

EFFL RULEBOOK



Edina Flag Football is a league for all players to come and establish both skill and love for the game of football.

<https://www.edinasports.org/efaflaghome>

EFFL

PHILOSOPHY



The Edina Flag Football League offers non-contact, recreation-type play that is still competitive in nature. We aim to build fundamental football skills as well as emphasize the importance of good sportsmanship and team spirit. Our league welcomes players of all skill levels in exploring and expanding their love for the sport of football.

TABLE OF CONTENTS

- 1 Eligibility
- 2 Spirit of Play
- 3 Game Style
- 4 Keeping Score
- 5 Number of Players
- 6 Escalation Policy
- 7 Team Formation
- 8 Game Play & Rules



PLAYER ELIGIBILITY

Any student, grades K-12, living and/or going to school in Edina is eligible to play. EFFL administration, at their discretion, may choose to allow other students to play under certain conditions that don't fit the initial criteria. If a child does not fit the criteria, please contact an EFL official to discuss. All decisions by EFL administration will be final.



SPIRIT OF PLAY

Purpose

The purpose of the EFFL is to provide an environment for players to:

- Enjoy their recreational passion for football
- Compete within reasonably structured playing parameters
- Be a part of a team and build their team player skills
- Put down the phones and game controllers, get off the couch, and get great exercise
- Introduce younger grades into competition involving a football
- Provide an increasingly player driven recreational experience as students grow into middle and high school levels

It is not, nor intended to be, a substitute or pseudo-version of tackle football and thus the rules are purposely set to avoid the highly structured and physical style of tackle football.



STRUCTURE & STYLE

In perspective, the game playing style should mirror closer to a recreational style of competition versus a more buttoned up style of play followed in tackle football. That said, the officials are directed to ensure that no team or player is gaining a competitive advantage by skirting the rules or spirit of play.

Key spirit of play issues include:

- Ensuring players from both teams are onsidies before the snap
- Ensuring players are not using forward movement before the snap
- Allowing opposing team reasonable opportunity to get ready for next play



STRUCTURE & STYLE

- Avoiding situations involving physical confrontation including blocking, tackling, punching, slapping, shoving, elbowing, kicking, kneeing, running a player over, slashing arms around flags. This includes basketball type “pick” or “screen” blocks.
- Not using physical intimidation to gain an advantage. This would include threatening to run over players, faking punches, kicks or other physical actions not permissible in the EFL play.
- Avoiding any other actions which are focused at a player instead of playing the ball (e.g. knock down the pass, not the player)
- Not throwing the ball at any player as a weapon intended to harm or intimidate
- Accepting officials decisions where rules are clear (see Officiating of Game)
- Using proper escalation for officiating concerns (see Officiating of Game)

KEEPING SCORE

Purposefully, there will be no team standings resulting from the regular season competition. The score of the regular season games will be monitored during the game by the officials and team coaches/captains.

The game results will be recorded by the EFFL and considered by EFFL administration and team coaches/captains for the end of the season tournament competition.





NUMBER OF PLAYERS

Ideally, teams will initially be selected with at least 10 players unless it is a pre-formed team with less. The maximum number of players on the field at any time will be 7. Both teams will need to field at least 5 players within 7 minutes of the official game time start to avoid a forfeit.

Teams may have less than 7 under the following conditions:

- 1 One team has less than 7 players at the game
- 2 One/two of the 7 are injured during game
- 3 Both coaches agree to play with less than 7

Grades 6-12th typically prefer 5-player-lines as regular game play. This is an acceptable exception to the rule above in any grade level.

FAIR PLAY

If one team has less than 5 players in attendance, the officials will seek to find player(s) from another team to join the team to ensure 5-on-5 competition. The game result will be recorded by EFFL as a forfeit by the team unable to field 5 of their own players.

Under the spirit of encouraging reasonable competition, officials, with agreement from the losing team, may ask a team dominating a game to make concessions to avoid furthering a significantly lopsided competitive environment.

