



Flag Football Rules Mandikiki Division 2018

Chapter I: Eligibility of participants

Section 1: AGE ELIGIBILITY

1. Mandikiki participation age will be 4, 5 and 6 years old. Ages will be determined by an original birth certificate, passport or by a GNYFF ID showing participants date of birth. Participants must be 5 years old as of December 31 but no older than 6 years on July 31 of the participation year.
2. *Participants are eligible to participate in football and cheer. They will be known as dual participants. Those participants must fill out 2 separate registration forms (1 cheer and 1 player, submit 1 physical, 1 proof of birth and pay double for the GNYFF ID card (1 cheer and 1 player). Registration fees for dual participants are to be handled by their organization.*
3. *Dual participants will participate in cheer for the division after their football game. Matua dual participants must participate during manha's game.*
4. *Dual participants MUST participate in regular season games to qualify for the Cheer competition.*

Section 2: WEIGHT ELIGIBILITY

1. There is no weight eligibility for Mandikiki Division.

Section 3: CERTIFICATION

1. **Subject to Certification.** All players are subject to certification prior to being placed on the official game day roster. Game day Rosters will be maintained by the Secretary of the GNYFF.
2. **Divisional Team requirements.** Each team must meet the Minimum roster requirement for **TACKLE** divisions (see Chapter 2, Section 6) at the 1st certification or that team may be dismissed from participation in that season. Flag football must have a minimum of 12 players to certify or pay a forfeit fee of \$250.00.
3. **Certification requirements:**
 - a. **Registration** – A current original registration form with a signature. (current revision June 2018) No participant may practice or play (including clinics, workshops and conditioning) without a completed and signed registration form.
 - b. **Proof of age** – birth certificate, passport plus one copy or GNYFF ID showing participants proof of birth.
 - c. **Physical** - Current original physical stating that the participant is fit for participation. GNYFF shall observe an expiration date of one calendar year from the date of the physical. All physicals must have a live signature and stamp. No player may practice with gear/pads until a current physical has

been submitted. Any player whose physical expires within the season becomes ineligible for practice or game play, until an updated physical has been submitted.

- d. **Age & Weight Compliance** – Compliance with age and weight requirements for respective division.
 - e. **Debt free** – All participants must be considered free of debt to any previous team or the GNYFF whether from registrations fees, fundraising, other financial obligations or team issued equipment.
4. **Certification Deadline.** No player may be certified after the Mid-season weigh-in.

Chapter 2: Regulations

Section 1: GENERAL GAME RULES

1. The GNYFF Mandikiki Rules and Regulations as issued by the GNYFF will be the official rules of the Federation and its participants to include coaches, volunteers and players.
2. **Teams/players.** The Game will be played between two teams of nine players each, on a rectangular field.
2. **Game play.** Goal Lines for each team shall be established at opposite ends of the field and each team shall be allowed the opportunity to advance the ball across their opponent's goal line by running or passing. Offensive team shall take - position on their 10 yard line and has 4 plays to move the ball 10 yards to gain another set of downs or score a touchdown.
3. **Winning team.** No winning team will be declared.
4. **Officials/referees.** The game shall be played under the supervision of two officials. One official shall be provided by each team. Any issues that cannot be resolved by the referees shall be handed over to the present league commissioners.
5. **Subject to the rules.** All participants are subject to the rules of the game and shall be governed by the decisions of the game officials.

Section 2: FIELD

1. **Zone Markings.** The field shall be marked in 10 yard zones from goal line to goal line. For games played on a shared field, standard regulations marking will be acceptable...
2. **Inbounds/Out-of Bounds.** The lines bounding the sidelines and end zones are out

of-bounds in their entirety. The inbounds are also bound by the lines. The end zone is part of the width of the field.

