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PHILOSOPHY

DJFL Philosophy

The Downriver Junior Football League's Purpose is to provide a healthy and safe learning environment for the average youth to learn and play the sports of football and cheerleading.

Starting with the premise that youths will play football anyway, anyhow, and anywhere, the League directs this activity to proper playing fields, provides the best protection equipment and competent instruction. Furthermore, the DJFL believes that cheerleading is an integral portion of the football experience.

The League recognizes as valid the usual criticism leveled at programs of this type, that being that the good done by the program as a whole can be outweighed by the harm derived from the undue mental pressures placed upon players of this age by the need to win. The program places emphasis on good sportsmanship, teamwork and team discipline by players, coaches, and all representatives of the franchise, which is to say, perhaps, that winning at any cost is what is de-emphasized.

Therefore, the weight limitations are designed to tailor the program for the average youth of 7 – 13, the youth who, in most cases, will not otherwise have the opportunity during their school career to participate in the contact sports. Combined with the age limitations that provide for three different teams within a unit, there are achieved equal competitive standards during game participation.

The participants in the Downriver Junior Football League play hard and cheer hard. The outcomes of these events vary from winning, losing, or even ties. The Downriver Junior Football League wants all participants, regardless of the outcome to be proud of their performances. With that purpose accomplished, the League can be proud of its program.

2019 DOWNRIVER JUNIOR FOOTBALL LEAGUE OFFICERS & COMMITTEES

2021 - OFFICERS - 2021

2021 - EXECUTIVE COMMITTEE - 2021

2021 - PLAYING RULES & ELIGIBILITY - 2021

2019 DOWNRIVER JUNIOR FOOTBALL LEAGUE OFFICERS & COMMITTEES

2021 - ORGANIZATION & MEMBERSHIP COMMITTEE – 2021

2021 - CHEERLEADING COMMITTEE - 2021

2021 - INSURANCE COMMITTEE - 2021

2021 - HEAD OFFICIAL - 2021

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2021 - DIRECTORS & CONTACTS - 2021

Allen Park Junior Football Club–www.allenparkbulldogs.com

“Bulldogs”

Dearborn Heights Junior Football Club - www.dearbornheightsraiders.com

“Raiders”

Grosse Ile Devils Football Club - www.giyrasports.com/football.htm

“Junior Devils”

Huron River Junior Football Club - hryj.net

“Yellow Jackets”

Lincoln Park All American Football Club - www.jrrails.com

“Rails”

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<u>Lincoln Youth Football & Cheer</u> - www.lyfcc.org	<u>“Railsplitters”</u>
<u>Melvindale Junior Football Club</u> - www.melvindalejuniorfootball.com/	<u>“Cardinals”</u>
<u>River Rouge Junior Football Club, Inc.</u> - www.eteamz.com/riverrougejrpanthers	<u>“Panthers”</u>
<u>Riverview Junior Football Association</u> - http://sports.bluesombrero.com/riverviewjuniorfootball	<u>“Pirates”</u>
<u>Romulus Athletic Club</u> - www.romulusflyers.org	<u>“Flyers”</u>
<u>Southgate Junior Football Association</u> - www.southgatevikings.com	<u>“Vikings”</u>

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Taylor Junior Football Club - www.taylorjrfootball.weebly.com

“Seahawks”

Washtenaw Wolverines – <https://maizefootballandcheer.teamsnapsites.com/>

“Maize”

Woodhaven Junior Football Club – www.woodhavenwarriorelite.com

“Warrior Elite”

Wyandotte - wyandotteindiansfootball.com

“Indians”

2019 DOWNRIVER JUNIOR FOOTBALL LEAGUE DEFINITIONS

DEFINITIONS

A. Agent

An Agent is any person or committee acting in an official capacity of a member organization.

B. Member/Member Organization

A member shall be considered a duly incorporated body holding a franchise in the Downriver Junior Football League.

C. Cheerleader

A cheerleader is a person who leads or directs the cheering of Fans or Spectators in traditional or formal cheering and who must comply with the DJFL age requirements for their respective teams.

D. Cheerleader Mascot

A cheerleader mascot is a person who performs sideline chants with the member organization. Mascots will be considered eligible members of the cheerleading teams, and must be younger than Freshman DJFL age requirement. Mascots are limited to the stunts described in the cheerleading section of the rulebook.

E. DJFL Season – 2021 Season

The time defined from the opening practice, the first Monday of August, through the conclusion of each Member Organizations season. This includes Playoffs, Championships and Cheerleading Competition.

F. Football Mascot

A football mascot is a person who performs sideline duties such as provides water during time outs, control footballs for the referees or similar activities. Mascots will not be considered eligible members of the football teams and must be:

- a. Younger than Freshman DJFL age requirements.
- b. Must be in the age group designated as mascot of the participating franchise.

G. Head Official

An Agent, of the Downriver Junior Football League, that performs his duties independent of any specific franchise in the Downriver Junior Football League. The DJFL Executive Committee provides oversight of the Head Official and his officiating crews.

H. Junior Coach

A Junior Coach is a person that acts in a similar role as any other assistance coach. Any coach seventeen (17) years or younger will be considered a junior coach. A junior coach shall complete the following:

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- a. Junior Coach's Contract
- b. Current year doctor's physical
- c. Medical History Form
- d. Provide Birth Certificate

I. Meeting Attendance

- a. Late to Meeting: If a representative shows up to a meeting fifteen (15) minutes after the start of the meeting that individual is considered late for the meeting.
- b. Missed Meeting: If a representative shows up to a meeting more than thirty (30) minutes after the start of the meeting that individual is considered to have missed.

J. Limited Participant

Person of league age that does not participate as a football player or cheerleader, due to reasons that medically prohibits the player or cheerleader from participating at a normal level. The following circumstances may apply.

- a. Player or cheerleader medically cleared to participate in a limited capacity.
- b. Player is of league age but cannot meet the league weight requirements.
- c. A player or cheerleader that age 7 – 13 that has been defined as a junior coach.
- d. Other special conditions as defined by the franchise with executive committee concurrence.
- e. Limited Participant that will be a Junior Coach shall be identified as such prior to Roster Exchange
- f. Prior to roster exchange a limited participant may choose to become a full participant if all other requirements are met.
- g. Following roster exchange a limited participant that is a junior coach shall remain in that role for the remainder of the season.

K. Participant

Person of league age that has been medically cleared, by a qualified physician, to participate in all aspects of the sport of football or cheerleading.

L. Practice

Practice is defined as the assembly of football players and/or cheerleaders, under the direction of any agent of any Member Organization for the purpose of conditioning, training of football or cheerleading skills, or for the development of strategy.

M. Ready-To-Play

Ready to play is defined as the Play Clock will start after the combination of the ball and chains in total or the Down Marker is set after a Change of possession.

Example:

- a. On the kickoff the clock starts when the player touches the ball.
- b. The clock continues to run until the runner is stopped at the receiving teams 45-yard line. The ball is placed at the 45-yard line.

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- c. The Chains are set from 45-yard line to 45-yard line.
- d. The Down Marker is set at the receiving teams 45-yard line.

N. Skill Sheet

The list and order to be performed skills during the cheer competition event.

O. Spotter / Back Spot

- a. The spotter is a person who is in direct contact with the cheering surface and may help control the building of, or dismounting from, a stunt.
- b. The spotter must touch either the base and/or flyer when performing a stunt, the spotter cannot grab the sole of the foot of the flyer or grab the hand(s) of the base(s) beneath the flyer's foot.

P. Teams

- a. All football teams shall consist of a minimum roster of thirteen (13) eligible and physically fit football players for League scheduled games.
- b. All cheerleader teams shall consist of a minimum roster of three (3) eligible and physically fit cheerleaders or mascots for the League scheduled games

Q. Unit

A unit shall be considered as three (3) teams, consisting of a Varsity, Junior Varsity, and Freshman Football Teams, with Cheerleading Teams of the same distinction.

2019 DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

The rules of the National Federation of State High School Associations, and the Michigan High School Athletic Association, shall apply to all teams of the member organizations except as herein noted. All rules of the Downriver Junior Football League shall be binding on all members, and without exception.

Rule changes made by the MHSAA after the approval of this rule book shall be reviewed by the Rules & Eligibility Committee. The Rules & Eligibility Committee shall recommend changes to or to accept these rules. Said rules shall be approved for use in the current season by a simple majority vote of the general membership.

RULE I - ELIGIBILITY RULES

A. Each football player, cheerleader, and mascot who participates in the Downriver Junior Football League must meet any and all specific requirements for their participation including; Registration, Age, Weight, Residency or Waiver, Physical Examination, and participation.

1. Eligibility may be checked and tested at any time during the pre-season, regular season, and post season.
2. Any football player, cheerleader, or mascot found to be participating in any practice and / or game without meeting the League requirements as specified in Rule I will be removed from the field or event area and deemed ineligible for participation in the Downriver Junior Football League until such time as all eligibility requirements are met.
3. Member organizations found to have any ineligible football player, cheerleader, or mascot participating in practice, games, or other League approved events; will be penalized as indicated in this rule and/or Rule VIII, F, 7-8-9.

B. REGISTRATION

1. Registration is mandatory for each football player, cheerleader, and mascot on a form approved and provided by the Downriver Junior Football League. Each Registration Form must be properly completed, include all required attachments to be accepted as valid by the Downriver Junior Football League.
2. Retain Registration Paperwork for 3 years associated with each player or cheerleader throughout participating with each franchise. This is a rolling 3-year period.

C. REGISTRAR RECOGNITION & RESPONSIBILITY

1. Registrars will only be recognized by the Downriver Junior Football League if designated as such by the member organization for which they are providing their services.
 - (a) The Registrar for each member organization is held responsible for the following:
 - (1) To attend the Annual Registrar Meeting.
 - (2) To acquire and maintain individual League Registration Forms, with all required attachments, for each individual football player, cheerleader, and mascot participating with his or her member organization.
 - (3) To have all required registration forms and attachments completed before the onset of participation in practice by any football player, cheerleader, or mascot.
 - (4) To verify and guarantee that all requirements of the Registrar's Instructions are met and abided by.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (5) To have properly completed Coaches Contracts on hand prior to the participation of any individual in a coaching capacity.
- (6) To have the registration forms with any attachments, and completed Coaches Contracts, readily available at all times during any organized practice, game, or event wherein the teams are participating.

2. Minimum Required Attachments to League Registration Forms include:

- (a) A true copy of the Birth Certificate for any football player, cheerleader, or mascot.
- (b) A completed Health History Form as provided by the League.
- (c) A copy of League Waiver Form for any football player, cheerleader, or mascot who may require it.

D. AGE REQUIREMENT

1. All participants League Age is as of September 1st of the year of competition.

- (a) See Age & Birth date Table immediately following:

Age & Birth Dates				
SEASON	Age 7	Age 8	Age 9	Age 10
2021	9/2/2013 to 9/1/2014	9/2/2012 to 9/1/2013	9/2/2011 to 9/1/2012	9/2/2010 to 9/1/2011
SEASON	Age 11	Age 12	Age 13	
2021	9/2/2009 to 9/1/2010	9/2/2008 to 9/1/2009	9/2/2007 to 9/1/2008	

- 2. True copies of birth certificates must be verified by Member Organization for each new participant and shall be deemed valid for the balance of his/her eligibility with that Member Organization. Veteran birth certificates transferred from the prior year are considered to be valid but are subject to test at any time. A United States Passport may be substituted for a birth certificate.
- 3. Age Requirements per Team:
 - (a) Freshman football players shall only be of League ages seven (7), eight (8) or Nine (9) years.
 - (b) Junior Varsity football players shall only be League ages ten (10), eleven (11) and overweight (8) eight and any nine (9) year old. Eight (8) year-old players, whose weight mandates participation at the Junior Varsity level, will be subject to the discretion of the Member Organization, and the Head Coach of the Junior Varsity Team that the player may be joining. Eight (8) year olds must have written consent from a Parent or Guardian to participate on Junior Varsity. Seven (7) year olds shall not play on the Junior Varsity Level.
 - (c) Varsity football players shall be of League ages twelve (12), thirteen (13), and overweight ten (10) and any eleven (11) year olds. Ten (10) year-old players, whose weight mandates participation at the Varsity level, will be subject to the discretion of the Member Organization, and the Head Coach of

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

the Varsity Team that the player may be joining. Ten (10) year old's must have written consent from a Parent or Guardian to participate on Varsity.

