

North Texas Football League

NTFL Eligibility, Participation & General Rules

June 19, 2025



NTFL Eligibility, Participation & General Rules

RULE 1: PLAYER ELIGIBILITY & DIVISIONS

1. Age Requirements
 - a. Players shall not be less than 5 years of age or cannot have reached the age of 13 on or before September 1st of the current calendar year.
 - b. Must be able to present to the Member Organization and NTFL a certified birth certificate (or a copy thereof) or current passport. Proof of birth date accepted by the local school district may also be accepted.
2. Competition Divisions
 - a. Divisions for competition are based on grade with a maximum age limitation. The following are the seven Divisions for competition:
 - i. Kindergarten (Flag): Players must be enrolled in kindergarten and not turn 7 before Sept. 1st
 - ii. 1st Grade (Flag): Players must be enrolled in 1st Grade and not turn 8 before Sept. 1st
 - iii. 2nd Grade (Flag): Players must be enrolled in 2nd Grade and not turn 9 before Sept. 1st
 - iv. 3rd Grade (Rookie Tackle): Players must be enrolled in 3rd Grade and not turn 10 before Sept. 1st
 - v. 4th Grade (Tackle): Players must be enrolled in 4th Grade and not turn 11 before Sept. 1st
 - vi. 5th Grade (Tackle): Players must be enrolled in 5th Grade and not turn 12 before Sept. 1st
 - vii. 6th Grade (Tackle): Players must be enrolled in 6th Grade and not turn 13 before Sept. 1st
3. Competition Division Requests
 - a. Any deviations from RULE 1, item 2. as listed above, MUST go through the Member Organization and presented to the NTFL Board prior to July 31st. Final approval is with the NTFL Board. Any request(s) may be required to appear before the NTFL Board.
 - b. Any parent that wishes to move their player up to the next division, must present in writing to the Member Organization prior to the draft. Once a player has completed 2 seasons in the higher division (for tackle), the player may not return to the players enrolled grade division with the exception of 6th Grade.
4. Member Organization Boundaries
 - a. Member Organization boundaries must be clearly defined and approved by the NTFL Board. Any changes or deviations must be approved by the NTFL Board. No exceptions are provided for boundaries.

- b. Players must meet the Member Organizations boundaries. These are defined by the player's school district, residence or attendance at a public school located within the Member Organization' approved boundaries.
 - c. Any player that has registered, been eligible and played with a Member Organization for 3 consecutive fall seasons may register and continue to play for the next season with the Member Organization if they have moved outside the boundary and that season is their 6th grade season. A younger sibling is allowed to continue to play in the same Member Organization as long as the older sibling is playing. Previously grandfathered players will be governed by the 2023 Bylaws.
 - i. Example: Player is eligible and plays 3rd Grade Rookie Tackle. The next season they are eligible and play 4th Grade Tackle. On their 3rd season the player is eligible and plays 5th Grade Tackle. The player then moves out of the Member Organizations approved boundaries and is no longer eligible based on the boundary. This rule would allow the player to play the next season as an eligible player in 6th Grade Tackle. (There cannot be a gap in years)
5. Special Needs Players
- a. Any player with special/physical needs MUST be brought before the NTFL Board for approval to participate in the NTFL season.
 - b. The need for prescription eyewear does not fall into a special need. Even if a doctor's note is provided, tinted eye wear is not authorized by the NTFL.
6. Tackle Football Players
- a. Any player participating in another tackle football program during the NTFL Fall season, shall be prohibited from participation in the NTFL as a player.
 - b. If it is found that this rule has not been followed, the player or coach could be suspended or removed from the NTFL for the NTFL season or and any completed games could be forfeited.

RULE 2: PLAYER CERTIFICATION

1. Certification Process
- a. Each player must be certified for participation eligibility. Accepted forms needed for certification process are:
 - i. Player picture
 - ii. Proof of school enrollment and grade placement
 - iii. Birth Certificate and/or Passport
 - iv. Proof of residency (utility bill, tax statement or rental agreement)
 - b. NTFL Board requires the use of Zorts for certification; annually.
 - i. Incomplete Zorts registration will result in the player being ineligible to play
 - c. The official team roster will be provided to the NTFL on the form provided by the NTFL and in Zorts.
2. Certification Responsibility
- a. The Member Organization President has the responsibility for certification of grade placement/school, player age and residence.
 - b. No player can participate in the NTFL season if they have not been certified
3. Certification Penalty

- a. The penalty for playing a player whose grade, age and/or residence was not certified or has been falsified will be suspension of the player from the NTFL.
- b. The head coach and Member Organization may be brought before the NTFL Board for consideration of rule violations. The Member Organization may elect to do, as they deem necessary to any coach for violating any rule; however, its final judgement does not prevent the NTFL Executive Board from imposing further penalties.
- c. The Member Organization may be subject to a \$1,000.00 fine if a player is found to not meet the certification requirements.