3. **Size of Fields.** Flag and Touch fields shall be either 60 x 40 yards or the regulation 100-yard field. When only a 100-yard field is available, soft, flexible pylons can be placed within the field to make it conform to the 60 x 40 field.
4. **Down Marker.** A down marker shall be used to indicate the number of the down and where the ball is placed on the field.
5. **Spectators** - Spectator areas shall be clearly marked. A minimum of 5 yards from the side line as indicated by the marking lines. No spectators may be within the safety zones and player box. Each individual team is responsible for crowd control during, before and after their games.
 - a. **Violations :**
 - i. **1st infraction** – verbal warning by GNYFF Commissioner, designee or game official.
 - ii. **2nd infraction** – unsportsmanlike conduct penalty assessed to the team
 - iii. **3rd infraction** – unsportsmanlike conduct penalty assessed to the team of the violating sideline and suspension of the headcoach.
 - iv. **Ejection** – Any spectator (parent or otherwise) who is ejected must immediately leave the field and spectator area. No less than 100 yards from the farthest boundary to include field, viewing areas and parking lots.

Section 3. THE BALL

1. **Specifications.** The official ball size will be Pee wee-Wilson K2 or equivalent size.
2. **Use of Ball.** Each team will ensure that they provide at least one satisfactory game ball for each division. The decision of the officiant is final involving the acceptability of a given game ball.

Section 4. EQUIPMENT

1. **Uniform.** Players of opposing teams must wear contrasting colored jerseys with numbers front and rear. The pants must be a different color than the flags. The visiting team is responsible for changes that are required. All jerseys, bottoms and socks must be uniform in color and design. Uniform requirements include coordinated jersey, pants or shorts and socks
2. **Required Equipment.** All players must wear flag belts and mouthguards while on the playing field.
 - a. No jersey or pants may cover any portion of a player's flag.
 - b. Mouthpieces must be worn and can be any color except clear or white.
3. **Flags.** Each player on the field must wear two flags attached via velcro. One flag will be on each left and right side. The flag shall be 2 inches wide and a minimum of 14 inches long. Flag color should be in contrast to pants/shorts color.

4. **Shoes.** Shoes will be any style, non-detachable rubber cleats. Metal cleats are not acceptable.
5. **Additional Allowable Equipment.** Athletic supporters are permissible. All additional equipment must be made available for inspection by the league officials or game officials upon request.
6. **Illegal Equipment.** The use of headgear of any nature, body pads, shoulder pads, or shoes with removable or metal cleats are prohibited.

Section 5: COACHES

1. **Code of conduct.** Coaches are expected to adhere to the GNYFF Coaches Code of Conduct.
2. **Certification and Identification.** All coaches must complete a certification process to include:
 - a. **Volunteer application.** A completed volunteer application, including consent for back ground check and drug testing, and a copy of a current Government issued photo identification.
 - b. **Traning /Clinics.** All coaches must participate in all required training and certification.
 - c. **Coaching ID.** Upon certification all coaches will receive a Coach ID. Only coaches with a current season ID are permitted in the players box of the game field. Coach ID must be worn at all time while coaching at any game.
3. **Coaching Staff.** The following is the recommended staffing pattern. Head Coaches are encourages to select their own coaching staff. Only certified coaches are permitted on the bench and sideline as indicated by the field markings.
 - a. **One Division head coach**
 - b. **Four assistant coaches**
 - c. **One Trainer**
 - d. **One Coordinator**
 - e. **One Equipment Manager (one per team is acceptable)**
4. **Coach Uniform.** All coaching staff must be in uniform with fully enclosed cleats or tennis shoes/sneakers.
5. **Responsibilities and qualifications.** Coaches must possess a relative degree of maturity and restraint. They must have satisfactory character and sincerity of purpose to be a positive influence upon the young participants, be a real sportsman who embodies the best qualities of leadership and by their own example, plant the attitudes, ideals and principles of sportsmanship and fair play in the minds of the youth. Coaches will not use abusive or profane languages towards the players, opposing teams, their coaches, and fans or officials by mouth or gesture. Misconduct by coaches, may be cause for suspension at the discretion of the GNYFF board of Directors.
 - a. Head and Assistant Coaches must be at least 18 years of age.
 - b. Junior coaches are ages 16-18. Junior coaches may only carry out the instructions of the Head or Assistant coaches. Junior coaches may not conduct a practice without the physical presence of a head or assistant coach.