E. FOOTBALL PLAYER WEIGHT

1. Weight will only be determined on an Official Weigh-in Scale.
 - (a) Each Home Team will provide an annually certified, beam-type scale, and a fifty (50) pound test weight certified on "Even" years, for use at Official Weigh In.
 - (1) Failure to provide the required scale and test weight will result in delay of the start of any game and will subject the responsible member organization to penalties.
2. The maximum weight for participation in any practice, scrimmage, or game will be as follows:
 - (a) For the 2021 season Freshman players shall be no more than 125 pounds.
 - (b) Junior Varsity players shall be no more than 145 pounds.
 - (c) Varsity players shall be no more than 170 pounds.
3. Each player will be allowed 2 additional pounds at the Official Weigh-in for temperatures less than 45 degrees. For the official temperature at weigh in use the "Real Feel" or Wind Chill" equivalent temperatures from Accuweather or the Weather Channel.
 - (a) Player must have on cold weather gear to receive the cold weather allowance.
 - (b) Cold weather gear is defined as multilayered clothing under the uniform.
 - (c) If a player exceeds the weight limit with the 2-pound allowance and must remove clothing, then the player must remove enough clothing to make the original weight limit.
 - (1) If the player meets the weigh- in requirements the player may restore all of the cold weather garments that were removed.
 - (d) There shall be no weight allowance given at the Official Weigh In other than stated above.
4. A player's maximum weight for participation is his / her total weight in the League required uniform including socks, less helmet, shoulder pads; League approved shoe and any football uniform options.
 - (a) Shoulder pads, League approved playing shoes, allowable football uniform options, and / or additional clothing for warmth, will be added at the Official Weigh-in Scale, after the player meets the required weight for participation.
 - (b) Equipment repairs or adjustments that require the removal of the player's jersey or pants will only be conducted in the presence of a Weigh Master or League Director of the opposing team, or a member of the League Executive Committee.
 - (1) Any change of jersey number during a game must be reported to the opposing Head Coach.
 - (c) Players found with the League required uniform worn for Official Weigh-in being or having been changed, except as indicated as part of this rule, will be removed from the game until equipment meets League requirements and his or her member organization will be penalized. (See Rule VIII #12).
 - (d) Any player exceeding his or her team maximum weight requirement for practice must not participate in any contact drills until the weight requirement is met.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (e) A player may move between his age team and the next higher team due to weight prior to the Thursday before Labor Day. As of that Thursday, he or she is no longer eligible for participation at a lower level. Players must meet the age requirements of each team per Rule I D 2.
- (f) The Downriver Junior Football League will not and shall not condone, approve of, or in any way endorse or allow any Agent of any Member Organization to encourage or knowingly allow players to partake in any artificial means of weight control or weight reduction. (I.e., water pills, steam baths, sauna sessions, laxatives, body wraps or apparel intended to induce heavy perspiration, etc.)
 - (1) Running or other exercises specifically for the purpose of weight control during practice will not be allowed without the direct supervision of a coach.
 - (2) Coaches or other agents of any Member Organization who encourage, or knowingly allow, players to participate in artificial methods of weight control or reduction will be severely penalized by the Downriver Junior Football League. Person/persons responsible are immediately removed from the league. The member organization will be fined \$100.

F. WAIVERS / RESIDENCY

- 1. Football players, cheerleaders, or mascots participating with any Member Organization must reside within the territorial boundaries for that Member Organization to participate without benefit of Waiver or Waiver Exemption.
 - (a) All members Organizations with multiple Units must submit distinctive boundaries for each Unit of that Member Organization to the Organization & Membership Committee.
- 2. Participation of any player, cheerleader, or mascot who does not reside within the territorial boundaries of the Member Organization with which they desire to participate, must have a Waiver or Waiver Exemption on file from the Member Organization in whose territorial boundaries they do reside.
- 3. Original Waivers and Waiver Exemptions will be valid a player's / cheerleader's entire eligibility.
 - (a) Waivers /Exemptions shall be good for the career of the participant as long as they stay with the organization.
 - (b) To play with another organization the home organization must grant a new waiver.
 - (c) Waiver renewals are no longer required.
 - (d) A new, Original Waiver or Waiver Exemption must be filled out and filed with the League if:
 - (1) There is a Name Change.
 - (2) There is a Change of Address.
 - (3) There is a Change of Guardianship.
- 4. Member Organizations are not required to grant Waivers for players, cheerleaders, or mascots except as follows:
 - (a) Any player, cheerleader, or mascot who moves from the territorial boundaries of the Member Organization he or she first played or cheered with, will be granted a Waiver by the Member Organization in whose boundaries his or her new residence is located, through League verification.
 - (1) Participants who reside in areas that have overlapping / dual boundaries must have all franchise in the overlapping / dual boundary area approve a waiver for said participant to play or cheer for a franchise not in the dual / overlapping boundary area.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (b) Any player, cheerleader, or mascot who moves, during the playing season, from the territorial boundaries of the Member Organization he or she may be participating with will be allowed to finish the season without benefit of waiver.
 - (c) Any player, cheerleader, or mascot who may be eligible to participate with more than one Member Organization due to dual residence, overlapping boundaries, or for reason of school attendance will be allowed to elect to initially participate with either Member Organization.
 - (1) The initially selected Member Organization will become the child's home organization for the duration of his or her eligibility.
 - (2) Verification of dual residence must be provided and attached to his or her League Registration Form.
 - (3) Verification of school attendance must be provided and attached to his or her League Registration Form.
 - (4) If a participant changes schools or school districts that participant will be eligible to participate with the franchise residing in that school district via a waiver exemption.
 - (d) Any player, cheerleader, or mascot waived by any Member Organization to allow participation with a different Member Organization, may elect to continue to participate with that Organization for the duration of his or her eligibility.
 - (e) Rule I F 4 will also cover any family member who resides with a sibling.
5. Waiver Forms or letters will only be valid when prepared and signed for individual players, cheerleaders, or mascots.
- (a) Waiver forms or letters including the name of more than one player or cheerleader will not be accepted as valid.
6. Waiver Forms must be signed and dated as indicated below, and will be subject to the conditions detailed. Those individuals required to sign are:
- (a) The Parent or Guardian of the child requesting waiver.
 - (b) The President or Vice President of the Member Organization granting the waiver.
 - (c) The President or Vice President of the Member Organization requesting the waiver.
 - (d) The Registrar of the Member Organization requesting the waiver.
 - (e) If the Parent or Legal Guardian, the Registrar, the President, or the Vice President, of either Member Organization granting the Waiver, signs in more than one location, that Waiver Form will be deemed invalid. An exception to this will take place if the parent or legal guardian is also the Registrar, President, or Vice President of a Member Organization.
7. Standard Waiver Forms must be completed and distributed as follows:
- (a) A copy attached to player, cheerleader, or mascot's League Registration Form.
 - (b) One copy delivered to each assigned executive committee member of the Downriver Junior Football League.
8. Photostat copies of all Standard Waivers will be attached to the appropriate team rosters, which will be distributed to all Member Organizations as part of the Annual Roster Exchange.
- (a) Waiver must be obtained before participation in practice or games.

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9. Organizations with Dual Franchises having Waiver and Waiver Exemptions between their own franchises must come to the Executive Committee for approval / denial prior to the player/cheerleader participating in a practice or game.
10. A Waiver Denial may be appealed to the Rules and Eligibility committee.
11. A participant in the DJFL may only transfer to another franchise under the following conditions:
 - (a) When the participant physically moves into another franchise's boundaries.
 - (1) If the participant has started practice with a franchise, said participant must complete the season with that franchise.
 - (b) If the participant is on the waiting list and is not called by the participant's home franchise.
 - (1) If a player or cheerleader is waived under this circumstance said player or cheerleader may return to his home franchise the following year without need of a waiver.
 - (c) If the participant has not participated in any approved practices.
 - (d) Waiver and Waiver Exemption requirements are still in effect for player transfers under the conditions described above.

G. PHYSICAL EXAMINATION

1. Each player, cheerleader, or mascot must have a Certificate of Good Health, which provides that these children are physically capable to participate in their desired position.
 - (a) These forms must include the signature of the physician or licensed medical practitioner who performs the physical examination and be countersigned by the Parent or Legal Guardian of the player, cheerleader, or mascot.
 - (b) These Certificates must be part of, or attached to, the League Registration Form for every player, cheerleader, or mascot, and be available for inspection by League Executive Committee and/or Executive Board Members.
 - (c) All Physicals must be dated in the current year and prior to participation in any approved physical activities.

H. MEDICAL HISTORY

1. Medical History Forms are distributed to all Member Organizations in the Downriver Junior Football League and are a required attachment to League Registration Forms.
2. These forms must be completed and be signed by the Parent or Legal Guardian of each player, cheerleader, or mascot.

I. GAME PARTICIPATION

1. All players participating in the game will participate in an Official Weigh-In prior to participation in any game.
 - (a) League Directors or Weigh Masters of Member Organizations are to conduct a Weigh-In of selected players prior to any allowable Scrimmage between teams of Member Organizations to assure that no overweight players are participating in these Contact Drills.
2. The Official Weigh-In will be conducted by a maximum of two (2) Weigh Masters or Agents of the competing teams.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (a) Downriver Junior Football League Executive Committee and/or Executive Board Members will conduct the Official Weigh-In for all Championship games.
 - (1) Weigh Masters of the opposing teams in championship games may assist with or witness this Official Weigh-In.
 - (b) Franchise Weigh Masters conduct weigh-ins for Playoff Games.
 - (c) Coaches of teams being weighed, regardless of League status, spectators, and/or relatives of players to be weighed, must stay a reasonable distance from the Official Weigh-In Scale. The distance is to be determined by the Weigh Masters or League Board Members present at Official Weigh-In.
 - (d) Individual players will not be allowed at or on the Official Weigh-In Scale prior to Official Weigh-in.
3. Weigh Masters will only be recognized by the Downriver Junior Football League when designated as such by the Member Organization for which they will be providing their services.
4. Agents of the competing teams represented at the Official Weigh-In will not be on the Coaching Staff directly responsible for coaching of those players being weighed.
5. All football players will present themselves to the Official Weigh-In Scale as single teams.
- (a) Individual players will not leave the immediate area of the scale until their individual weights have been determined, and they are deemed eligible or ineligible for play.
 - (1) The individual player may adjourn to a more private area to remove optional clothing if monitored by a representative of each competing Member Organization.
6. Official Weigh-In Schedules
- (a) First Game participants will weigh-in as a Team one hour prior to the scheduled start of the first game. Coached, non-contact activities may begin one hour prior to the start of the first scheduled game if no Weigh Master is present.
 - (b) Second Game participants will weigh-in as a Team during the half-time intermission of the First Game. Coached Team activities will not commence prior to Official Weigh In.
 - (c) Third Game participants will weigh-in as a Team during the half-time intermission of the Second Game. Coached Team activities will not commence prior to Official Weigh In.
 - (d) Heavy Weight second and third game participants may weigh in immediately following the first or second game weigh-in. Immediately is defined as occurring within one half hour of the official weigh-in.
 - (e) For an official weigh-in to occur, rosters must be present at the scale for each squad that has second or third game participants to be weighed.
 - (f) Weigh-in Options
 - (1) During the regular season the Visiting Team will have the option to weigh-in first.
 - (2) During post season play both teams shall complete the weigh-in process prior to either team beginning pre-game warm-ups.
 - (3) Teams will have a minimum of 20 minutes to warm up following the completion of the official weigh in
 - (g) Championship Game Official Weigh-In schedules will be as established by the League each year.

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(h) Late Weigh-In

- (1) First Game players arriving to the field after their Official Weigh-In will be allowed to weigh-in up to four (4) minutes prior to the start of that game. Those arriving later will be weighed in at half time of the first game and play in the second half of that game.
 - (2) Second or Third Game players arriving to the field after their Official Weigh-In will be allowed to weigh-in up to the Four (4) Minute Warning of the second half of the game preceding their game. Those who arrive even later will be allowed to weigh-in at half time of their scheduled game, and to play in that second half.
 - (3) Weigh Masters and League Directors of the teams for which players arrive and weigh-in late are charged with the responsibility of witnessing the late arrivals are stretched and warmed up for no less than five (5) minutes by a Coach or Coaches prior to entering play.
- (i) The Weigh Master of the opposing team shall report on the Weigh Master Report all overweight, injured, absent, disciplined, and players who weigh-in with a number other than that listed for them on their Roster.
- (1) Weigh Masters of the opposing teams shall exchange rosters prior to each game.
 - (2) Weigh Masters will verify that the scale is operating properly by using the 50-pound weight prior to each weigh-in.
 - (3) If a number change occurs on game day, Weigh Masters may make changes to the rosters, then initial & date the change at that time.
 - (a) All changes must be made prior to the first player stepping on the scale during the official team weigh-in.
 - (4) The report will be furnished on a League provided form.
 - (5) The report will be furnished no later than Wednesday following the game.
 - (6) If mailed, the envelope shall be postmarked no later than Monday following the game.
 - (7) Weigh Master Forms with Number Infractions must have the roster presented on game attached when submitted to the league.