RULE 3: COACHING

1. Coaching Requirements

- a. All coaches must sign the NTFL Code of Ethics.
- b. All head coaches must live in the Member Organization boundaries or have approval from the NTFL Board.
- c. All coaches must agree to a criminal background check by their Member Organization and must be approved in accordance with the Member Organization bylaws.
- d. All head coaches (and 1 assistant coach) must attend the yearly NTFL rules/expectations meeting.
- e. All coaches must complete the USA Football certification (aligning with their coached division) course or equivalent; as approved by the NTFL Board
- f. Member Organizations are required to have a formal coach selection process. This process is governed by the Member Organizations.

2. Coaching Regulations

- a. Each team must have 1 individual designated as a head coach.
- b. The head coach must maintain their teams and coaches' information in Zorts
- c. It is the responsibility of the head coach for conduct unbecoming to the objectives and goals of NTFL. This includes assistant coaches, team volunteers, players, players' parents and any spectators.
- d. For each team there are only a certain number of designated coaches. Appointed coaches for each Member Organization that compete the necessary requirements will receive an official NTFL Badge. The Badge provides access to the sideline of games.
 - i. Kindergarten, 1st Grade and 2nd Grade Divisions: 1 head coach Badge and 3 additional sideline Badges
 - ii. 3rd Grade Rookie Tackle Division: 1 head coach Badge and 4 additional sideline Badges
 - iii. 4th, 5th and 6th Grade Divisions: 1 head coach Badge and 6 additional sideline Badges
 - iv. Badges must be worn and visible at all times while on the sideline/field
 - v. Chain crews are not required to be badged
 - vi. Media/Photographers must be badged; 1 per team
 - vii. Team Reps/Parents/Team Moms are not permitted on the field and will not be badged
 - viii. Team volunteers must be badged and will count towards the total number of team allotted badges

- ix. If any team exceeds the number of allowed persons on the sideline/field, the NTFL Representative will first give a warning to remove the extra persons from the sideline. If the additional persons stay on the sideline/field, the NTFL Representative will work with the referee to stop the game until the extra persons are removed.
3. Coaching Violations
- a. The penalty for violation of an NTFL rule shall consist of: first offense, a \$250.00 fine paid to the Member Organization, notification to the NTFL Board and possible one game suspension; a second offense, automatic one game suspension for the coach and \$1,000.00 fine paid to the Member Organization; third offense is suspension/banning from the league and a fine to be determined by the NTFL. The NTFL board reserves the right to remove a coach at any time, with or without cause as determined by the NTFL board.
 - b. The NTFL board has full authority to levy suspensions and/or fines. These suspensions and fines are not limited to the definitions in these rules and include misconduct. Misconduct can be determined by the NTFL board based on the conduct and is not limited to the matters defined herein.
 - c. "Banned" is out for life
 - d. If any Member Organization takes action against a coach, participant, parent or spectator, then that Member Organization must notify the NTFL Board in writing of its decision within 24 hours.

RULE 4: PLAYER WEIGHT RESTRICTIONS

1. Weight Restriction Guidelines
- a. Weight restricted players exceed the weight limit as defined in Weight Restriction Table by grade division. A red stripe sticker is provided by the NTFL and must be placed on the participants helmet to designate the player is a weight restricted player. The sticker is to be on the back on the helmet and clearly visible to referees.
 - b. No minimum weight restriction shall be required for participation in any grade division.
 - c. Weight restrictions will be imposed in the following circumstances:
 - i. No play can be designed for a weight restricted player to carry or receive the ball
 - ii. Weight restricted players may catch or advance the ball only on
 - 1. Blocked punts
 - 2. Fumbles
 - 3. Interceptions
 - 4. Stripping the ball carrier
 - iii. Weight restricted players may line up on the front line of kick off return. If the weight restricted player recovers the kick off, the player cannot advance the ball and the play is ended.
 - iv. A weight restricted player may participate as a kicker on kick off, field goal or extra point.
 - d. Offensive alignment
 - i. Any weight restricted offensive player must be stationary and on the line of scrimmage at the snap of the play.