Under this situation, the team making concessions will be deemed by the officials as the winner of the game before the concessions are made. The reasons for these concessions include avoiding situations that could lead to injury, unhealthy contentiousness or significant discouragement by players on the losing side of the game.

ESCALATION POLICIES

● Non-Game Day

The EFFL encourages constructive feedback and input to constantly improve the experience for all parties involved. We do not promise everyone 100% satisfaction as goals and agendas for involvement can vary by coach, player and parent.

Generally, the EFFL Administration encourages parents and players to escalate to their coaches first to take advantage of any discussions, communications and training that might shed light on a particular situation.

If a coach feels they have done their best to address an issue with a parent or player and there continues to be a lack of resolution, they are encouraged to escalate it to the EFFL Administration. They can do this directly or direct a player and/or parent to the EFFL Administration.



ESCALATION POLICIES

● Game-Day

Each team will have a designated parent/adult coach. If they are unable to attend, they should delegate this responsibility to another parent for the day. No exception regardless of age group.

- Players' first point of escalation will be to their coach.
- As deemed necessary, the coach will raise the concern to the on the field official(s).
- If a coach is unable to meet a resolution with the official(s), they can ask for an EFL Administrator to come to their field.

There will always be one or more EFL Administrators on the game site to handle escalations. The coaches and officials will be familiar with who they are before the first game of the season.

Officials' decisions on these plays will be final (and they will be directed to make a decision and move to the next play). Please don't escalate a disagreement over whether or not a player stepped out of bounds.

ESCALATION POLICIES

● Game-Day Continued

In cases where coaches believe official(s) are being indecisive and it is unduly impacting the competition, they can ask for immediate escalation to an EFL Administrator. If the issue is to a lesser or isolated degree, EFL Administrators ask coaches to talk to an EFL Administrator at half time/post-game/during week with details so that officials can be further guided or mentored. This is not a deflection as EFL Administration want constructive input into the development of the officials and the overall EFL experience.

Other typical situations where EFL Administrators should be involved:

- Unresolved rule interpretations
- Unresolved disagreements concerning number of players on field, forfeit, score, etc..
- Chronic officiating issues that are disruptive to the play (e.g. not enforcing the pass rushing rule)
- Physical play issues that have escalated past ability to enforce with on the field penalty (e.g. Player is persistently breaking physical play roles such as blocking, tackling, etc.).
- Any player exerting a physical or verbal attack action towards any other player that is outside of the play of the game, the EFL officials are directed to stop the play, remove the player from action, discuss with their coach and contact an EFL Administrator immediately. The EFL Administrator will come to the field immediately to determine further action with the player at fault.

TEAM FORMATION

The EFFL is a recreational league and provides unique challenges for team formation. EFFL Administrators purposefully avoids the use of a pure Equidraft approach that could tend to dampen enthusiasm for and participation in the EFFL. We ask all of the parents (coaches or otherwise) to make every effort to join the EFFL in the bigger picture of recreation and participation for students within the Edina area. A great experience in a league like this can open a lot of social doors, especially at a young age.

There are a variety of agendas that administrators, coaches, captains, players and parents need to balance every year.



CONSIDERATIONS CONT.

- EFFL does not host any form of tryouts or evaluation of skills to determine team formations.
- Players love to play with their friends which can lead to exclusion of other players and competitive imbalance.
- Some players that are not well integrated into a group of friends but want to be meaningfully involved in the EFFL.
- 2-3 grades competing together which can lead to some competitive imbalance.
- Team stability is needed to allow for a predictable weekly schedule.
- Each team needs enough players to absorb absences for various reasons.
- An even amount of teams at each competitive group to support a weekly schedule is preferred.
- It is important to avoid concentrating willing parent volunteers on only a subset of teams.

CONSIDERATIONS CONT.