J. ROSTERS

1. All football team rosters will be considered closed no later than four (3) days prior to the first game date of the season.
 - (a) Extensions to closure dates may be granted at the discretion of the Downriver Junior Football League.
 - (b) (a) Football Coaches may add to their rosters, for reasons of injury, severe discipline, which removes a football player from the roster, or to replace dropouts, any time prior to the fifth (5th) game of the season or until they reach a minimum of twenty-five (25) players whichever comes first
2. All cheerleading team rosters will be considered closed no later than four (4) days prior to the first game date of the season.
 - (a) Cheerleading Coaches may add to their rosters, for reasons of injury, severe discipline, which removes a cheerleader from the roster, or to replace dropouts, any time prior to the fifth (5th) game of the season.

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- (1) Cheerleaders age 8 and 9 may be moved to the Junior Varsity level.
 - (2) This may occur at any time during the season.
 - (3) Once moved to the higher level the cheerleader cannot return to the lower level.
- (b) Cheerleaders age 10 and 11 may be moved to the Varsity level.
 - (1) This may occur at any time during the season.
 - (2) Once moved to the higher level the cheerleader cannot return to the lower level.
3. Changes in player's numbers must be reported to the designated League Executive Committee member and the remaining opponents to be played.
 - (a) Scheduled, future opponents must be informed as soon as possible.
 - (b) Revised rosters will be provided to all opponents prior to Official Weigh-In.
 - (1) Revised Rosters will be prepared and delivered as per the Registrar's Instructions.
 - (c) Memos, letters, notes, or other such reports requiring Member Organizations to make changes in the rosters of others will not be accepted as Revised Rosters.
4. After Roster Exchange transfers of any player or cheerleader from Freshman to Junior Varsity, or from Junior Varsity to Varsity, will be allowed only upon League Approval, and following notification by the Member Organization to transfer the child from one team to a higher-level team.
 - (a) Such transfers will be allowed only once per season per child.
 - (b) Such notifications will be reported to the appropriate League Executive Committee member, and approved, prior to the child's participation at the higher level requested.
5. Rosters of all teams will be prepared and delivered to all Member Organizations in accordance with these rules and the current edition of Registrar's Instructions.
 - (a) Rosters will include the uniform number, player's legal names, address, birth date, league age, and weight; and also include copies of any Waivers, which were required for any players, cheerleaders, or mascots listed.
 - (1) Football Rosters will be submitted in Numeric and Birth Date order.
 - (2) Cheerleading Rosters will be submitted in Alphabetical and Birth Date order.
 - (b) Rosters reprinted in Game Programs will not include any player's telephone numbers or addresses.
 - (c) Rosters reprinted in Game Programs may include players' nicknames as provided by the child's own Registrar.
6. Rosters will be exchanged by all teams at the first Regular League Meeting in September.
 - (a) The President and all Executive Committee members will be provided complete copies of all rosters in numerical and chronological order by birth dates including forms as may be required at said meeting.
7. Youths who participate in other football or football cheerleading programs are not eligible to participate in the Downriver Junior Football League with any Member Organization if other participation runs concurrent with their participation in this League.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

RULE II - PLAYING RULES

A. GAME OFFICIALS

1. The Head Official is an agent of the Downriver Junior Football League that performs his duties independent of any specific franchise in the Downriver Junior Football League. In said role the Head Official is responsible for the supervision and oversight of all officials that work games associated with the Downriver Junior Football League. The DJFL Executive Committee provides oversight of the Head Official and his officiating crews.
 - (a) The Head Official will be responsible for scheduling of Game Officials for each scheduled contest.
 - (1) The Head Official is to be contacted immediately if the required Game Officials are not present and accounted for at the start of any game, and to provide replacements for any missing Game Official as soon as possible.
 - (2) Following notification of the Head Official, the Game Officials present, the Head Coaches, and no less than one (1) League Director from each Member Organization to compete in the games and any League Executive Board Member present, shall meet on the field.
 - (a) Games may proceed following notification, but only if there is a minimum of three (3) Game Officials present.
2. Nine (9) officials will administer all post-season playoff games. Those officials will be Referee, Umpire, Line Judge, Head Linesman, Back Judge and Timekeeper and three (3) officials to act as the Chain Crew.
3. Fees incurred by the Downriver Junior Football League to provide officials at regular and post-season games will be shared equally by all Member Organizations of the League, and payable in full prior to the first game of the season.
 - (a) The officials will provide a total cost for the season, including post-season games, prior to the start of the regular season.
4. Referee Rating Forms may be submitted to the Executive Committee. The Executive Committee will calculate Referee Rating scores. If no scores are submitted, perfect scores will be assigned. The Executive Committee will forward the scores to the League's Head Official.
 - (a) The report will be furnished on a League provided form.
 - (b) The report will be furnished no later than Wednesday following the game.
 - (c) If mailed, the envelope shall be postmarked no later than Monday following the game.

B. PRACTICE AND GAME BALLS

1. Varsity Teams shall use "Youth" balls; the balls must be tan or brown.
2. Junior Varsity Teams shall use "Junior" balls; the balls must be tan or brown.
3. Freshman Teams shall use "Pee Wee" or "Junior" balls; the balls must be tan or brown
4. Each team may supply their own game ball.

C. Time Periods / Time-outs / "Running Clock"

1. Game Quarter Times as follows:
 - (a) Four Quarters of Twelve Minutes Each – Freshman, Junior Varsity & Varsity.

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- (b) In the event of a tie score after Four Quarters have been completed, there will be a maximum of two (2) over-time periods played per the MHSAA rules, except there will only be one (1) time-out allowed per Team for the entire over-time periods.
2. Each team will be entitled to three (3) Time-outs per half.
3. There will be an Officials Time-out at approximately four (4) minutes prior to the end of each half of any game. When a touchdown is scored, the four (4) minute warning will be called after the Extra Point attempt is completed.
 - (a) The Referee will advise the coaching staffs of the teams playing of the time remaining.
 - (b) There will be no coaching allowed during this timeout.
4. Intermission between game halves will be ten (10) minutes, at which time the horn will blow, and teams will assemble for a two (2) minute warm-up period before the start of the second half.
5. There shall be no timed intermission between regular season games.
6. Time shall be kept as regulation high school football time, with the exceptions stated below:
 - (1) Quarters may be shortened during any emergency or severe weather by mutual agreement of the Head Coaches of the opposing teams and the Head Referee, or by order of the Executive Committee. These changes shall be made before the game starts or at the beginning of the second half.
 - (2) After the four (4) minute warning and an event such as a major injury causes and extended delay in the game the game may be ended by mutual agreement between the two Head Coaches and the Head Referee for the game.
- (b) By mutual agreement between the Head Coaches of the opposing teams, and the Referee, a "Running Clock" may be initiated following a half-time intermission of any game.
- (c) A "Running Clock" shall be initiated in the first half when there is a lead of forty-five (45) points or more by any team.
- (d) A "Running Clock" shall be initiated at Half- time when there is a lead of thirty-five (35) points or more by any team.
- (e) If, in the fourth quarter of any game, there is a lead of twenty-four (24) points or more by any team, a "Running Clock" will be initiated immediately.
- (f) Any time a "Running Clock" is initiated, it will remain in effect for the remainder of the game, regardless of weather or other circumstances that may have been considered when the "Running Clock" was initiated except for the following:
 - (1) The Officials shall use a modified version of the "TIPS" System during running clock conditions. The Officials shall stop the clock for Time Outs as described in 3 below and for all Injuries, Penalties, and Scores.
 - (2) The "Running Clock" will stop if the point difference becomes less than 45 points or 35 points, when initiated before the 4th quarter or 24 points when initiated in the 4th quarter, unless mutual agreement between opposing Head Coaches is in effect.
 - (3) Each team with Time Outs remaining will be allowed use of one (1) Time Out wherein the "Running Clock" stops.
 - (4) The Official's Four (4) Minute Warning.

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- (g) If there is a "Running Clock" due to a lead of twenty-four (24) points, thirty-five (35) points, or forty-five (45) points, the leading team may not pass; neither team may blitz, tackle to tackle, and neither team may put more than six (6) defensive linemen rushing the offense or the quarterback.

D. FIVE-PLAYER RULE

1. A losing coach may specify that five (5) players be removed from the game by the leading team at such time as when there is a point difference of eighteen (18) points or more. If this removal would reduce the winning team to less than thirteen (13) players, the number removed will only be that which will allow thirteen (13) players to remain on the winning team.
 - (a) The coach of the losing team may designate, by jersey number, those players to be removed from the game.
 - (b) The five (5) players designated by the losing coach will only be removed from the game as Offensive or Defensive players and will be allowed to participate on Offense if pulled from Defense or allowed to participate on Defense if pulled from Offense.
 - (c) The five (5) players removed from play will be required to sit together on one end of the sideline, outside of the coach's box, with helmets removed during the time they are removed from the game. In inclement weather players may continue to wear their helmets.
 - (d) The losing coach will not be allowed to change his selection of players to be removed from the game. Those players designated will remain the same for the duration of the game.
 - (1) All five (5) players will be allowed to return to the game at such time as the point difference is reduced to seventeen (17) points or less.
 - (e) Any of the five (5) players removed will still be allowed to participate in Special Teams.
 - (1) Special Teams are defined as Kickoff and Kick Return only.
2. Rule D.1 and its parts do not apply to Post Season Games.

E. EXTRA POINTS

1. There will be one (1) point awarded for a run or pass for Extra Point.
2. There will be two (2) points awarded for the kicking of Extra Point.

F. TEAM OPTIONS

1. Any team, which is twenty-four (24) points or more behind, may elect to kick or receive after any score or on any free kick during that game. The ball will be spotted on the kicking team's forty (40) yard line.
2. Any team who has a lead of twenty-four (24) points or more, and who then attempts an obvious "On Side Kick" shall be penalized. The eighteen (18) point rule associated with the removal of five (5) players is not applicable to this onside kick rule.
 - (a) Penalty will be defined at Rule VIII F 18.
3. In the event that the Referee decides not to perform a measurement to determine a first down or a turnover on downs the Head Coach of either team may call a time out to have a Measurement performed.
 - (a) This time out shall be conducted as an official's timeout and there shall be no interaction between coaches and players on the field of play.

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- (b) At the completion of the measurement play shall resume regardless of the outcome of the measurement.
- (c) In the event that the measurement is in favor of the coach calling the timeout said coach shall not be charged a timeout and play shall resume immediately.
- (d) In the event that the measurement is not in the favor of the coach calling the timeout said coach shall be charged a timeout and play will resume immediately.

G. GAME FIELD

1. All game fields shall be regulation size at 300 feet by 160 feet.
 - (a) Exception to this rule may only be taken by mutual consent of the Head Coaches of the teams competing.
 - (b) Flags or Pylons will be required at the Goal Lines.
2. Minimum Team Requirements and Team Regulations
 - (a) The Home Team must have medical personnel present, with an EMT certification or higher, at all Regular Season games. The Medical personnel must be identified to the Away Head Coach and Game Officials, prior to the start of each game.
 - (1) Cheerleading and/or Away Teams may elect to provide their own medical personnel at events or games. Those personnel will identify themselves to the Home Team and/or League required medical personnel.
 - (2) Physician or other trained medical personnel will be present at any League sponsored cheerleading events. These people will be provided by the League, but the member organizations retain the option to provide their own if they so desire.
 - (3) Examples of medically trained personnel include:
 - (a) Certified Athletic Trainers
 - (b) Physician's Assistants
 - (c) EMTs
 - (d) Paramedics
 - (e) Nurses
 - (f) Doctors
 - (b) Each Member Organization shall have a First Aid Kit on hand at all games and practice sessions.
 - (c) Male and Female Lavatory facilities must be made available by the Home Team for the Visitor Team and their spectators.
 - (1) The Host of any Post Season Game must assume this responsibility in lieu of the Home Team.
 - (d) Each franchise shall have at least one CPR Certified individual at each practice location.
3. Emergency protocol will be in effect at all times.