- ii. Offensive positions allowed for a weight restricted player are the offensive line and must be within on yard of the player next to center, guard or tackle. The player may line p as a tight end as long as they are connected to the offensive line within on yard. If they are lined up at tight end they are not eligible to go out for a pass or advance the ball. A weight restricted guard, tackle or tight end cannot be more than one (1) yard apart from each other on the line of scrimmage.
- iii. Offensive violations will result in loss of down
 - 1. Penalty for first offense is 5-yard delay of game and loss of down
 - 2. All subsequent penalties are 15 yards and loss of downs
- e. Defensive alignment
 - i. Defensive positions allowed for weight restricted players are the defensive line and lined up on the line of scrimmage. The player must be stationary. The furthest the player may line up outside of the offensive line is the outside should (outside shade) of the last offensive lineman. Outside shade is defined as where the shoulders of each player are directly across from each other. For example, if the body was divided in thirds with the right shoulder, middle head and left shoulder as each third, then the defensive players inside shoulder (third) would be directly across and covering the offensive players outside shoulder (third). Slot or wing positions are not offensive lineman positions. The offensive line are the players connected within one yard of each other on the line of scrimmage.
 - ii. Defensive violations will result in an automatic first down
 - 1. Penalty for first offense is 5-yard delay of game and automatic first down awarded to the offense
 - 2. All subsequent penalties are 15 yards and automatic first down awarded to the offense

Table 1: Weight Restricted Table

DIVISION	WEIGHT RESTRICTION (LBS.)
Kindergarten	NONE
1 st Grade	NONE
2 nd Grade	NONE
3 rd Grade	Player shall not be or exceed 95.0
4 th Grade	Player shall not be or exceed 105.0
5 th Grade	Player shall not be or exceed 115.0
6 th Grade	Player shall not be or exceed 125.0

2. Weigh-In Regulations

- a. All players from every Member Organization shall have player weight certified by NTFL Representatives at the official weight-in on an agreed upon date and time by all Member Organizations.
- b. The official weigh-ins shall be at a specified time and place designated by the NTFL Board. Each Member Organization is required to make arrangements to have a minimum of one NTFL Representative present at all times at the weigh-in.

- c. Those players at the official weigh-in shall have their weights certified by NTFL Representative. No NTFL Board member shall be the official weigh-in supervisor for their Member Organization weigh-in.
 - d. Failure to participate in the weigh-in process will result in that participant being considered a weight restricted player. Any exception will require NTFL approval.
 - e. Weight restricted players are required to have a NTFL red stripe sticker placed on the back middle of their helmet. The sticker must be visible to players, coaches and referees.
3. Weight Restricted Player Violations
- a. The use of a weight restricted player in a position not designated for weight restricted players will result in a fifteen yard unsportsmanlike conduct penalty. If it is deemed intentional the player and coach will be ejected and subject to a suspension.
 - b. Removal of a red stripe sticker will result in a \$50.00 fine. If it is deemed intentional, the player and coach will be ejected and subject to suspension.

RULE 5: PLAYER ALLOCATION AND TEAMS

1. Team Size
- a. Kindergarten, 1st Grade and 2nd Grade Divisions – Minimum of 9 and maximum of 12
 - b. 3rd Grade Division – Minimum of 12 and maximum of 16
 - i. Teams must split at 12 per team to create additional teams
 - 1. Example: 24 is 2 teams and 36 is three teams
 - ii. If any teams falls to 12 players or below, by the 4th game of the season, that team may go to the waitlist to obtain additional players to make up to 12 players on the team
 - c. 4th, 5th and 6th Grade Divisions – Minimum of 18 and maximum of 22
 - i. Teams must split at 18 per team to create additional teams
 - ii. If any team falls to 18 players or below, by the 4th game of the season, that team may go to the waitlist to obtain additional players to make up to 18 players on the team.
 - d. If a Member Organization has two or more teams in the same age group, each Member Organization may go up to 24 players per team if the below criteria are met:
 - i. Registration for the requesting grade is greater than 24 players (25 or more players registered)
 - ii. Registration for the requesting grade must have more players registered year over year in that same grade
 - 1. Example “XYZ” Member Organization has 48 players registered in 5th grade in 2025 and had 44 players registered in 4th grade in 2024
 - iii. Registration does not meet the minimum requirement for an additional team to be made
2. Player Registration
- a. All players must register with their Member Organization on or before the registration deadline. The NTFL Board will approve the deadline.
 - b. Each Member Organization must have a registration period open no later than April 1st of the current year.