With this basis, we ask invested parents and parent-coaches to help the EFL in these ways:

- Work to create team cores
- If there is a larger group of friends connected create 2 teams
- Practice together and look forward to playing against each other (a friendly competition)
- Challenge the core kids to draw new kids in and make them feel welcome on the team (a great life skill!)
- Draw in the less integrated parents where possible
- With all of this mind, recognize that a great social experience will precede the goal of having every team created equal. The EFL will do everything that is practical to avoid severe competitive disparities but will consider all of the parameters when forming teams.
- With the guidance discussed above, EFL Administrators will work with volunteer and intern coaches to form teams that best meet our collective goals and objectives. We will be open to making adjustments if the original intention doesn't match the early season outcomes, both for team chemistry and competitiveness.



TEAM FORMATION OPTIONS

Individual Registration w/ Friend Requests

- Offered for individual players with no friend requests
- Offered for individual players with a core group of friends (2-3 players) who want to sign up together
- See registration for specific season parameters

Pre-Formed Team Registration

- Offered for full teams to sign up together (7-14 players)
- Signed up by a coach/coaches
- See registration for specific season parameters

Allowing pre-formed teams is not an attempt to sway the league in any direction or to create unbalanced competition. It is, instead, an attempt to allow core group of friends to play together. We do not offer this every season and it is subject to change year to year.

GAME PLAY & RULES

Pre-Game

Each coach and player should get to the field at least 10 minutes before game time to get jerseys and flags on, find their team and find their team's scheduled field. At least one member should also be prepared to meet with officials and opponent representatives.

Game Start Time

The official game time is the designated time on the schedule. All preparation for the game as mentioned above should occur **BEFORE** the game time. The exception to this is if a previous game on the same field is going over the allotted time. In this case, the next game will begin within 5 minutes of the completion of the previous game.

Starting Game

The EFL officials will meet with coach and captains from each team to finalize guidelines to begin the game.

The officials will:

- Clarify the sidelines, goal lines and end lines for play (these can vary depending on the playing venue)
- Clock management (i.e. official responsible, time per half and stopped clock reminders)
- Number of players per side
- Any other player participation issues (i.e. injuries, lack of players, etc.)
- Coin flip to determine which team starts the game and 2nd half on offense

GAME PLAY & RULES

Uniforms & Flags

Each team is provided with a requisite number of like colored jerseys for their players game participation. Jerseys are expected to be worn tucked in to every game.

Each player must wear a flag belt with 2 flags (all provided by EFFL) for participation. The belt and flag are considered a part of the uniform. The flag belt should be worn over all clothing. If clothing is covering any part of the flags, the player will be asked to adjust their uniform before playing further in the game. The official has the authority to ask the player to leave the game for 1 or more plays if a uniform infraction is not able to be quickly resolved. Penalty can be escalated with persistent infractions by a player.

If a player has the ball and is deemed to have flags with limited accessibility, the official will call them down at that point and they will be asked to adjust their uniform before playing further in the game.

Loose clothing or loose flag belt endings that are in the same area as the flags are the players' responsibility. If the loose clothing simulates the flags, the official may call the player down at that point. Officials will ask the player to resolve the uniform issue until they play further. Being slowed down or stopped because an opposing player grabbed loose clothing or a belt end around the flags is the runners problem. Defensive players will not be penalized.

Occasionally, the pop-off flags will come off on their own. If the player had NO vital role in the play (such as a player on the opposite end of the field during play), no action will be called. If the player possessing, passing, or catching the ball loses a flag, they will be called down where the flag falls.

Within the spirit of the rules and playing an appropriate role in the EFFL experience, EFFL Administrators asks coaches to take a proactive role in enforcing a proper uniform. Please don't ask the officials to do all of the enforcing in this area.

GAME PLAY & RULES

Game Play Guidance

The game play feel varies based on the age and maturity of the players. Guidance from coaches intentionally decreases as the players move into higher grades.

Coaches are allowed on the field to help players line up and begin execution of plays. K-5 coaches may stay on the fields during plays. 6-12th coaches need to return to the sidelines before the start of the play. The coaches are strongly encouraged to streamline this guidance as much as possible to allow players to play more and stand around less.