H. SCOUTING

1. Scouting and/or taping of opponent's practice sessions will not be allowed under any circumstance.

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- (a) Filming and/or taping of scrimmages will be allowed by participating teams only, and those films or tapes will not be distributed to other Member Organizations.
 - (b) Scouting of pre-game warm-ups is allowed from the spectator area only.
 - (c) Coaches, agents, and members of organizations not participating in a specific scrimmage are not allowed to attend said scrimmage.
 - (1) Exception to this restriction is the individual must have a child participating in the football scrimmage and may only view the football scrimmage said child is participating.
 - (d) Taping of opponents' pre-game warm-ups is not allowed. Including teams that are warming up on the game field.
 - (e) Teams warming up on the same field to play each other that view the warm-ups are not considered scouting.
2. Filming and/or taping of opponent's games will be allowed from spectator's area only. Filming and / or taping may also be allowed from or above the press box if granted permission by the home franchise.
- (a) Scouts will identify themselves if or when inquiries are made by the team or teams playing in the game being scouted.
 - (b) Distribution of films and/or tapes will be allowed.

I. TRYOUTS AND/OR CUTS

- 1. There will be no tryouts for football or cheerleading teams by any coach, coaching staff, or any other agent of any member organization.
- 2. There will be no cuts from any football or cheerleader teams, based on abilities or prejudices
 - (a) Players or cheerleaders may be denied Registration or removed from rosters for reasons of discipline and must be removed for failure to meet Eligibility requirements.

J. JEWELRY

- 1. No jewelry will be worn by football players or cheerleaders during any practice sessions, pre-event warm-up games or other events in which they are participants.
- 2. Medical Alert bracelets or necklaces are allowed, but these items must be securely attached and 100% covered by medical or athletic tape during the player or cheerleader's participation.

K. FOOTBALL UNIFORM REQUIREMENTS

- 1. A complete football uniform shall include the following:
 - (a) Helmet
 - (b) Shoulder pads
 - (c) Hip pads
 - (d) Tail pad
 - (e) Thigh pads
 - (f) Knee pads
 - (g) Mouthpiece
 - (h) Socks

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- (i) League Approved Shoes
 - (j) Cup (male players)
 - (k) Pelvic Protector (female players)
 - (l) Chest Protector / Female Shoulder Pads (female players)
 - (m) Jersey
 - (n) Pants
2. League Approved Football Shoes:
- (a) Football Shoes shall not have any metal screw in cleats.
 - (b) Plastic screw-in cleats are allowed under the following conditions:
 - (c) Plastic cleats must be no longer than ½”.
 - (d) There must be no metal showing.
 - (e) Removable or replacement cleats are allowed if they meet the requirements of one above.
 - (f) Tennis shoes, running shoes, and/or turf shoes are not allowed on natural grass fields.
 - (g) Altering of shoes in any manner will not be allowed.
 - (h) In the event that games are played on an artificial surface, tennis shoes, running shoes, and/or turf shoes may be worn for those games only.
3. Jerseys
- (a) Jersey backs will be marked with block numerals of not more than ten (10) inches, nor less than six (6) inches.
 - (b) Jersey fronts will be marked with block numerals of not less than four (4) inches.
 - (c) All teams will provide their player with Home and Away jerseys, and the Away jerseys will be white in color.
4. Male football players must wear hard cup protectors, and female football players must wear pelvic supporters and chest protectors / female shoulder pads.
5. All items of the football uniform will be properly fit to the individual players in consideration of his or her height, weight, and physical characteristics.
6. The Chin Strap Clips may have metal parts that are covered, recessed, or have rounded edges.

L. FOOTBALL UNIFORM OPTIONS

- 1. Neck rolls, rib protectors, forearm pads, and other optional protective devices will be allowed if they meet the guidelines of the Michigan High School Athletic Association and meet the approval of Officials.
- 2. Additional clothing may be worn for warmth in cold weather.
- 3. Any eye shield or visor attached to any player's football helmet must be clear in color.
- 4. Any and all stickers or patches for helmets or uniforms will only be allowed if approved by the Downriver Junior Football League.

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5. Transition Prescription Lenses are acceptable with documentation from the prescribing physician presented to the officials prior to each game.

M. SHELTER

1. No team shall be allowed to take shelter at a halftime intermission of any game without provision of equal shelter for the opposing team.
 - (a) Sideline shelter and / or heaters may be used at the discretion of each team during game play, if the units are allowed at the host field.
 - (b) Sideline shelter and/or heaters may not be used at half-time unless equally provided for both teams.

N. PLAYER PARTICIPATION

1. Games may start if at least twelve (12) eligible and physically fit players cross the scale. The game will stop and be forfeited if the number of eligible and physically fit players falls below twelve (12).
2. Football players of Downriver Junior Football League Member Organizations shall participate in games as follows:
 - (a) Each eligible player dressed and ready to play at game time must participate in the game as follows:
 - (1) Any team with thirty-eight (38) players or more, dressed and eligible to play at game time, will participate in no less than four (4) plays per half.
 - (2) Any team with thirty (30) to thirty-seven (37) players, dressed and eligible to play at game time, will participate in no less than five (5) plays per half.
 - (3) Any team with twenty-four (24) to twenty-nine (29), dressed and eligible to play at game time, will participate in no less than six (6) plays per half.
 - (4) Any team with twenty-three (23) players or less, dressed and eligible to play at game time, will participate in no less than seven (7) per half.
 - (5) Any play from scrimmage other than one called for a "Dead Ball Foul" will be considered a play.
 - (6) An agent of each team shall be assigned to determine and insure that these player participation rules are enforced and abided by.
2. Each football player must sit out no less than four (4) plays per half.
 - (a) For teams with thirteen (13) or fewer players the minimum number of plays per half a player must sit out is reduced to three (3).
3. All players dressed and eligible to play at game time must have participation in the game as indicated above, except as follows:
 - (a) Players who are not physically capable of playing.
 - (b) Players who are being disciplined.
 - (1) All players' known to be subject to removal from all or part of a game for reasons of discipline shall be removed from play at the start of the game.
 - (2) Players in attendance, but out of play for reasons of discipline, must be on the sideline during the game, with shoulder pads and helmets removed.
4. Player Ejection

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- (a) The Head Coach may have the discretion to remove an ejected player from the playing field. An ejected player, which is removed, must be supervised by an adult parent. When a parent is not available, the player must be supervised by either an assistant coach or an agent of the organization.
- (b) The ejected player will be placed on probation for 1 year. Any violation of this probation may result in the player expulsion from the Downriver Jr. Football League.
- (c) The Franchise of the ejected player shall be penalized as follows.
 - (1) The Franchise shall be fined \$100.00 for each player ejection.
 - (2) A team with a player ejected from the game shall lose 1 sportsmanship point for each player ejected. This sportsmanship point deduction may be appealed.
 - (3) The Franchise shall be fined \$100.00 for the first ejection of a player.
 - (4) The franchise shall be fined \$200.00 for the subsequent ejection of the same player in the same season.
- (d) Player Ejections may be appealed to the Executive Committee.
- (e) In the event the ejected player returns to the playing field:
 - (1) The ejected player will be suspended an additional 2 games.
 - (2) The Head Coach may be placed on 1-year probation.
 - (3) The Franchise may be fined an additional \$200.

5. Protect the Center Rule

- (a) The Protect Center Rule will apply when no players are lined up under center, inside the tackles, within the allotted distance from the ball.
 - (1) Freshman – The quarterback must be at least 3 yards from the ball.
 - (2) JV – The quarterback must be at least 5 yards from the ball.
 - (3) Varsity – The quarterback must be at least 5 yards from the ball.

6. Team Captains

- (a) Each team will be allowed to have a maximum of eight (8) team captains that shall go to mid field for the coin toss.
- (b) Four (4) of the eight shall be allowed to participate in the coin toss.
- (c) The other four (4) shall stand at the forty-five (45) yard line or a maximum of five (5) yards behind the other captains.
- (d) Starting in Week 8 of the regular season all second-year varsity players will be allowed to go to the coin toss.
 - (1) Only four (4) players will be allowed to participate in the coin toss.
 - (2) The other players shall stand at the forty-five (45) yard line or a maximum of five (5) yards behind the other captains.

O. Sportsmanship

- 2. One of the founding principles of the DJFL is Sportsmanship. It is the expectation of the Downriver Junior Football League that all coaches and players exhibit the highest sportsmanship standards.

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3. Each game each team and coaching staff will be graded on their Sportsmanship in the areas of language, attitude, and conduct.
4. Each will receive a total of 6 Sportsmanship points spread between two categories.
 - (a) The categories shall be:
 - (1) Attitude & Conduct; which shall be worth three (3) sportsmanship points.
 - (2) Language; which shall be worth three (3) sportsmanship points.
 - (b) In each of the two (2) categories the team will be given a “SAT” or “UNSAT,” based on their behavior during the game.
 - (1) Each “SAT” shall be worth a total of three (3) sportsmanship points.
 - (2) Each “UNSAT” shall be worth negative (-) one (1) sportsmanship point.
 - (c) A third category call Overall, shall assess the overall conduct of the team and the coaching staff.
 - (1) This category shall receive a grade of “Acceptable” or “Satisfactory”
 - (2) A grade of “Satisfactory” from an officiating crew indicates that there were no issues during the game.
 - (3) A grade of “Acceptable from an officiating crew indicates that the team or coaching staff’s behavior was of a level that did not warrant receiving an “Unsatisfactory” grade but warrants the attention of the league or the franchise to which the team belongs.
 - (a) A grade of “Acceptable” in the Overall Box requires a detailed explanation by the officiating crew.
 - (b) The grade in the Overall Box will not be used in determining post season team qualification or ranking.
 - (4) If a team or coaching staff receives a grade of “Satisfactory” there shall be no additional actions taken by the league.
 - (5) If a team or coaching staff receives a grade of “Acceptable” in the Overall box, this information shall be relayed back to the franchise.
 - (a) The franchise shall be expected to review the comments of the officials and take action as it deems necessary.
 - (d) The total number of sportsmanship points available during the regular season is forty-eight (48).
 - (e) Each team must receive and maintain a minimum of ninety-five percent of its available sportsmanship points to be eligible for or continue post season play.
4. Team Sportsmanship
 - (a) The performance of each team will be evaluated against the standards listed in Table 1, Player Sportsmanship Performance Criteria.

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- (b) If a player is found to have violated any one of the criteria, then the team will be given a grade of “UNSAT” in the specific area in which they failed.
- (c) If a player is given an “UNSAT,” the officials are required to give a detailed explanation of how the criteria were violated.
- (d) If an “UNSAT” is given there must be a record of at least one (1) Unsportsmanlike Penalty Flag thrown in the game against a player.
 - (1) The receipt of one (1) Unsportsmanlike Conduct Penalty may not warrant the receipt of an “UNSAT” rating for the entire game’s performance.
- (e) Any “UNSAT” given to a team may be appealed to the Executive Committee of the Downriver Junior Football League.
 - (1) Video of the incident may be used as a part of the appeal
 - (2) The executive committee will review the game film if requested by the appealing franchise.
 - (3) In order for an appeal to be granted the appealing franchise must show how it did not violate the criteria or show how the officials did not properly document that the criteria was violated.
- (f) The maximum number of “UNSATs” a team can receive for any game is two (2).