- c. Each Member Organization cannot close their registration period prior to end of day June 30th of the current year
 - d. Eligible players are based on when they register. Players who registered in registration sequential order are eligible. Meaning, if 23 players registered, the first 22 players registered, based on time stamp, are eligible to participate on a 22 team roster. The 23rd person to register is then moved to the waitlist.
3. Local Organization Waitlist Procedure
- a. Once registration closes, Member Organizations may keep their waitlist open and may add participants to teams (up to the max roster size) until weigh-in.
 - b. Member Organizations must provide all waitlist registrations before weigh-in to the NTFL Board. The registration must include all registration information and registration time stamp.
 - c. If a player is added to a team (up to max roster size) they must be added in order of draft order according to the registration time stamp. All facts must be presented to the NTFL for approval.
 - d. If no waitlist players exist in the needed division after weigh-in and a team falls below the designated grade level threshold, they may not go out and find players to add to their team.
 - e. Waitlists cannot be advertised until July 1st.
4. Player Allocation and Draft – General Information
- a. These draft guidelines were developed to provide consistency in drafting players for the NTFL league and to assist the draft auditors in the correct process and procedures to follow.
 - b. An NTFL Representative will audit each draft. The auditor will be responsible for monitoring the draft. The Member Organization will be responsible for filling out all draft paperwork. At the end of the draft, the auditor may conduct a private ‘exit’ poll of each coach to ensure the draft was fair and equitable.
 - c. Based on grade division, each team is allowed certain number of Hold Players per team as follows. Kindergarten, 1st Grade and 2nd Grade can have up to 3 Hold Players, 3rd Grade Rookie Tackle can have up to 4 Hold Payers, and 4th 5th and 6th Grade can have up to 5 Hold Players.
 - d. A Hold Player is assigned a team before the draft and is not in the draft pool. Each head coach must make known their Hold Players before the draft. A head coach will have first right of refusal for players that played on their team from the previous year. Meaning, if a player played on a team with the head coach of that team in the prior year, then the head coach can select any player from that team roster as a Hold Player. All remaining players are entered into the draft pool. A head coach does not have to select Hold Players from a prior roster. They can be selected from new players or from players that were on a different roster last year but are not Hold Players in the current draft. If a player was not on a roster in the prior year, and two head coaches have that player as a Hold Player, then those coaches must come to an agreement on who will get to hold that player.
 - i. If the coaches cannot agree which team the player will be a Hold Player for, then the Member Organization may choose one of the following:

1. That player will be moved to the general pool and be available as a draft player to any team that drafts that player or
 2. The Member Organization will determine which coach is allowed to hold the player
- e. The coach Hold Players are the only players who may be defined to a specific team prior to the date of the draft. Any other conversations about player placement are not official in nature and are not a part of the player placement procedure. Each Member Organization will determine when Hold Players are required to be know in advance of their draft.
- f. The order of the draft will be serpentine and determined by a numbered drawing by the coaches. The format will be (i.e. 1, 2, 3 reverses to 3, 2, 1).
- g. The draft table may have a maximum of two representatives per team. The head coach and assistant, the assistant coach's child must be one of the coach Hold Players.
- h. Roster Players are players who are automatically placed on a team.
- i. Head coach's son (or equivalent) is required to be a Hold Player.
 - i. Example:
 1. Head Coache's son (or equivalent)
 2. Hold Players
 3. Siblings
 4. Any exceptions to the above must be approved by the NTFL Board
- j. At the time of the Draft, each team must start with the same number of players.
- k. "Hat Picks"
 - i. "Hat" picks are not the same as the blind draw.
 - ii. "Hat" picks are the players who did not attend the grass drills and are not on the draft sheet. A coach may elect to go to the 'Hat" at any time during the draft.
 - iii. If all coaches agree, players can be moved into the draft.
- l. Sibling Picks:
 - i. When you pick a sibling, the other sibling is automatically placed on the team as the next pick.
 - ii. If a sibling is a coach Hold Player, the other sibling must also be a coach Hold Player. No exceptions.
 1. Example:
 - a. Coach picks a brother (twin) in round 3; the other brother is automatically the coaches 4th round pick
- m. Head coaches are prohibited from relinquishing their positions (stepping down) to add additional players/coaches to their roster.
- n. Each Member Organization shall establish a specific time and place, within NTFL guidelines, to conduct the draft.
- o. No draft auditor may monitor their Member Organization draft.
- p. When deemed necessary, the NTFL Board shall appoint alternates for assigned auditors to serve in their absence.
- q. At the conclusion of each draft, the draft auditor shall review and sign an official roster for each team.