The coaches are encouraged, but not required, to have a few practices to coordinate player roles and develop an easy to consume playbook.

- In the fall, coaches can make practice reservations at Highlands Park via the Google Spreadsheet sent to all coaches. In the winter, we unfortunately do not have practice spaces available.
- Preferably, the playbook will be limited to 4-8 plays that are easily memorized and can be called out quickly in a huddle. General spirit: more play, less watch and listen.
- There is a 30 second play clock that can be enforced if a team is not making a reasonable effort to get in and out of the huddle for the next play. EFFL hopes that coaches will take a key role to meet and exceed this guideline as the season progresses.

GAME PLAY & RULES

Officiating of Game

- Almost all officials will be high schoolers who have been hired to officiate these games. Most of them have little or no officiating experience and are as much a part of the development and mentoring EFFL experience as the players.
- The officials can easily be intimidated and discouraged by overly intense coaches, players and parents and all participants should see them as young people first and officials second.
- We ask all coaches and parents to see themselves as a part of the development and mentoring of these young people just as much as they see the players in a similar light (many play in the 9-12 EFFL).
- Officiating these games can be a great opportunity for these young people to develop their interpersonal skills, learn to communicate with adults, take leadership, make decisions, resolve conflict and escalate when appropriate.
- Coaches, parents and players that attempt to intimidate or bully the officials will not be encouraged to further participate in the EFFL. If necessary, please contact an EFFL administration to resolve concerns, conflicts, frustrations, etc. before ever considering attacking an official in a verbal manner (let alone in a physical manner).
- The officials are encouraged to not be overly officious. The EFFL wants the games to be about the players and not the officials, rigid rules or a 'the parents are telling us what to do' mentality. The EFFL understands this can be a fine line at times and, accordingly, we want to encourage coaches and parents to not hesitate to come discuss concerns, observations, etc. with on site EFFL Administrators or via e-mail when off site.



GAME PLAY & RULES

Officials Responsibilities

The EFL officials will be responsible for initiating and leading the pre-game meeting (see Starting Game). The EFL official(s) will be responsible and accountable with final authority on all decisions involving game action and play results on the field.

This includes:

- Down of play and target (either midfield or goal line)
- Crossing midfield to receive a new set of downs
- A play being finished based on a player's flag being pulled, touching knee, elbow or butt on the ground
- A play being finished based on a player stepping out of bounds or crossing goal line
- A play being finished based on an incomplete pass
- Marking ball for next play
- Teams being allowed reasonable opportunity to prepare for next play
- Situations involving physical play including blocking, tackling, shoving, elbowing, kicking, running a player over, slashing arms
- If players have concerns about the officiating, they are required to escalate their concerns to one of their coaches
- If coaches have concerns about the officiating, they should ask for play to stop to discuss with the official(s)
- If a coach is unable to meet satisfactory conclusion of their concern, they can ask for an escalation to an EFL Administrator.
- For further details, see Escalation Policy (under Spirit of Play) earlier in this handbook.



GAME PLAY & RULES

Game Rules

Field Dimensions

The field dimensions will depend on the venue and space allotted for game play. The key boundaries and lines to cross will be marked with orange pylons and cones. The targeted guidelines are to have fields of 50-60 yards between goal lines with 7-10 yard end zones and 25-30 yards wide. First downs will be at midfield. Typically, this means teams will have 3-4 plays to gain 25 yards after gaining possession at the 5-yard line. No run zones will be set 5 yards before the mid field line and goal lines. When ever possible, the EFFL attempts to have team and fan zones between fields for the 50-yard line access and view. If space is less available, the zones will be at the ends of the fields.

Start of Possession

The designated offense takes possession at the 5-yard line to begin the game. The team that starts the game on offense will start the second half on defense (It is not dependent on who had the ball last in the 1st half). All subsequent offensive possessions, excepting post-interception, will begin at the 5-yard line. Possessions after interception will start where the interceptor is downed. If interceptor returns for a TD, opponent will start at the 5-yard line after the PAT.