6. **Field Coaches.** A total of two (2) coaches are allowed on the field to direct players according to need. Coaches must move out of the playing area before the snap of the ball. Junior Coaches may be used as the Field coach for the Flag football division, provided that a head or assistant coach is physical present in the coaches box area.
7. **Coaches Misconduct**
 - a. Ejection from a game
 - i. **Ejection** – Any coach who is ejected must immediately leave the field and spectator area. No less than 100 yards from the furthest boundary to include field, viewing areas and parking lots.
 - ii. 1st offense - Automatic suspension of the coach of the next scheduled game.
 - iii. 2nd offense – Permanent ban of the coach from any future game and season.
 - b. Other misconduct whether within or outside of any GNYFF sanctioned event by any coach will be cause for suspension from participation at the discretion of the GNYFF.

Examples of misconduct

 - i. Coaching (practice or game) under the influence of alcohol or drugs
 - ii. Crimes against the community
 - iii. Crimes against any youth
 - iv. Physical violence or threats of physical violence against any participant, parent, coach, volunteer, spectator, official or game officiant

Section 6. ROSTERS AND ID

1. **Roster size.** GNYFF tackle division shall have a roster minimum of 9 and a maximum of 24 players per team.
2. **Official Rosters.** Official roster of certified participants will be maintained by GNYFF. Game day rosters of all eligible teams will be made available to all other teams.
3. **Division eligibility.** Players who certify in a higher GNYFF division (i.e.: weight accommodations, 6 y/o tackle) may not participate in a lower division during the same or a future season.
4. **Transfer Date.** No player may transfer to another team after the 3rd Monday of July of each season.
5. **Roster Closing Date.** Players may not be added to the Official Roster after the Mid-Season weigh in.
6. **Player ID.** All certified players will be issued a GNYFF ID card for participation in that season. Any associated ID card fees must be paid prior to issuance. All missing or lost cards must be report to the GNYFF immediately for replacement. A charge will be issued for replacement of any lost or missing ID cards.
7. **Attendance and ID check.** Player attendance shall be taken no later than the start of the 4th quarter of the previous division game. Both teams shall meet at the home team side with 1 division coach and 1 coordinator, **coordinator, players, ROSTER AND ID'S,** and complete the attendance and ID check. Any player who does not have a current

GNYFF issued ID with photograph will be deemed ineligible for play. The Status box of the game day roster must be completed during the attendance and ID check using the status codes below:

- a. V - Eligible player (prior to 1st quarter kick-off)
- b. L - Late Eligible player (2nd half play only, must comply with MPR)
- c. I - Sick / Injured
- d. A – Absent
- e. D – Discipline
- f. O - other (must include reason in comments)

8. Ineligible Players. The participation of a non-certified or ineligible player in any game play capacity will result in a forfeit regardless of outcome of the game.

Section 7: MINIMUM PLAY RULE (MPR)

- 1. Minimum Plays.** GNYFF players are guaranteed a minimum of 6 plays per game. Any player who has not met the mandatory play requirement by the end of the 3rd quarter, must enter that game at the start of the 4th quarter and remain in the game until they have received their required # of plays. Plays that do not count towards the MPR include:
 - a. Off-sides or False Starts
 - b. Replay of down
 - c. Point after attempts
- 2. RESPONSIBILITY.** Each Head coach is responsible for observing the MPR rules. The head coach must assign an MPR to monitor to track and record the eligible plays of eligible players. Failure to adhere to the MPR Rule will result in disciplinary action taken against the head coach of the team in violation. Punishment will result in a minimum one game suspension and may include forfeiture and/or other penalties as determined by the GNYFF.
- 3. Incomplete MPR –** Status change and comments must be noted on the game day roster for any player who does not complete the Minimum Play Requirement. Status Codes must be changed as noted below:
 - a. I - Sick / Injured
 - b. D - Discipline
 - c. E - EJECTED
 - d. O - other (Must include reason in comments)
- 4. MPR Monitor.** Each team shall furnish a monitor to track and record the MPRs. The MPR monitor must inform the coach of any players who have not met the MPR requirement at the end of the 3rd quarter. MPRs must be recorded on the official game day roster and submitted to the GNYFF secretary upon completion of the game but no later than the next GNYFF game review meeting.