- r. The official roster form shall be provided to the NTFL. The NTFL Executive Board will determine the designated date.
 - s. The official roster form shall include:
 - i. Local organization
 - ii. Team name
 - iii. Team division
 - iv. Head coach name
 - v. Player number
 - vi. Player name
 - vii. Player residence (street address & zip code)
 - viii. Player school of enrollment
 - ix. Player grade of enrollment
 - x. Player age
 - xi. Birth date
 - xii. Weight R=Over/Red Striped, N=Under/No Red Stripe; write the actual weight
 - xiii. Place for signature of head coach, draft auditor, Organization President & NTFL official at weigh-in
 - t. The draft auditor shall retain and submit the original copy of the roster to the NTFL secretary at a prescribed time and place.
 - u. No player may quit one team and move to another team.
5. Coach Look Regulations
- a. Grass drills for all players may be conducted at the discretion of the Member Organization but no more than 4 weeks before the draft unless approved by the NTFL Board
 - b. Any or all plays and team formations are prohibited during these grass drills
 - c. Videotaping will be allowed at grass drills by Member Organization coaches only and must be done from a stationary position. No coach may follow a targeted child around with a video camera

RULE 6: PRACTICES, SEASON AND GAME CANCELLATION

- 1. Practices
 - a. Following player allocation/draft and roster acceptance, the head coach may begin team practice on or after the NTFL established practice start date.
 - b. No practice shall be conducted on Sunday.
 - c. No practice shall be held before the official starting date set by NTFL.
 - d. No team shall practice or play more than four (4) days per week after the start of school, or the season begins. (i.e. 4 practices or 3 practices and 1 game). No practice shall exceed two (2) hours in length.
 - e. Flag teams shall practice or play no more than three (3) days per week. (i.e. 3 practices or 2 practices and 1 game). No practice shall exceed two (2) hours in length.
 - f. Each Member Organization must follow USA Football acclimation plan.
 - i. Practice Days 1 & 2
 - 1. Helmets only and no full contact drills
 - ii. Practice Days 3 & 4

1. Helmets & Pads only and no full contact drills
 - iii. Practice Days 5 & 6
 1. Full pads and full contact drills allowed
 - g. If it is over 100 degrees, there is no conditioning and extra water breaks must be provided. Violation by a team of any practice rules could result in suspension of the Head Coach and Assistant Coaches for the current season.
2. League Season
 - a. Starting date, number of games and scheduling will be determined by the NTFL Executive Board at the annual planning meeting.
 - b. The NTFL Board shall establish the procedure for determining playoff participation.
 3. Game Cancellations, Forfeitures and Weather
 - a. If a game is cancelled due to, weather both involved Member Organizations will make best effort to make up the game on the Sunday immediately following the Saturday the game was originally scheduled. If the game cannot be made up on that Sunday due to weather, it will be counted as a tie.
 - b. In the event of forfeiture by the visiting team, said team shall be liable to the home team for any officiating or field expenses incurred by the latter as a direct result of the forfeiture.
 - c. If a game is stopped or cancelled due to weather at half time or during the second half of a game and a team is leading by 18 or more points the game will be considered a complete game and the team with the lead will be awarded the win.
 - d. If during play, the temperature is over 100 degrees Fahrenheit, there must be an extra water break (clock will be stopped) at the 5 min mark.