Downs and First Downs

First downs will be received for crossing midfield within the allotted set of downs. Grades K-7 will get 4 plays to get a first down or touchdown and grades 8-12 will receive 3 plays to get a first down or touchdown.

GAME PLAY & RULES

Game Rules Continued

Snapping the Ball

For grades 4-12, the center must snap the ball between his legs. For grades K-3, a side saddle snap will be allowed, but coaches are asked to encourage the kids to learn to snap between the legs if possible to prepare for playing at older levels. For K-3, EFFL often allows for one “redo” as we understand kids are still developing this skill.

Quarterback

The player initially receiving the snap is deemed the Quarterback until someone else controls the ball. The Quarterback is allowed temporary protection from the rush (see Rushing the Passer).

The Quarterback on the play cannot run to advance the ball over the line of scrimmage before someone else on the offense has had the ball. If the Quarterback does run over the line of scrimmage with the ball, they will be deemed down at the line of scrimmage.

If the Quarterback hands off, laterals or throws a backward pass they are no longer the Quarterback and the rush protection is immediately gone. At that point, the original Quarterback can do anything that any other player can do (i.e. take a handoff or lateral, run over the line of scrimmage, pass, catch passes)

Passing

Passing follows the normal rules of football. The passer must be behind the line of scrimmage and only one forward pass can be made on a play. This does not preclude a backward pass followed by a forward pass. Any player can end up throwing the ball. Even the center could hike the ball and then receive a handoff, a lateral or backward pass behind the line of scrimmage and then throw the ball.

GAME PLAY & RULES

Game Rules Continued

Rushing the Passer

The defense can only rush the Quarterback (see Quarterback) with players 7 yards or farther behind the defensive's side of the line of scrimmage (as marked by one of the officials before the snap).

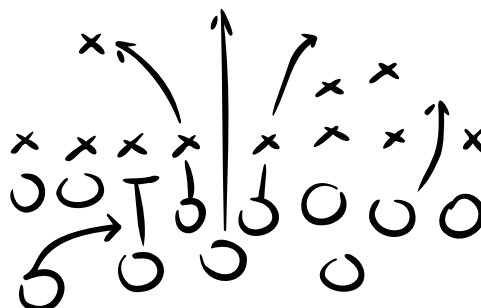
The defense can rush as many qualifying players as they wish.

If the Quarterback hands, laterals or backward passes the ball to another player the protection is off and any player can rush regardless of where they started the play on the defensive side.

Some years, some coaches in the younger divisions (K-3rd) request either 10 yards back, or no rushing at all. The request is based on development of skills and more successful plays throughout the game. If BOTH coaches agree to either variations of the rushing rule before the start of the game, EFFL will permit the exception for that game. An agreement must be made exclusive to each game and no coach should assume it will be that way for the entire season. Be reasonable, flexible, and work quickly to agree on what is best for your teams.

No Run Zone

For all grades, there is a No Run Zone. When the offensive team's line of scrimmage is less than 5 yards from scoring a touchdown or from getting a first down, they are deemed to be in the No Run Zone and no player can cross the line of scrimmage with the ball before receiving a pass.



GAME PLAY & RULES

Game Rules Continued



Running

Any player other than the designated Quarterback (see Quarterback) can run the ball with the exception of the No Run Zone Rule.

When the offensive team's line of scrimmage is less than 5 yards from scoring a touchdown or from getting a first down, they are deemed to be in a No Run Zone and no player can cross the line of scrimmage with the ball before receiving a pass.

Punting

There are no actual punts. If an offensive team goes out on downs, the ball is sent to the opponents' 5-yard line with the change of possession. This serves as a de facto punt.

Scoring

Touchdowns will be worth 6 points.

Extra Points will be worth 1 point from 5 yards and 2 points from 12 yards. Scoring team have the choice to go for 1 or 2.

Safeties will be worth 2 points.