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TABLE 1 PLAYER SPORTSMANSHIP PERFORMANCE CRITERIA
PLAYER'S LANGUAGE CRITERIA CONSTITUTING AN UNSAT RATING
Foul Language directed at an Official
Foul Language directed at any Coach
Foul language directed at a Player
Racial Slur directed at an Official
Racial Slur directed at any Coach
Racial Slur directed at a Player
Use of any series of words, derogatory in nature intended to, detract, disparage, belittle; or intentionally offend the Officials,
Use of language that warrants a Player Ejection = Automatic UNSAT
Other language that may be considered UNSAT but not listed. Subject to review by the DJFL Executive Committee
PLAYER'S CONDUCT & ATTITUDE CRITERIA CONSTITUTING AN UNSAT RATING
A physical assault of an Official
A physical assault of a coach
A physical assault of a player
A threat of physical assault of an Official
A threat of physical assault of a coach
A threat of physical assault of a player
Actions, aggressive in nature intended to impart the threat of an impending assault of an Official, a Coach, or a Player
Throwing any football player equipment.
Player's CONDUCT that warrants a Player's Ejection = Automatic UNSAT
Other behavior that may be considered UNSAT but not listed. Subject to review by the DJFL Executive Committee

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5. Coach Sportsmanship

- (a) Each game each coaching staff will receive a total of 6 Sportsmanship points in the following areas; language, attitude, and conduct.
- (b) The three areas shall be evaluated as two categories.
 - (1) Attitude & Conduct is category one (1) and is worth three (3) sportsmanship points.
 - (2) Language is category two (2) and is worth three (3) sportsmanship points.
- (c) In each of the two (2) categories the coaching staff will be given a “SAT” or “UNSAT,” based on their behavior during the game.
 - (1) Each “SAT” shall be worth a total of three (3) sportsmanship points.
 - (2) Each “UNSAT” shall be worth negative (-) one (1) sportsmanship point.
- (d) The performance of each coaching staff will be evaluated against the standards listed in Table 2, Coach Sportsmanship Performance Criteria.
 - (1) If a coach is found to have violated any one of the criteria then the coaching staff will be given a grade of “UNSAT” in the specific area in which they failed.
 - (2) If a coaching staff is given an “UNSAT,” the officials are required to give a detailed explanation of how the criteria were violated.
 - (3) If an “UNSAT” is given there must be a record of at least one (1) Unsportsmanlike Conduct Penalty Flag thrown in the game against a coach or coaching staff.
 - (a) The receipt of one (1) Unsportsmanlike Penalty may not warrant the receipt of an “UNSAT” rating for the entire games performance.
- (e) Any “UNSAT” given to a coaching staff may be appealed to the Executive Committee of the Downriver Junior Football League.
 - (1) Video of the incident may be used as a part of the appeal
 - (2) The executive committee will review the game film if requested by the appealing franchise.
 - (3) In order for an appeal to be granted the appealing franchise must show how it did not violate the criteria or show how the officials did not properly document that the criteria was violated.
- (f) The maximum number of “UNSATs” a team can receive for any game is two (2).

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TABLE 2 COACH SPORTSMANSHIP PERFORMANCE CRITERIA
COACH'S LANGUAGE CRITERIA CONSTITUTING AN UNSAT RATING
Foul Language directed at an Official
Foul Language directed at a Head or Assistant Coach
Foul Language directed at an opposing Coach
Foul language directed at a Player
Foul Language directed at a Executive Committee Member
Racial Slur directed at an Official
Racial Slur directed at a Head or Assistant Coach
Racial Slur directed at an opposing Coach
Racial Slur directed at a Player
Racial Slur directed at a Executive Committee Member
Use of any series of words, derogatory in nature intended to, detract, disparage, belittle; or intentionally offend the Officials, an opposing Coach, a Player, or a Executive Committee Member
Use of language that warrants a Coach's Ejection = Automatic UNSAT
Other language that may be considered UNSAT but not listed. Subject to review by the DJFL Executive Committee
COACH'S CONDUCT & ATTITUDE CRITERIA AN CONSTITUTING UNSAT RATING
A physical assault of an Official
A physical assault of a coach
A physical assault of a player
A physical assault of an Executive Committee Member
A threat of physical assault of an Official
A threat of physical assault of a coach
A threat of physical assault of a player
A threat of physical assault of an Executive Committee Member
Actions, aggressive in nature intended to, impart the threat of an impending assault of an Official, a Coach, a Player, or a Executive Committee Member
Throwing any football coaching equipment (ex. Clipboard). Dropping a clipboard is not considered throwing it.
Coach's CONDUCT that warrants a Coach's Ejection = Automatic UNSAT
Other behavior that may be considered UNSAT but not listed. Subject to review by the DJFL Executive Committee

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

6. Clarification of Criteria

- (a) Discussions between coaches of the same coaching staff that include foul language overheard by an official but not directed at or to an official shall not be the grounds for receiving an “UNSAT” for Language or an Unsportsmanlike Conduct Penalty.
- (b) Discussions between coaches of the same coaching staff that include foul language overheard by an official but not directed at or to an official but is in the near vicinity of the players (sideline with players) shall be the grounds for receiving an “UNSAT” for Language or an Unsportsmanlike Conduct Penalty.
- (c) Agitation, frustration, or even anger by a coach during a closely contested games specifically or games in general shall not be the grounds for receiving an “UNSAT” for Conduct & Attitude.
- (d) The DJFL is a diverse youth football league. There are cultural and ethnic differences in behaviors and language that may result in misunderstandings and confusion.
 - (1) There may acceptable language usage or the use slang between teammates and coaches depending on the cultural makeup of the franchise.
 - (a) This may require a review on a case by case nature by the Executive Committee for some violations of the standards in this section.
 - (b) Under no circumstances will discrimination, intimidation, or harassment based on race, creed, color or religion disguised as “Ethnic Diversity” be tolerated.

P. COACHES RESPONSIBILITIES

- 1. Head Coaches for any and all football teams will be responsible for the training and game participation of any and all players listed on the roster for their particular team. The Head Coach shall also be held responsible for the following specific items:
 - (a) Presentation of the team to the scale in full uniform, as specified, and that the uniform items properly fit the individual players.
 - (b) The containment, or restraint of, Assistant Coaches, Junior Coaches, and all others who may report to, or act in concert with, the Coaching Staff, to within the specified coach’s box during any game.
 - (c) Knowledge of, the teaching of staff members, and confirming the knowledge of, and confirming of abidance to, the Philosophy and Rules of the Downriver Junior Football League.
 - (d) The Head Coach of the team is responsible for all game day and practice field activities. This shall include:
 - (1) Knowledge of player weights with players being weight at least once per week during practice.
 - (2) Restriction of overweight players from participating in contact drills with other players during practice days.
 - (3) Restriction of overweight players from participating on game days for players that were at least five pounds overweight when weight during practice.
 - (4) Ensuring that players receive their minimum number of plays in the game per half.
 - (5) Ensuring that players received their minimum number of plays out of the game per half.
 - (6) Head Coaches are not responsible for administrative functions that relate to roster violations such as players of the wrong ages being assigned to teams.

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2. In between plays, multiple Coaches will be allowed to step onto the field to communicate with players. While on the field, coaches must stay between the sideline and the numbers. Prior to the start of each play all coaches will return to the “Box” to allow officials free travel along the sideline.
3. Any Coach ejected from a game will result in his/her team one (1) “UNSAT” which will result in the loss of a minimum of one (1) Coach’s sportsmanship point and will be withheld from competition for at least the next scheduled day of competition.
 - (a) The coach shall not meet with the team or coaches from the official weigh in until the team has completed the game and have left the playing field.
4. A second ejection will result his/her team receiving a minimum of one (1) “UNSAT” which will result in the loss of two (2) additional Coach’s sportsmanship points.

RULE III - SCHEDULING OF PRACTICE AND GAME RULES

A. Practice Rules

1. In abidance with the League definition of "Practice", the following specific, pre-approved events will not be considered as practices, and mandatory attendance of these events if forbidden:
 - (a) Team Picture Day
 - (b) Uniform / Equipment Issue Day
 - (c) Events pre-approved by the Executive Board of the Downriver Junior Football League.
2. Opening Practice
 - (a) No formal or informal, mandatory supervised practice of conditioning sessions shall be held by any Member Organization prior to the third Monday before Labor Day.
 - (b) For the 2021 Season the first day of formal practices will be the first Monday of the month of August.
3. Body Contact
 - (a) All players will be required to complete 4 days of conditioning prior to making player-to-player contact. Contact between players and dummies, or players and blocking pads will be permitted
4. Practice Schedules and Locations
 - (a) Football and Cheerleader Practice Schedules and Location information will be provided to the Downriver Junior Football League at the first, regularly scheduled August meeting of the Downriver Junior Football League Board of Directors.
 - (1) Supplementary Practice Schedules with locations will be provided to the President and Executive Committee of the Downriver Junior Football League for any and all teams participating in League sanctioned post-season events.
 - (b) Maps detailing practice locations shall be submitted attached to the Practice Schedules and Supplementary Practice Schedules indicated above.
 - (c) All football teams of Member Organizations will start practice at the same time and location.
 - (1) Two- and one-half hour practice sessions are allowed prior to Labor Day. After Labor Day, 2-hour time limit.
 - (2) Any individual team may end practice prior to maximum time allowed.
 - (d) All Cheerleading teams of Member Organizations will start practice at the same time and location.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (1) Two- and one-half hour practice sessions are allowed prior to Labor Day. After Labor Day 2 hour time limit.
 - (2) Any individual team may end practice prior to maximum time allowed.
 - (e) Football and Cheerleader Teams will practice on the same days unless approved by the Executive Committee.
 - (f) Any change of practice schedules or supplementary practice schedules, or changes of practice locations, must be reported to the League President prior to enactment of the change.
 - (g) Football and Cheer teams may practice on different days with the approval of the Executive Committee.
5. Prohibited Practice
- (a) The DJFL week begins on Monday.
 - (b) Football teams or cheerleader teams will not be allowed to practice more than one (1) time per day.
 - (c) Prior to Labor Day there will be no practice allowed one (1) day per week.
 - (1) Days off may vary at the discretion of the franchise.
 - (d) On Labor Day Weekend, there shall be no practice allowed on Saturday, Sunday, or Monday.
 - (1) After Labor Day and throughout the rest of the season only 4 practices days per week.
 - (2) There shall be two off days per week.
 - (3) There shall be one game day are allowed per week unless a makeup game is required.
 - (4) Days off may vary at the discretion of the Member Organizations.
 - (e) There shall be no scrimmages held between teams of the same Member Organization.
 - (f) There shall be no scrimmages held with teams that are not part of any other Member Organization in the Downriver Junior Football League.
 - (g) During the DJFL season Coaches and other Agents of all Member Organizations are prohibited from any coaching of any players or any cheerleaders from their organization at any time other than during scheduled Practice Sessions or Games of the Downriver Junior Football League.
 - (h) Member Organizations are prohibited from sponsoring or holding "Camps" or other such events structured for the purpose of teaching football or cheerleading skills.
 - (1) Coaches and/or instructors for practice or games will not be compensated for their services.
6. The Downriver Junior Football League shall be allowed to sponsor an Annual Football Camp. The football camp will meet the following criteria.
- (a) The camp shall be open to youths between the ages of 7 to 13.
 - (b) The camp shall be no more than 3 days long.
 - (c) The camp shall be completed by July 31st of each year.
 - (d) All proceeds generated by the camp shall be collected by the league and reinvested in the following year's camp.

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- (1) The camp may be hosted by any member organization or held at a neutral (none member site) location.

7. Practice Termination

- (a) All practices will terminate at the time indicated on the particular team's Practice Schedule of Supplementary Practice Schedule.
 - (1) Practice Sessions delayed at the start, and those Practice Sessions interrupted for weather or other reason, will terminate at the time indicated on the team's Practice Schedule or Supplementary Practice Schedule.
- (b) No football or cheerleading teams will be allowed to practice after their last regularly scheduled game of the season except as follows:
 - (1) Specific Football and Cheerleader Teams notified they are eligible to play in post-season football games.
 - (2) Cheerleader Teams notified they are eligible to participate in post-season, league-sanctioned events.
- (c) The decision to terminate a practice of any Member Unit will be made by the League Directors or President of the Member Organization or by the Vice President in the President's absence.

8. Practice starting the first full week of October of any year.

- (a) Practices held under artificial lights must end no later than eight (8:00) pm. Participants must have transportation to their home other than walking or riding bicycles.
- (b) If transportation is not available franchises must have written permission from the parents on file for their child to walk or ride bicycles home.

9. Scrimmage Games

- (a) A Scrimmage Game is defined as a practice between the football teams of two or more member organizations.
- (b) Each team will be allowed four (4) practice scrimmages, but only with other teams of Downriver Junior Football League Member Organizations.
- (c) There shall be no recording of First Downs, Scores, or other determination, which could determine a Winner or Loser of any scrimmage.
 - (1) The use of chains and down markers are allowed during the scrimmage game.
- (d) For the 2021 seasons
 - (1) Teams will be allowed 2 additional scrimmages.
 - (2) The scrimmages may occur only during the 3rd week following the 1st Monday in August.
 - (3) There will be no additional scrimmages until the Monday prior to Labor Day.
- (e) There shall be no scrimmage between teams of Member Organizations prior to the Monday before Labor Day. **For the 2021 Season (d) above applies.**
- (f) Scrimmages may be scheduled between Member Organizations, provided that the League is advised of the date, time, and place of the scrimmage, and which Member Organizations are participants.