Section 8: CONDITIONING AND PRACTICE

1. **Practice Schedule** – Practice must not exceed 10 hours per week, and two and a half (2.5) hours in duration per day. A mandatory 10-minute break (“Mandatory Break”) after each hour of practice is required. Mandatory Breaks do not count against the hours per week or the maximum hours per day. After the 1st day of public school begins, all practices may not exceed a maximum of eight (8) hours per week, with a maximum of two and a half (2.5) hours per day. Mandatory Breaks are still required.
2. **Conditioning.** All participants must complete at least 10 days of conditioning (teaching and training). It is the responsibility of the team to inform the GNYFF of the start of their conditioning schedule and to monitor, track and record conditioning practice for each individual participant.
3. **Physical Requirements.** No player may participate in any practice without a current approved original physical submitted to their respective team.

Section 9: PLAYER MISCONDUCT

1. **Ejection from a game**
 - a. **Ejection** – Any spectator (parent or otherwise) who is ejected must immediately leave the field and spectator area. No less than 100 yards from the furthest boundary to include field, viewing areas and parking lots.
 - b. 1st offense - Automatic suspension of the participant of the next scheduled game.
 - c. 2nd offense – Permanent ban of the participant from any future game and season.
2. **Misconduct.** Misconduct that occurs whether within or outside of any GNYFF sanctioned event by any participant in relation to any team and/or game will be cause for suspension from participation at the discretion of the GNYFF. Premeditated fights or actions by participants detrimental to the team, sponsors or GNYFF may be cause for permanent dismissal from participation with any team of the GNYFF.

Section 10. TIME SEGMENTS

1. **Game Time.** GNYFF flag football games will consist of two halves of twenty (20) minutes each with a continuous running clock.
2. **Time outs.** Each team will be allotted two (2) sixty second (60) time outs per half.
3. **Half Time.** Half time will be 15 minutes long.
4. **Delay of Game.** Teams in possession of the ball will have 35 seconds to put the ball in play. This includes huddle time.
5. **Overtime.** There will be no overtime in GNYFF flag football.
6. **Official clock stop.** Officials may stop the clock at their discretion for clarification purposes and change of possession
7. **Injury Time Out.** In the event of an injury, the clock will stop and then restart once the injured player has been removed from the game.

Section11: SCORING

1. **Official Score.** The GNYFF shall not keep an official score.

Chapter 3: PLAYING SPECIFICATIONS

Section 1: STARTING THE GAME

1. Coin Toss - at the beginning of a game, a coin is tossed by the referee and the winner may start offensively or defer to the second-half and relinquish possession to the opposing team. The defensive team has the option of which goal to defend. These choices will be reversed for the second half.
2. Ball is placed on the 10 yard line for the start of the game.

Section 2: FIRST DOWNS

1. Four downs are allowed to advance the ball 10 yards to make a first down (zone) or score a touchdown.
2. Zone lines are marked every 10 yards. The zone is reached when the forward part of the ball touches, or is advanced through, the zone line.
3. The next zone line will be the line to gain for another first down.

Section 3: GIVING UP THE BALL (Possession change)

1. If the offensive team fails to make a first down or score a touchdown the ball will be given up.
2. The defensive team goes on offense from the placement of the ball with first and zone to go.
3. All possession changes, start on the offense's 10 yard line.

Section 4: DE-FLAGGING

1. A legal flag pull takes place when the ball carrier is in full possession of the ball.
2. Defenders can dive to pull flags, but cannot tackle, hold or run through the ball carrier when pulling flags.
3. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
4. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends.
5. A defensive player may not intentionally pull the flags of a player who is not in possession of the ball.
6. Flag guarding is not permitted. Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder, or intentionally covering the flag by any means.
7. The ball carrier is downed when his flag has been detached from his belt or if either knee touches the ground.
8. The defensive player cannot grab or hold the ball carrier in order to de-flag him.
9. The defensive player must go for a passer's flag and not his arm.

