** *If a JFLOCI member area chooses to allow a player/family to add their individually owned helmet to the area's reconditioning order, they may do so, but the coordinating of payment and handling of the helmet is the sole responsibility of the area. The JFLOCI will refer all inquiries relating to the reconditioning of individually owned helmets back to the area directors.***