RULE 7: PLAYER PARTICIPATION

1. Player Participation Guidelines
 - a. Every player shall participate as a player in every game in which the player is in attendance.
 - b. Each player will play a minimum of five (5) downs per half (10 plays minimum per game) in every game in which he/she is in attendance. The five (5) plays must occur during regulation play. Kick-off or return teams will count as part of this rule.
 - c. Each coach must only use the NTFL APPROVED 5 PLAY SHEET. This sheet must record player name, game, date, and number of downs per player a minimum of five (5) per half and signature of head coach. NTFL officials may randomly check statistic sheets. 5 play sheets must be maintained/kept by the game home field. Coaches should turn in to the NTFL Representative at the end of each game (when signing the Official Game Record). In the event the head coach does not keep an active 5 PLAY SHEET the organization must notify the Member Organization President immediately. If confirmed by game film, penalties imposed shall include a \$250 fine and forfeit of the current game in which the infraction occurred. Any exceptions will be subject to NTFL approval. DO NOT PRE-FILL OUT THIS SHEET BEFORE GAME TIME.
 - d. It is the game home field's responsibility to keep all 5 Play Sheets for their games for the entire season. If there is a dispute about the game, the 5 Play Sheet will serve as documented evidence. For example, if a player is sick or hurt in the second half of a game

and does not play 5 plays in the second half, then on the 5 Play Sheet this must be documented. If this is protested and there is no written documentation, subsequent verbal or video information will not be considered valid and penalties will be imposed.

- e. If a player is no longer participating in the game, the player must remove shoulder pads and helmet if they are to remain on the sideline.
- f. An injured or ill player in attendance at a game shall be allowed in the bench area and shall not be required to play provided the player is not wearing helmet and shoulder pads.

RULE 8: PLAY-OFF DETERMINATION

1. Play-Off Game Schedule and Locations

- a. Play-off and Super Bowl venues will be determined by seeding. The team with the higher seed shall have home field advantage. Not all teams are guaranteed a playoff game. Playoff teams will be determined based on the total number of teams in each division and modified by the NTFL Board from season to season. Fall Playoff Brackets will be determined and approved by the NTFL Board after team numbers are determined for the season.
- b. Playoff locations and schedules shall be established by the NTFL Board.

2. Play-Off Tie Breakers

- a. The following is a clarification on how tiebreakers are handled in the playoff seeding (handled in Zorts):
 - i. First – Raw Winning Percentage (RWP)
 - ii. $RWP = \frac{\text{Games Won}}{\text{Total Number of Games}}$ Second – Head-to-Head
 - iii. Third – Group Strength of Schedule (SOS)
 - iv. Fourth – Points Allowed
 - v. Fifth – Coin Flip
- b. Once the highest seed is determined. Lower seeds are determined by the same tiebreak procedure starting over.
- c. Strength of Schedule: No adjustments will be made for teams who play more or less games than another team. Strength of Schedule will be calculated by the following:
 - i. Take the Opponent's Record: This is the combined win-loss record of all the opponents a team has faced.
 - ii. Multiply by 2: This step emphasizes the importance of the team's direct opponents by giving their record twice the weight in the calculation.
 - iii. Add the Opponents' Opponents' Record: This is the combined win-loss record of the opponents that a team's opponents have faced. It adds another layer to the strength measure by considering how strong the opponents of the opponents are.
 - iv. Divide by 3: After adding the doubled opponent's record to the opponents' opponents' record, you divide the entire sum by 3 to find the average. This step helps to balance the weight of the team's immediate opponents with that of their secondary competition.

RULE 9: SPONSORS, TROPHIES AND AWARDS

1. Sponsors
 - a. Sponsor name may appear on player's uniform with NTFL approval.
 - b. Sponsors should be those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth. Specifically, no firm or company who's advertising directly reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program.
2. Trophies and Awards
 - a. The NTFL Board shall authorize any trophies and or awards presented under the NTFL.
 - b. Reward stickers may be given out but may not be given for big hits, skull and crossbones sticker is not allowed.

RULE 10: OFFICIALS

1. Officials
 - a. Excessive running of the clock by the officials will be cause for refusal of game payment. The offending official must be warned prior to refusal of payment.
 - b. Officials are required to conduct themselves in a professional manner at all times. Any official that is considered as goading a coach will be removed at once (to be determined by the field commissioner).
 - c. Any coach, parent or any other person or persons confronting an official in any disrespectful manner at any time will be subject to the full penalty extent and maximum penalty that can be imposed by the NTFL Board.
 - d. Officials may call water break timeouts at their discretion. These timeouts do not count against either team's allowed timeouts.