Section5: BLOCKING

1. Blocking is done between the shoulder and waist only. There is no blocking below the waist.
2. There will be no body, butt or roll blocking.
3. Blockers will not use their hands to grab or hold a defensive player.
4. Blockers will remain on their feet at all times.

Section 6: BALL CARRIERS

1. The ball carrier must not deliberately run or drive into a defensive player.
2. The ball carrier will not protect his flags by using his hands, arm or head.

Section 6: SNAPS AND HIKES

1. A center snap must be between the centers legs.
2. If the snap hits the ground before it reaches the quarterback, the quarterback may pick up the ball and continue the play.

Section8: FUMBLE RULE

1. Defensive fumble recoveries can be advanced to the point of a touchdown.
2. Offensive fumble recoveries can be advanced to continue the down.

Section 9: LIVE BALL/DEAD BALL

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regards to the neutral zone, the official may give both teams a "courtesy" neutral zone notification to allow their players to move back beyond the line of scrimmage.
3. A player who gains possession in the air is considered in bounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team signals, by trying to confuse the offensive players, while the quarterback is calling out signals to start the play.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled "dead" when:
 - a. The ball carrier's flag is pulled.
 - b. The ball or the ball carrier goes out of bounds.
 - c. A touchdown or safety is scored.
 - d. The ball carrier's knee or arm hits the ground.
 - e. The ball carrier's flag falls out.
 - f. The receiver catches the ball while in possession of one flag.
 - g. Incomplete pass.
 - h. Inadvertent whistle.
8. In the case of an inadvertent whistle, the offense has two options:

- a. Take the ball where it was when the whistle blew and the down is consumed.
 - b. Replay the down from the original line of scrimmage.
- 9. A team is allowed to use a time out to question an official's rule interpretation. If the officials' ruling is correct, the team will be charged a time out. If the rule is interpreted incorrectly the time out will not be charges and the proper ruling will be enforced. Officials should all agree upon any controversial call in order to give each team the full benefit of each call. If no agreement can be made, then a league commissioner must be called in for the final decision.

Section 11: PASSING

- 1. Passing is done from behind the line of scrimmage, thrown and received beyond the line of scrimmage.
- 2. Shovel passes are allowed, but must be received beyond the line of scrimmage.

Section 12: RECEIVING

- 1. All players are eligible pass receivers.
- 2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
- 3. A player must have at least one foot inbounds when making a reception.
- 4. In the case of simultaneous possession by both an offensive and defensive players, possession is awarded to the offense.
- 5. Interceptions change the possession of the ball at the point of interception. Interceptions are the only change of possession that does not start at the 10 yard line.

Section 13: RUSHING THE PASSER

- 1. All players who rush the passer must be a minimum of 3 yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback may defend the line of scrimmage.
- 2. Once the ball is handed off, the 3 yard rule no longer is in effect and all defenders may go behind the line of scrimmage.
- 3. A special marker, or the referee will designate a rush line 3 yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.
 - A. A penalty may be called if:
 - i. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – illegal rush (5 yards LOS and first down)
 - ii. any defensive player crosses the line of scrimmage before the ball is snapped – Offside (5 yards LOS and first down)
 - iii. Any defensive player, not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – Illegal rush (5 yards LOS and first down)
 - B. Special circumstances

- i. Teams are not required to rush the quarterback
 - ii. If rusher leaves the 3 yard line before the snap, he / she may immediately drop back to act as a defender with no offside penalty enforced.
- 4. Players rushing the Quarterback may attempt to block a pass; however, NO contact can be made with the Quarterback in any way. Blocking the pass and then making contact with the passer will result in a Roughing the Passer penalty
- 5. A sack occurs if the Quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the Quarterback's feet are when flag is pulled.
 - a. A Safety is awarded if the sack takes place in the Offensive team's end zone.

Section 14: FORMATIONS

- 1. An offensive team must have a minimum of one player on the line of scrimmage (the center) and up to five (5) players on the line of scrimmage.
 - a. One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
 - b. No motion is allowed towards the line of scrimmage.
- 2. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.