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(1) It will be up to each Member Organizations to hold cheerleading practice on the day of the scrimmage. They must notify the DJFL Executive Committee within 72 hours, in writing prior to the scrimmage.

(g) Any 3- or 4-way scrimmages can be allotted 3-hour time limit.

(h) League Directors or Weigh Masters of Member Organizations are to conduct a Weigh-In of selected players prior to any allowable Scrimmage between teams of Member Organizations to assure that no overweight players are participating in these Contact Drills.

(i) During the Scrimmage the “20 – 10” rule applies. The rule applies specifically to the players participating actively; players waiting to enter the scrimmage are exempt until they begin to participate.

11. Off Season Workouts

(a) The Off-Season Workout rules apply during the period that is outside of the defined season of the DJFL. That being:

1. The beginning of practice as the third Monday in August prior to Labor Day.
2. **For the 2021 season the beginning of practice will be the first Monday in August.**
3. The close of the season as third weekend in the month of November.
4. As of the first day of practice all franchises and their members, coaches, and agents must follow the established practice rules of the DJFL.

(b) Intent of the Rule – the intent of this rule is to provide coaches associated with the DJFL additional opportunities to work with players and cheerleaders while still maintaining the high expectations of fair play and good sportsmanship. Coaches will have the opportunity to interact with players and cheerleaders associated with their organization with the following limitations.

1. Coaches are free to participate in any camps; they need only inform the DJFL Executive Committee of their intent to participate.
2. Outside of the DJFL Coaches may coach any sport including teams that include players from their home franchise.
3. Coaches may have workouts with players or cheerleaders other than those sanctioned by their franchise or the DJFL. The limitations of those workouts are listed below:
 - (a) These work outs shall be “At Risk” for the said coach or coaches and participants shall not be covered by the medical or liability insurance of the DJFL
 - (b) In the interest of fair play, sportsmanship, and the health and safety of the players / cheerleaders it is expected that those coaches follow the intent of the sanctioned off-season workouts as described below:
 - 1) Workouts shall not be mandatory.
 - 2) Workout sessions shall be 2 hours or less.
 - 3) There shall be no player to player contact (no stunting for cheerleaders).
 - 4) The only allowable equipment shall be a helmet.
 - 5) Workouts shall not be used to evaluate or “cut” players or cheerleaders from a franchise team.

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- 6) There shall be no more than 6 to 8 players / cheerleaders per coach present. See additional information on size and extend of the gathering in the next step.
- (1) Any gathering of players and or cheerleaders with the intent to perform workouts that includes players/cheerleaders from all three squads a large contingent of members of a franchise's coaching staff and or Directors/Agents; the DJFL shall consider that gathering sponsored by the franchise and thus shall follow all of the requirements of a sanctioned DJFL off season workout.
- (c) The DJFL will follow the requirements of the Michigan High School rules with the following exceptions or specific requirements:
 1. All participants must follow registration guidelines and have completed all requirements to participate.
 2. Workouts sessions are not mandatory for franchises to conduct or participants to participate.
 3. A sessions schedule shall be presented to the DJFL Executive Committee that includes dates, times, and locations of workout sessions 72 hours prior to starting of season workouts.
 4. Workout sessions shall be limited to 2 hours or less.
 5. There shall be no player to player contact.
 6. The only allowable football equipment to be worn by a player is a helmet.
 7. There shall be no cheerleader workout sessions during the week of the DJFL Cheer Camp for cheerleaders.
 8. There shall be no football workout sessions during the week of the DJFL Football camp for football players.
 9. Each coach must meet the current requirements of participating as a coach in the DJFL.
 10. There must be at least one adult coach present during all workout sessions.
 11. There are no limits on the number of kids participating in a given workout session.
 12. There shall be no competition or scrimmages between member or non-member organizations.
 13. When cheerleaders and football players participate in off season work outs on the same day; they must do so at the same location and during the same timeframe.

12. Flag Football

- (a) Individuals that participate in the DJFL may also participate in Flag Football games and practices during the DJFL Football Season.
- (b) No individual that is under contract with a DJFL Franchise may coach any DJFL participants in Flag Football practice or games during the DJFL season at the same level. This includes the "Practice" portion of the season prior to the first game of the season being played.

B. GAME RULES

1. Opening of Season

- (a) No games may be scheduled before the first Friday following Labor Day.

2. Length of Schedule

- (a) Eight (8) games shall be scheduled for each Member Organization. Of the eight (8) games, four (4) are to be played at Home, and four (4) are to be played at the fields of other Member Organizations.

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- (b) The first Home game of the season for each Member Organization may be a fund-raising game with a maximum admission fee of \$5.00 per person for those 16 years or older.
 - (c) Player, Cheerleader, and Mascot participants, along with their coaches, will be admitted without charge to any games where admission is charged.
 - (d) League Executive Committee will be admitted without charge to any games where admission is charged.
3. Close of the Season
- (a) The Regular Season, and Post Season, will close on or before the third weekend in November of any year.
4. Night Games
- (a) Night Games will not be scheduled on other than Friday or Saturday, and such games will start first game play no later than 3:00 p.m.
 - (b) Games on Sunday shall start no later than 12:00 p.m.
5. Makeup Games
- (a) In the event of makeup games, home teams will have first right of refusal, the away teams has second right of refusal, in the event of non availability the Executive Committee will determine place and time of scheduled event.
 - (b) Makeup games will be excluded from all scheduling rules conflicts.
6. Game Officials will be provided as indicated elsewhere in these rules.
- (a) Complaints made by Member Organizations in reference to Game Officials should only be done through the Executive Committee and/or League President.
 - (b) No Member Organization will be allowed to contact the Head Official or Game Officials.
7. Special Events
- (a) Special events such as “Parent’s Day” shall not delay the start of the first game or subsequent games.
 - (b) Parents shall stage a minimum of five (5) minutes prior to the start of the Freshman game and no later than the four (4) minute warning of each subsequent game.
8. Games Scores
- (a) All game scores must be submitted by Sunday night of the weekend the game was played by 11:59 PM.
 - (b) Scores must be submitted by both teams
 - (c) Failure to provide scores shall result in a fine of \$25.00 for each game score not reported for both participants of the game.
 - (d) Weigh Master Forms are not acceptable for reporting game scores.

C. High School Rule Book Exceptions

- 1. The Downriver Junior Football League takes exception to the following list of high school football rules. This list may not be all inclusive as the rules are annotated in various locations in this rulebook.

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- (a) The Downriver Junior Football League has not adopted the MHSAA rules relative to the number of times teams may participate in contact drills during a given week.
 - (b) Overtime – games ending with a tie shall use the MHSAA overtime rule with the following exceptions. There shall be no more than two over-time periods and the teams shall be limited to one (1) time out for the entire over time periods.
 - (c) There shall be an Officials Time Out four (4) minutes prior to the end of each half of play.
 - (d) Each team with Time Outs remaining will be allowed use of one (1) Time Out wherein the "Running Clock" stops.
 - (e) A team that is losing by twenty-four (24) points or more may elect to kick or receive after any score or on any free kick during that game.
 - (f) A team with a lead of twenty-four points or more that attempts and obvious onside kick shall be penalized by awarding the losing team the ball on forty (40) yard line of the winning team.
 - (g) In the first half of any game if there is forty-five (45) point lead or in the fourth quarter of any game, there is a lead of twenty-four (24) points or more a "Running Clock" will be initiated.
 - (h) If there is a "Running Clock" due to a lead of twenty-four (24) points in the fourth quarter or thirty-five (35) points at the half, or a forty-five (45) point lead in the first half.
 - (1) The leading team may not pass or attempt field goals.
 - (2) Neither team may blitz from tackle to tackle.
 - (3) Neither team may put more than six (6) defensive linemen rushing the offense or the quarterback.
 - (i) A game with a known Heat Index of eighty (80) degrees or higher the officials shall call an Officials Time Out at the 6:00 mark of the first and third quarters. These time outs are for water and no coach to player interaction is allowed.
 - (j) Team Captains
 - (1) Each team will be allowed to have a maximum of eight (8) team captains that shall go to mid field for the coin toss.
 - (2) Four (4) of the eight shall be allowed to participate in the coin toss.
 - (3) The other four (4) shall stand at the forty-five (45) yard line or a maximum of five (5) yards behind the other captains.
 - (k) Violation of the Rules relative to Running Clock shall result in the following penalties:
 - (1) First Violation: Shall be a live ball fifteen (15) yard penalty.
 - (2) Second Violation: Shall be a live ball fifteen (15) yard penalty, and loss of one (1) Coach Sportsmanship Point and the ejection of the Head Coach.
2. In between plays, multiple Coaches will be allowed to step onto the field to communicate with players. While on the field, coaches must stay between the sideline and the numbers. Prior to the start of each play all coaches will return to the "Box" to allow officials free travel along the sideline.

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RULE IV - WEATHER RULES

A. Cancellation of Practice or Game

1. The decision to cancel practice will be made by the League Directors or President of the Member Organization, or by the Vice President in the President's absence.
2. The decision to call or cancel a game will be made by mutual agreement of three (3) people including the League Directors of the opposing teams and the Referee of the game. All participants are to report to the field unless otherwise directed by the Downriver Junior Football League.
 - (a) The decision to call or cancel shall be final, and the teams will accept the decision in the spirit of good sportsmanship.

B. Results of Games called while in progress

1. A game called before the halftime intermission shall be considered incomplete. Following the requirements of **Rule III Scheduling of Practice and Game Rule, B. Game Rules. 5. Makeup Games** to reschedule and complete the game.
2. A game called at any time following the end of the second quarter shall be considered complete and the score stands at the time the game is called.

C. Extreme Heat

1. On any practice day, and at the start of practice, it is known that the Heat Index has reached or exceeds eighty (80); practice will be restricted, until the Heat Index/Real Feel drops below eighty (80), as follows:
 - (a) Physical activities shall be limited to twenty (20) minutes.
 - (b) Ten (10) minute Rest and Water Breaks will follow the physical activity periods.
 - (c) This "20 on / 10 off" schedule shall be followed until the Heat Index/Real Feel drops below 80.
2. At any Game when it is known that the Heat Index is eighty (80) or higher the Officials shall call Official Time Out at the 6:00 mark of the 1st and 3rd quarters and at the 4:00 mark of the 2nd and 4th quarters.
 - (a) The 1st Quarter and 3rd Quarter timeouts are Officials Timeouts for water and no coach to player interaction is allowed.

D. lightning

1. Practice sessions or games will be immediately stopped at the first sign of lightning in the area. If a flash of light from lightning is seen, but the actual bolt of lightning is not seen, this is still to be considered as lightning in the area, and the practice or game will be stopped immediately.
 - (a) If there is immediate shelter available at the practice or game field, the teams may adjourn to the shelter area for protection.
 - (b) If teams take shelter during a practice session, they may remain in the shelter for a period of thirty (30) minutes to allow the storm to end or pass. If the storm does end or pass, practice may be resumed for the duration of the regularly scheduled practice session.
 - (c) Motor vehicles are considered as shelter when lightning is in the area.
 - (d) When Thunder is heard, all activity will be conducted as if Lightning is present.

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E. Extreme Cold

1. It is the responsibility of the Coaching Staffs to keep their players active and ready to play in extreme cold conditions.
2. If warming devices have not been provided, the players are to be kept active on the sideline, and thereby ready to play in lieu of remaining seated.
3. Under severe weather conditions the Executive Committee may authorize cheerleaders to leave the field. This applies to actual games only.
4. When determining if the temperature is less than 45 °F during weigh-in on cold weather days use the Wind Chill / Real Feel temperature. When selecting the location the zip code or the city that the game is being played must be used to determine the local temperature. Either the Weather Channel or Accu-Weather apps shall be used to determine the temperature.