RULE 11: GAME EJECTIONS

1. Game Ejections
 - a. Game reports will include any ejections. They must include the half in which the ejection occurred. The official must include ejection comments/notes on the official NTFL game sheet. NTFL will keep records of all ejections and suspensions for the season.
 - i. The NTFL appeal process is as follows:
 1. Only an organization president can request appeal and it must be within 24 hours of game completion.
 2. An NTFL ejection appeal form must be submitted with the required documentation.
 3. Any appeal request must be accompanied by a NON-REFUNDABLE appeal fee. Appeal fee shall be \$300.00 payable at the time of notification to the NTFL.
 4. NTFL Board decision is final.
 - b. If a child or coach is ejected for any reason during the course of the game. The player or the coach must immediately leave the premises included field, parking lot and property.

- i. The ejected player will serve that ejection as a suspension for the next four (4) full quarters (part of ejection suspension will be served in the next game). In the event of a bye the following week, the suspension will carry over to the next week of actual play.
- ii. The ejected coach will serve that ejection as a suspension for 1 week and it will extend to any team they serve as a coach on (this will include any/all games that may also fall on the same day)
 1. *Example: Coach is ejected in 4th quarter of 3rd grade game in Week 2 (head coach for 3rd grade team and assistant coach for 5th grade team). Coach must leave facility of 3rd grade game and they cannot coach in the 5th grade game later in the day (Week 2). Coach is suspended for all games (3rd and 5th grades) in Week 3.
- iii. For a second ejection offense during the season, the player, is ejected and suspended from the remainder of that game and for the next two games eight (8) quarters.
- iv. For a second ejection offense during the season, the coach, is ejected and suspended from the remainder of that game (including any games that day) and for the next two weeks.
- v. For the third ejection offense during the season, the player or coach, is immediately ejected from the current game and expelled for the remainder of the season and any subsequent playoff games.
- vi. If an ejection occurs for the coach, and the coach is not returning for a subsequent season and therefore cannot serve the penalties provided herein, the NTFL Board may take action against that coach and the coach's team up to and including forfeiture of the game where the ejection occurred
- vii. A suspended player may be on the sideline of the next game they are serving the suspension from, but they must remove their pads and they may not participate in any aspect of the game until they are eligible to participate in the game again, this includes team captain or participate in the coin flip.
- viii. In the event a player or coach is flagged for two unsportsmanlike penalties during a game, this will result in immediate ejection.
- ix. If a child throws a punch, kicks, or is called for targeting, this action is grounds for immediate ejection by the official and counts toward the ejection actions in the above paragraphs.

RULE 12: PROTEST PROCEDURE

1. Invalid Protests
 - a. No protest will be allowed concerning officials (includes all judgment calls and quality of officials). These items fall under complaint category and should be reported to the Member Organization President.
2. Protesting Game in Progress
 - a. Head coach will call a time-out (will not count as a charged time-out for game).
 - b. Head coach will inform the official that he wants to protest game. Immediately following the notification to the official, the protest fee must be paid to the NTFL Representative.

- c. Any protest must be accompanied by a NON-REFUNDABLE protest fee. Protest fee shall be \$300.00 payable at the time of notification to NTFL.
- d. Complete game with no other interruptions concerning the protest.
- e. Following the game, the Head coach will meet with the NTFL Representative in private and explain details of protest to NTFL Field Commissioner Rep which will be
- f. documented in the Book at the scoring table at the field. (No spectators, officials, or assistants present).
- g. Immediately after game, if possible, but no later than end of day on Saturday (same day as game is played), provide the protest in writing and submit to your Member Organization NTFL Representative for delivery to NTFL Board.
- h. The Member Organization President, upon receiving the protest, must notify all parties concerned before submitting to the NTFL Board and will submit to the NTFL by 8pm on Sunday (the day after the game is played).
- i. The NTFL Executive Board (or assigned committee) will rule by the following Tuesday. All decisions of the NTFL Executive Board (or assigned committee) concerning all protests, either game rules or rule violations of NTFL By-laws or Game Rules are final with no course for appeal.

RULE 13: MALICIOUS HITS

- 1. Partnering with Member Organizations
 - a. The league is committed to promoting safe, respectful play and will not tolerate any actions intended to deliberately harm or intimidate other players. Protecting the safety and well-being of all participants is a top priority.
- 2. Reporting a Malicious Hit
 - a. Head coach will provide all facts to their organization.
 - b. Organizations are responsible for reviewing any incident or materials provided them. If they believe further review is warranted, they shall coordinate with the NTFL
 - c. While all organizations are encouraged to resolve issues internally, the NTFL reserves the right to intervene if it determines such action is necessary