- A safety occurs when a player is downed in the end zone. This includes a fumble in the end zone after having possession.
- Fumbled snaps do not receive safeties and ball will be returned to the original line of scrimmage.
- On an interception, a safety would only occur if the intercepting team crossed over the goal line and then back into the end zone.



GAME PLAY & RULES

Game Rules Continued

Fumbles

For grades 4-12, any time a ball touches the ground it is a dead ball and the play ends with possession remaining with the offense (assuming it wasn't the last down of the series).

The purpose of blowing the ball dead is to avoid scrums for a fumble between offensive and defensive players that could result in unnecessary collisions of heads, knees, etc..

For grades K-3, there is one exception to this rule. If a snap from center hits the ground, the QB may pick it up and proceed with the play if the recovery is immediate. Generally, 'immediate' will be a recovery before the rusher(s) cross the line of scrimmage.

Penalties

In general, the spirit is to promote fair competition and call a minimal amount of penalties. The officials are directed to not look for penalties but instead to call them when rules are being clearly disregarded.

Other than penalties noted here, all other penalties will follow standard high school rules (i.e. minor infractions are 5 yards and major infractions 15 yards).

All penalties are called and enforced by the officials and will be accepted (without exception) by the team deemed to have committed the infraction.

Any issues, disagreements, etc. involving penalty calls/enforcement should go through the standard EFL escalation policies.

GAME PLAY & RULES

Game Rules Continued

Game Clock

Each half of the game will be on a 25 minute running clock. At the end of each half, the team currently with the possession will be allowed to finish their possession to conclusion (i.e. touchdown, turnover or run out of downs). 5 minute half-time breaks.

Time-Outs

Each team is allowed 2 timeouts per half: 1 30 second and 1 60 second.

Overtime

Overtime would only be needed in the case of a season-ending tournament. In this particular scenario, the following approach will be applied:

1. A coin flip will determine the initial sequence of possessions
2. Each team will have a possession starting at the 5 yard line
3. Interceptions will end a possession but otherwise will only factor in if they are returned for a touchdown. If applicable, the interceptors will start their possession at their own 5-yard line
4. After each team has had a possession, the game will end if one team is leading.
5. If the game remains tied after each team has had a possession, next touchdown wins. Possession will default back to the coin toss winners.
6. All other standard EFL rules will be in place.

GAME PLAY & RULES

Game Rules Continued

Unsportsmanlike Conduct

This section is a small part of this document but a central part of providing a positive EFFL experience. Please read this area closely and do not hesitate to ask questions, seek clarifications, etc.. The bottom line is we want the players to have a great experience within the guidelines of realizing that they need to co- exist within a league of many teams and players.

Unsportsmanlike conduct goes against every spirit of the EFFL and will be dealt with quickly with escalation when necessary. The speed of escalation will be the EFFL's ultimate decision after discussion with officials, coaches and involved players and it will be based on the severity of the conduct.

Penalty Escalation

- Game Penalty (e.g. 15 yards)
- Temporary removal from game
- Permanent removal from game
- Suspension for subsequent game(s)
- Suspension for season



GAME PLAY & RULES

Game Rules Continued



Types of Unsportmanlike Conduct

There are three clear areas of unsportsmanlike conduct:

1. Physical actions towards players
2. Physical confrontation including blocking, tackling, punching, slapping, shoving, elbowing, kicking, kneeling, running a player over, slashing arms around flags (flag guarding).
3. Verbal actions towards players, coaches, parents, or EFA staff

Initial, isolated situations that occur within the play of the game are the officials' judgement call, but repeated behaviors will be immediately judged excessive and unnecessary.

Escalation of physical confrontation will not be excused with 'they did it first' or 'they did it too' or 'you should have heard what they said'. If a coach or player feels there is a particular situation that isn't being addressed, they need to go through the normal escalation procedures made available by the EFFL. Taking it into your own hands is not an acceptable resolution process.