Section 15: UNSPORTSMANLIKE CONDUCT

- 1. If the field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. FOUL PLAY WILL NOT BE TOLERATED!
- 2. Offensive or confrontational language is illegal. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.
- 3. Players may not physically or verbally abuse any opponent, coach or official.
- 4. Ball carriers MUST make an effort to avoid defenders with an established position.
- 5. Defenders are not allowed to run through the ball carrier when pulling flags.
- 6. Fans must also adhere to good sportsmanship, as well:
 - a. Yell to cheer on your players, not to harass officials or other teams.
 - b. Keep comments clean and profanity free.
 - c. Compliment ALL players, not just one child or team.
- 7. Fans are required to keep fields safe and kids friendly:
 - a. Keep younger kids and equipment such as coolers, chairs and tents a minimum of 10 yards off the field in the end zone area.
 - b. Stay in the end zone area, not between fields.

Section 17: Celebration Rule.

Celebrations after a touchdown (spiking the ball, dancing, etc.) are permissible provided that it is in good taste, along the respective team's sideline and not directed at the opposing team's

players, coaches or sideline. Conduct deemed inappropriate for a touchdown celebration by an official may be assessed an unsportsmanlike conduct infraction and appropriate penalties will be assessed.

Section 18: PENALTIES

1. GENERAL

- a. The referee will call all penalties.
- b. Referees determine incidental contact that may result from normal run of play.
- c. All penalties will be assessed from the line of scrimmage, except as noted. (spot fouls)
- d. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.
- e. Games cannot end on a defensive penalty, unless the offense declines it.
- f. Penalties are assessed Live Ball then Dead Ball. Live Ball penalties must be assessed before play is considered complete.
- g. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

2. PENALTIES

SPOT FOULS

Defensive pass interference	First Down
Stripping	+ 5 yards & First Down
Defense unnecessary roughness	+ 5 yards & First Down
Screening, blocking, or running with the ball carrier	- 5 yards & Loss of Down
Charging	- 5 yards & Loss of Down
Flag Guarding	- 5 yards & Loss of Down
Offensive Unnecessary roughness	- 5 yards & Loss of Down

DEFENSIVE PENALTIES

Offside	+ 5 yards from line of scrimmage, automatic first down
Illegal contact (holding, blocking, etc.)	+ 5 yards from line of scrimmage, automatic first down
Illegal rush (inside 3 yard marker)	+ 5 yards from line of scrimmage, automatic first down
Illegal flag pull (before receiver has the ball)	+ 5 yards from line of scrimmage, automatic first down
Roughing the passer	+ 5 yards from line of scrimmage, automatic first down
Taunting	+ 5 yards from line of scrimmage, automatic first down
Unnecessary roughness	SPOT FOUL, + 10 yards & automatic first down
Stripping	SPOT FOUL, + 5 yards & automatic first down
Defensive pass interference	SPOT FOUL & automatic first down

OFFENSIVE PENALTIES

Offside/False start	- 5 yards from line of scrimmage & Loss of Down
Illegal forward pass (- 5 yards from line of scrimmage & Loss of Down
Offensive pass interference	- 5 yards from line of scrimmage & Loss of Down

Illegal motion	- 5 yards from line of scrimmage & Loss of Down
Delay of game	- 5 yards from line of scrimmage & Loss of Down
Impeding the rusher	- 5 yards from line of scrimmage & Loss of Down
Flag guarding	SPOT FOUL, - 5 yards & Loss of Down
Unnecessary roughness	SPOT FOUL, - 10 yards & Loss of Down

Section 19: PROTESTS

1. The only protest to be considered which will result in a change in the outcome of a game is the use of an ineligible player or players. The responsibility of fact finding in on the protestor. All games where an ineligible player or players has been utilized will result in the forfeiture in favor of the opposing team.
2. Other protest reflecting officials call, judgements, interpretation of the rules and other similar protest will not change the outcome of the game.
3. All protest must be declare upon discovery and prior to the next official play from the line of scrimmage to the officials and at least 1 GNYFF Commissioner or Executive board member.
4. Game play shall be suspended until a GNYFF official has declared otherwise