RULE V –CHEERLEADING RULES

A. Cheerleading General Rules

1. The Rules of the Downriver Junior Football League shall be binding on all Member Organizations, and without exceptions.
2. Head Coaches for any and all cheerleading teams will be responsible for the training and game participation of any and all cheerleaders, mascots, Assistant Coaches, and Junior Coaches listed on the roster for their particular team. The Head Coach shall also be held responsible for the following specific items:
 - (a) Presentation of the team in uniform as specified by the Head Coach and that the uniforms properly fit.
 - (b) The containment or restraint of Assistant Coaches, Junior Coaches, and all others for their particular team, during any DJFL event.
 - (c) Knowledge of, the teaching of staff members, and confirming the knowledge of, in abidance to, the Philosophy and Rules of the DJFL.
3. Cheerleaders are subject to the same rules relative to waivers and registration as are the football players. There are no rules relative to weight for cheerleaders.
4. Cheerleading Coaches may add on to their rosters, for reasons of injury and severe discipline, which removes a cheerleader from the roster, or to replace dropouts, anytime prior to the fifth (5th) game of the season. Levels of participation are as follows:
 - (a) Freshmen Cheerleaders shall only be of League ages seven (7), eight (8), and nine (9) years old.
 - (b) Junior Varsity Cheerleaders shall only be of League ages ten (10) and eleven (11). Eight (8) and nine (9) year old may be moved up to fill JV squads. This may occur at any time during the season. Once moved to the higher level, the cheerleader cannot return to the lower level.
 - (c) Varsity Cheerleaders shall only be of League ages twelve (12) or thirteen (13). Eleven (11) and veteran ten (10) year old may be moved up to fill Varsity squads. This may occur at any time during the season. Once moved to the higher level, the cheerleader cannot return to the lower level.
5. Michigan High School Athletic Association (MHSAA) Junior High Rulebook Insert, as well as the National Federation of State High School Associations (NFSHSA) Spirit Rulebook, shall apply to all cheerleading teams of Member Organizations except as hereinafter noted.

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6. Cheerleaders Practice Schedules, locations, and maps to locate same, shall be provided to the DJFL as are football schedules, and as indicated in Rule III, A, all.
 - (a) Cheerleading Practices must be scheduled for the same date as Football practices and shall start and end within forty-five (45) minutes of the start and end times for the Football practices of the same member organization. (Example: 5:45 to 7:00 or 5:00 to 6:15)
 - (1) Each club will decide number of days to practice with set days being submitted to the President and/or Executive Committee. With a 2-day minimum and a 6-day maximum.
 - (2) For those organizations participating in playoffs and/or championship game, Cheerleaders must hold a minimum of one (1) day of practice, upon completion of competition, to prepare for said game.
 - (3) Football and Cheer teams may practice on different days with the approval of the Executive Committee.
7. Cheerleading practice may be extended beyond the end of the regular playing season if:
 - (a) Corresponding football team, or teams, of the member organization are eligible to play in Playoff and/or Championship game.
 - (b) Annual cheerleading events scheduled at a date following the eighth (8) week of regular season.
 - (c) Member organizations that do not have access to inside facilities for practices during inclement weather may have the option to cancel practice after notifying any Executive Committee member.
8. All cheerleading teams of a member organization will practice at the same time and at the same location except during inclement weather. This will apply after week 6 and a 72-hour notice must be given to two members of the executive committee to have cheerleading squads practice at different locations due to the fact that a location cannot accommodate all three cheer squads.
 - (a) Member organizations that do not have access to inside facilities for practices during inclement weather may have the option to cancel practice after notifying any Executive Committee member.
9. All cheerleading teams must have at least one (1) adult Coach with a signed coach's contract at any/all scheduled DJFL events. (Practices; Pre-game warm-ups; Games; Competition)
10. DJFL member organization cheerleader team members are prohibited from participating in any other cheerleading program or team during the DJFL season. The season is defined as the first allowable practice through the last scheduled event in which the team member is expected to participate.
 - (a) Due to the DJFL League Championship Game the final week of the season may extend into the next school cheer season. For those organization that have teams participating in the DJFL League Championship Game; those cheerleaders may participate with the cheerleading program of their individual schools during championship week.
11. Cheerleaders will only cheer at one event per week, with exceptions to:
 - (a) Participation in a rescheduled, makeup football game.
 - (b) Participation in DJFL Annual Cheerleading Events.
 - (c) Any sanctioned event that does not interfere with game participation.
12. Cheerleaders shall be present, ready to cheer, at any and all football games for the teams of the same level of participation of their member organization.

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- (a) All practice/warm-ups will be conducted before the start of any football game they are to participate in. Practice cannot start prior to half time of the preceding game of one (1) hour prior to the first game of the day.
 - (b) Cheerleaders will remain on the field, with the teams, for the duration of any football game they are to participate in.
 - (c) Failure of cheerleading teams to participate at the field, with their appropriate teams, will result in penalties being levied against their member organization.
 - (d) Under severe weather conditions, the Executive Committee may authorize cheerleaders to leave the field. This applies to actual games only.
 - (e) Cheerleaders may be excused from post-season football games if the game is delayed and it is the night before their competition upon the approval of the assigned Executive Board Member(s).
13. Pending field conditions, stunting, tumbling, gymnastics, or jumps will not be allowed without the expressed approval of the Cheerleading Representative and/or one (1) League Director of each member organization participating in the games.
- (a) The decision to “Allow” must be unanimous among the required quorum.
 - (b) The decision to “Allow” or “Not Allow” is intended to stand for all three (3) games of the day.
 - (1) The decision may be reversed at any time during the day if conditions at the field improve or deteriorate.
14. Cheerleaders benched for reasons of discipline will be seated with the team coach. Disciplined athletes are a part of the team, not spectators, and are not to be treated accordingly.
15. Any Cheerleading Teams of Member Organization may elect to participate in any of the DJFL Annual Events. Each Member Organization Team must have their intentions known by the August Directors meeting.
- (a) Any sanctioned event approved by the DJFL membership, and open to all franchises, is allowed.
16. Any taunting and/or disrespectful behavior exhibited at any DJFL event, by anyone associated with the DJFL will result in fines levied against those member organizations involved.
- (a) Any and all cheerleading Sportsmanship issues will be handled by the Cheer Committee and the Executive Committee.

B. Cheerleading Attire

1. Cheerleader and Mascot Practice/Games/Competition Apparel shall be as follows, NO Exceptions:
- (a) Clothing items with zippers, hoods, snaps, or loose-fitting V-neck openings and pockets will not be worn during practice when performing stunts. At no time are hoods allowed while stunting.
 - (b) For flyers to stunt, legs must be bare from the knee to the ankle with the exception of crew socks.
 - (c) Hair control devices can only be ribbons, with no visible metal; ponytail holders with no metal and rubber bands. At no time can bobby pins, metal/plastic clips or barrettes be used in hair.
 - (1) When cheering at practice, games, or competition, hair must be pulled back away from the cheerleader’s face, as well as, off the shoulders.
 - (d) Athletic shoes with arch support will be worn by all cheerleaders at all times they are participating in cheerleading activities.

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- (e) Fingernails must not be visible when looking at the palm of the hand. Artificial or Acrylic fingernails shall not be worn at any DJFL event. Nail polish shall not be worn at any DJFL event.
- (f) Jewelry of any kind including concealed jewelry is prohibited on all cheerleaders and/or mascots while participating in any DJFL event. At no time shall any cheerleaders face and/or body covered with costume paint, while participating in any DJFL event. No glitter of any kind shall be worn while participating in any DJFL event. Face tattoos are allowed.
- (g) No facial makeup at any DJFL sanctioned event, except at Varsity level.
 - (1) Flesh tone makeup only, no color

2. Jr. Coaches Attire

- (a) No clothing items with zippers, hoods, snaps, or loose-fitting V-neck openings and/or pockets will be worn while assisting with stunts.
- (b) Hair must be up and off the face when assisting with stunting. Hair control devices can only be ribbons, ponytail holders with NO metal and rubber bands when assisting with stunts. Pins, metal/plastic clips or barrettes cannot be used in hair while assisting with stunts.
- (c) Jewelry of any kind including concealed jewelry is prohibited during practice. Junior Coaches are allowed to wear jewelry at competition and games provided they are not assisting with any stunts.
- (d) Fingernails must not be visible when looking at the palm of the hand. Jr. Coaches when wearing artificial or acrylic nails cannot have physical contact with any cheerleader or mascot.
- (e) At no time shall any Jr. Coach's face and/or body be covered with costume paint, grease paint, Halloween color applications or the like. No glitter of any kind shall be worn while participating in any DJFL event. Face tattoos are allowed.
- (f) Shoes must be worn at all DJFL events. Shoes must be closed toe and closed heel. **FLIP FLOPS ARE PROHIBITED.**

3. Assistant Coaches and/or Head Coaches

- (a) No clothing items with zippers, hoods, snaps, or loose-fitting V-neck openings and/or pockets will be worn while assisting with stunts.
- (b) Fingernails must not be visible when looking at the palm of the hand when assisting with stunts. Jewelry of any kind is prohibited when assisting with stunts.
- (c) At no time shall any Asst. Coach/Head Coaches face and/or body be covered with costume paint, grease paint, Halloween color applications of the like. No glitter of any kind shall be worn while participating in any DJFL event. Face tattoos are allowed.
- (d) Shoes must be worn at all DJFL events. Shoes must be closed toe and minimum of sling back heel. **FLIP FLOPS ARE PROHIBITED.**

C. Competition

- 1. A sub-committee comprised of representatives of those Member Organizations participating in the Annual Cheerleading Events will be appointed each year to assist the League Cheerleading Director to:
 - (a) Decide on the format of competition.
 - (b) Schedule the event and secure the facility at which the event will be held.
 - (c) Secure the services of necessary Judges, announcers, and others as has been required in the past.

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- (d) Secure the commitment of volunteers from their respective Member Organizations to perform the various duties necessary for the presentation of the event.
 - (e) Set date and time for all participating members to provide required skill sheet.
 - (1) Each participating member organization shall provide the required Skill Sheet by the date set by the Cheer Committee at a regularly scheduled meeting.
 - (f) Lincoln Park High School shall be deemed the site of the annual Cheerleading Competition unless another team or teams submits a bid to the DJFL by the March Cheer Directors Meeting.
2. Uniformity/Requirements
- (a) No mascot, or cheerleader shall have a cell phone in the competition area (gym) during competition.
 - (b) Team members shall be identical in appearance within each individual squad.
 - (1) Uniforms must be Member Organization issued: neat/clean.
 - (2) Shoes must be white with arch support: neat/clean. (Matching shoes for all team members not mandatory)
 - (3) When competing, hair ribbons/bows must be identical within each individual squad.
 - (4) Face tattoos are allowed and must be identical on all members of the squad.
 - (c) Any cheerleader under league age for stunting at the level he/she is cheering, must be clearly identified prior to taking the mat for safety purposes, a cheerleading Board representative will apply this identification right before their squad takes the mat.
3. Competition routines shall consist of the following and may be performed in any combination deemed by the Coaches, Assistant Coaches, and Junior Coaches within the allotted time for each squad level performing. Gymnastics/stunts may be included at the discretion of the Coaches, providing the proper techniques of form and safety are utilized.
- (a) 2 minute minimum / 3 minute maximum
 - (1) Time will start at the first word or motion and will stop at the last word or motion.
 - (b) Cheers: including crowd response
 - (c) Optional Cheer Dance
 - (d) Skills: Scored skills must consist of different selected skills, performed in unison, by all team members, facing the same direction and performed in the order submitted.
 - (e) When using signs or props during competition routines, glitter is prohibited.
 - (f) At no time, may a squad member exit the front of the mat.
 - (g) Prior to Mat Timing, cheerleading squads will be allowed fifteen (15) minutes to warm-up and stretch. During this time, there shall be no stunting, running through words and/or motions. Tumbling and jumping may be allowed at the discretion of the Executive Board depending on conditions of the warm-up area

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D. Point Deductions (General/Safety)

1. Penalty Deductions for the Cheer Competitions will be in accordance with the following Table:

Safety Judges Penalty Sheet			
Description	# of Events	Multiplier	Total
Mat violation/exit off mat during routine		X 3 pts.	
Violation of Time Max 3 minutes/ Min 2 minutes		6 pts.	
Omission of Crowd Response Cheer		8 pts.	
Omission of 3 required different formations		8 pts.	
Violation of Spotting Rules		X 8 pts.	
Violation of Stunting Rules		X 15 pts.	
Unsafe Team Member Contact		X 8 pts.	
Required skills not performed in Unison, facing the same direction, or performed out of submitted order		X 8 pts.	
Safety Hazard violation <ul style="list-style-type: none"> • Props left on mat • Poms left on mat • Detached Hair Control Device • Detached Eyeglasses • Untied Shoes 		X 2pts.	
Detached hair control devises, Eyeglasses, shoe, etc.		X 2 pts.	
More than three (3) coaches in the coach's box behind judges		X 2pts.	
Unsportsmanlike conduct by any participant and/or any other member of organization staff on the mat (physical or verbal).		X 25 pts.	
Unauthorized Practice the day of Competition		X 25 pts.	
Violation of DJFL/MHSAA/Spirit Rule Book		X 25 pts.	
		Total Deductions	

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E. Volunteers/Duties

1. Each member organization shall secure the commitment of volunteers from within their organization to perform the various duties appointed necessary for the presentation of the DJFL event.
 - (a) Each organization will be responsible for fulfilling said duties for the duration of the event.
 - (b) A list of all volunteers shall be provided to the Cheer Committee upon request. If changes must be made, each organization shall notify the Cheer Committee immediately.
 - (c) Each volunteer shall sign in with franchise volunteer coordinator upon arrival to complete said duties. Set up/ clean up volunteers must check in with DJFL executive committee member and may not leave until released by DJFL executive board member.
 - (d) Volunteers shall be given a nametag and a description of the duties to be performed. At this time any clarifications should be addressed.
 - (e) Cheer Directors must remain in the team area until completion of cleanup at Cheer Competition. Cheer Directors may have a franchise representative substitute in their absence.
2. Fines will be levied against Franchises for any positions and/or duties vacated/not completed for the duration of the event.
 - (a) Amount of said fines will be determined by the Executive Committee.
 - (b) For consistence the Executive Committee shall reference the “Typical Fine Table” located in Rule VII.K when levying fines.