Verbal actions towards players

The EFFL's focus, here, is to avoid escalation to physical actions. Ribbing and bantering that is good natured is acceptable but it is the player and coaches responsibility to make sure that it is good natured. The officials will be looking for any dialogue that one player does not appear to be taking well based on their dialogue back and/or escalating emotions. At that point, both players will be told to calm down and discontinue their dialogue. If one or more players persists, the penalty escalation will begin.

GAME PLAY & RULES

Game Rules Continued

Excessive Celebrating

Part of the spirit of the EFFL is for the kids to have fun when making big plays and scoring touchdowns, etc.. The celebrating should be spontaneous and focused on the celebration and not the opponents.

The coaches are asked to monitor the activity of their team to ensure that celebrations are done with that spirit, un-entangled from the opponents and without excessive interruption of play. Coaches should be very quick to discourage any actions that could be deemed as taunting. Regardless of intent, situations that move towards verbal and physical actions will be cutoff quickly with penalty escalation as required.

Note: The escalation of unsportsmanlike conduct situations into physical actions trends more towards the oldest players (i.e. high school players). However, verbal and celebrating actions by younger players can still have a detrimental impact on the experience for their opponents. Coaches and officials are asked to have a close eye on how the actions of players is impacting the experience of the opponents' players, especially in lopsided games.



EXPECTATIONS OF COACHES



Organized & Communicative

Coaches are responsible for communicating all game details with parents. Coaches are also responsible for communicating team absences and address any conflicts/concerns with EFA staff.



Dependable & Committed

Coaches must be committed to the full season. If coaches can not commit to every game, they are expected to find substitution coaches. No team should ever be coachless.



Strong Positive Role Model

Coaches must embody the EFFL “Spirit of Play” to the fullest. Coaches are expected to create a fair, safe, positive, and fun environment for each of their players.



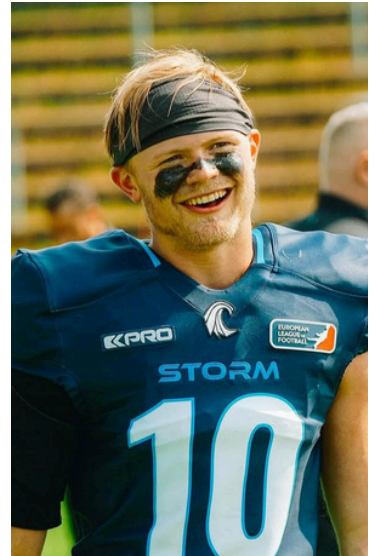
WINTER TEAM



Christina Laughlin
Program Director



Juliana Wagner
Asst Coordinator



Luke Glenna
Asst Coordinator-Lead Official



OUR CONTACT



<https://www.edinasports.org/efaflaghome>



Efaflag@gmail.com

SPRING TEAM



Christina Laughlin
Program Director



Juliana Wagner
Asst Coordinator



Isaac Freitag
Asst Coordinator-Lead Official



OUR CONTACT



<https://www.edinasports.org/efaflaghome>



Efaflag@gmail.com

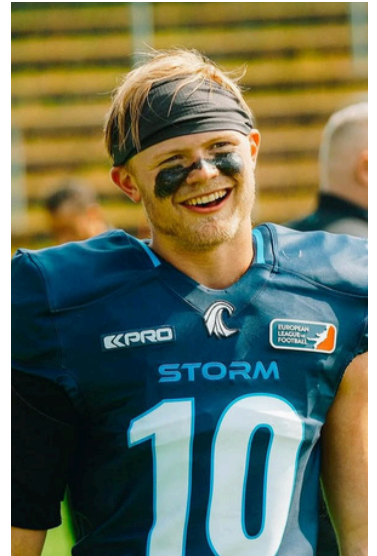
FALL TEAM



Christina Laughlin
Program Director



Juliana Wagner
Asst Coordinator



Luke Glenna
Asst Coordinator-Lead Official



OUR CONTACT



<https://www.edinasports.org/efaflaghome>



Efaflag@gmail.com