F. Stunting Rules

1. A stunt is defined as a person who is supported by one or more persons. It requires a base(s), flyers, as well as a spotter.
2. All partner stunts must use a spotter, in proper position. A cheerleader incorporated into the stunt will spot. At no given time may a Coach, Assistant Coach, and/or Junior Coach assist with stunting on the playing field and/or Competition area. Assistance shall be allowed only on the practice field during scheduled practice times.
 - (a) A thigh stand does not require a spotter at JV level, but does require assistance for dismount or landing
 - (b) A thigh stand does not require a spotter at Varsity level, but does require assistance for dismount or landing
 - (c) At the Varsity level, ages eleven (11), twelve (12), and thirteen (13), shoulder sit transition over the head into sponge shall be allowed.
 - (1) The Spotter/Backspot shall maintain contact at all times
 - (2) The shoulder sit transition is not allowed at the Freshman and JV levels
3. Spotter(s) must practice the “Touch, Watch, and Away” rule.
 - (a) Touching the flyer/top person; front spot may hold wrists of bases.
 - (b) Watching the flyer at all times for safety hazards. An inattentive person is not considered to be a spotter.
 - (c) Away in a position to prevent injuries with special emphasis on the protection of the head, neck, and back areas.

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- (d) Spotter(s) must maintain hand and eye contact on the flyer at all times.
- (e) A spotter may help control the building of or the dismounting from a stunt; but must not provide primary support for the flyer.
- 4. All partner stunts shall remain stationary at the Freshman.
 - (a) Stunt must dismount and release before individuals move.
 - (b) Bases may adjust feet for safety reasons.
 - (c) Varsity may travel when the flyer is in the sponge, crouch, and cradle or flair position and at the elevation level.
 - (d) JV may travel when flyer is in the sponge/crouch/cradle position only.
- 5. Mascots are prohibited from all partner stunts, with the exception of a thigh stand with spotter.
 - (a) Mascots are restricted to the following movements:
 - (1) Mascots are allowed to complete connected tumbling passes.
 - (2) Mascots are allowed to perform a thigh stand with a backspot; must remain stationary.
 - (3) Basic cartwheels
 - (4) Forward Ground Rollovers only.
 - (5) Splits
 - (6) Jumps
 - (7) Back Walkovers
 - (8) Back Handsprings
 - (b) Mascots are prohibited from any other gymnastics' skills.
- 6. Height Limitations
 - (a) All partner stunts and/or pyramids are limited to two levels high. The weight of the top person (flyer) must be borne by the one or more base(s) that is/are in direct, weight bearing contact with the performing surface.
 - (b) Pyramids are allowed. Flyers may touch while in a stunt; however, they may not support the weight of another flyer/team member
 - (1) At Varsity level only, ages eleven (11), twelve (12), and thirteen (13), double braced OLE with liberty, and double braced cupie may be allowed at extension level.
 - (a) Double braced tic tock may be allowed at elevator level.
 - (b) Bracers must be at shoulder level or below with a spotter.
 - (2) At JV level only, ages nine (9), and ten (10), and eleven (11), double braced OLE with liberty, double braced cupie and double braced tic toc may be allowed at elevator level only.
 - (a) Bracers must be at shoulder level or below with a spotter.
 - (3) The front spot must be directly in front of the flyer with arms extended supporting the bases at the wrist

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7. Extensions

- (a) NO flairs are allowed while in an extension except for a cupie.
- (b) You must have two (2) back spots, as well as a front spot. The second back spot is the bracer for the main back spot.
 - (1) Spotters must maintain hand and eye contact on the flyer at all times.
 - (2) The back spot must support the ankles of the flyer.
 - (3) The front spot must be directly in front of the flyer with arms extended supporting the bases at the wrist or the ankles of the flyer.
 - (4) An extension does not require a second back spot at Varsity level
 - (5) At the Varsity and Junior Varsity levels, you do not have to stop at elevator level before going to extension.

8. Flair dismounts can be performed at elevation level only.

9. At the Varsity Level, ages eleven (11), twelve (12), and thirteen (13), a release cradle out of extension shall be allowed.

- (a) Cradle dismount from extension is not allowed on Freshman and JV levels.

10. Legal Dismounts from elevation level into cradle or with assisted landing.

- (a) Twist (no more than 1 rotations)
- (b) Toe Touch
- (c) Pike
- (d) Ball Out
- (e) Sweeping

11. Illegal Stunts

- (a) Suspended Rolls
 - (1) Allowed at Varsity level only ages eleven (11), twelve (12), and thirteen (13).
- (b) Basket Tosses
- (c) Basket Toss to any flair
- (d) Single base extensions
- (e) Single arm extensions
- (f) Single leg extensions
- (g) Toe touch cradle from extension
- (h) Twist cradle from extension
- (i) No flairs at extension level except for a “Cupie”
- (j) Shoot Through
 - (1) Allowed at Varsity level only ages eleven (11), twelve (12), and thirteen (13).

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(k) Half Pendulum at Freshman

(l) Full Pendulum

(m) No inverted Stunts, entrances or exits.

12. Half Pendulum backwards only allowed at JV level; flyer must not come back up.

13. Gymnastics

(a) At no time may another team member assist a team member with a gymnastic stunt. At no given time may a Coach, Assistant Coach, and/or Junior Coach assist with gymnastics on the playing field and/or Competition area. Assistance shall only be allowed on the practice field during scheduled practice times.

(b) At no time during the DJFL season shall cheer teams participate in additional gymnastics/tumbling practices that have been organized by a DJFL member.

(c) Individual may attend gymnastics/tumbling on their own as long as it does not interfere with any DJFL event.

14. Legal Stunts from extension

(a) The following will be legal from extension.

(1) Cupie

(2) Sweep

(3) Mountain climber entrance

(b) At the Varsity Level only (ages 11, 12, and 13)

(1) Double braced OLE with Liberty

(2) Double Braced Cupie with a Spotter

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

G. Judges' Scoring Sheets

1. Freshman Scoring Sheet

<u>DJFL Cheerleading Competition - Judges Scoring Sheet</u>										
										TEAM NAME
TEAM LEVEL: <u>FRESHMAN</u>										: _____
<i>Skills and Difficulty Level Declaration (determined by Coaches):</i>										
Skill #1: _____ Skill #1 Difficulty Level: _____										
Difficulty Level Definition: _____										
Level 1: +2 points (Spirit Tuck, Spread Eagle, T-kick/Side Kick, Forward Roll)										
Level 2: +3 points (Splits, Double Hook, Front Hurdler Jump, cartwheel)										
Level 3: +4 points (Herkie jump, Toe Touch jump, Switch Splits, Heel Stretch, Pike Jump, Round-off)										
<u>Scoring Rubric (to be completed in ink by judges ONLY, Please initial next to any changes) -</u>										
<i>(Please circle the score you are giving below, as well as the difficulty level points)</i>										
<u>Skills:</u> Score based on team coordination, unison and factors for skills as outlined in judge's policies.										
<u>Skill #1:</u>										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
Difficulty Level Score: Level 1 (+2 pts) Level 2 (+3 pts) Level 3 (+4 pts)										
<u>Floor Mobility/Formation Changes:</u> Based on visual patterns, ease of transitions and accuracy of formations										
<u>Formations: 3 Required</u>										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Difficulty & Variety:</u> Based on all movements, motions, tumbling, stunting, flairs, jumps, transitions										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Execution:</u> Based on proper execution of motions, skills, jumps, tumbling, flairs, transitions, stunts										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Voice:</u> Score based on inflection, diction, clarity of words, appropriate volume for the squad size										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Precision:</u> Score based on accuracy of team motion										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Team Coordination:</u> Precision/timing of all motions, tumbling and stunt skills by all team members										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Crowd Response:</u> Score based on overall excitement/attitude of squad										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
<u>Overall Impression:</u> Score based on the overall impact of the performance										
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
										Judge Initials: _____

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

2. JV Scoring Sheet

<u>DJFL Cheerleading Competition - Judges Scoring Sheet</u>														
TEAM LEVEL:	_____ JV _____	TEAM NAME:	_____											
<i>Skills and Difficulty Level Declaration (determined by Coaches):</i>														
Skill #1:		Skill #1 Difficulty Level:												
Skill #2:		Skill #2 Difficulty Level:												
Difficulty Level Definition:		Level 1: +2 points (Spirit Tuck, Spread Eagle, T-kick/Side Kick, Forward Roll)												
		Level 2: +3 points (Splits, Double Hook, Front Hurdler Jump, Cartwheel)												
		Level 3: +4 points (Herkie, Toe Touch, Switch Splits, Heel Stretch, Pike Jump, Round-off)												
<u>Scoring Rubric (to be completed in ink by judges ONLY, Please initial next to any changes) -</u>														
<i>(Please circle the score you are giving below, as well as the difficulty level points)</i>														
<u>Skills:</u> Score based on team coordination, unison and factors for skills as outlined in judges policies.														
<u>Skill #1:</u>														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
Difficulty Level Score:				Level 1 (+2 pts)			Level 2 (+3 pts)			Level 3 (+4 pts)				
<u>Skill #2:</u>														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
Difficulty Level Score:				Level 1 (+2 pts)			Level 2 (+3 pts)			Level 3 (+4 pts)				
<u>Floor Mobility/Formation Changes:</u> Based on visual patterns, ease of transitions and accuracy of formations														
<u>Formations: 3 Required</u>														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Difficulty & Variety:</u> Based on all movements, motions, tumbling, stunting, flairs, jumps, transitions														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Execution:</u> Based on proper execution of motions, skills, jumps, tumbling, flairs, transitions, stunts														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Voice:</u> Score based on inflection, diction, clarity of words, appropriate volume for the squad size														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Precision:</u> Score based on accuracy of team motion														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Team Coordination:</u> Precision/timing of all motions, tumbling and stunt skills by all team members														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Crowd Response:</u> Score based on overall excitement/attitude of squad														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
<u>Overall Impression:</u> Score based on the overall impact of the performance														
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8
													Judge Initials: _____	

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

3. Varsity Scoring Sheet

DJFL Cheerleading Competition - Judges Scoring Sheet																				
TEAM LEVEL:											TEAM NAME:									
<i>Skills and Difficulty Level Declaration (determined by Coaches):</i>																				
Skill #1:											Skill #1 Difficulty Level:									
Skill #2:											Skill #2 Difficulty Level:									
Skill #3:											Skill #3 Difficulty Level:									
Difficulty Level											Level 1: +2 points (Spirit Tuck, Spread Eagle, T-kick/Side Kick, Forward Roll)									
Definition:											Level 2: +3 points (Splits, Double Hook, Front Hurdler Jump, Cartwheel)									
											Level 3: +4 points (Herkie, Toe Touch, Switch Splits, Heel Stretch, Pike Jump, Round-off)									
<u>Scoring Rubric (to be completed in ink by judges ONLY, Please initial next to any changes) -</u>																				
<i>(Please circle the score you are giving below, as well as the difficulty level points)</i>																				
Skills: Score based on team coordination, unison and factors for skills as outlined in judges' policies.																				
<u>Skill #1:</u>																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
Difficulty Level Score: Level 1 (+2 pts) Level 2 (+3 pts) Level 3 (+4 pts)																				
<u>Skill #2:</u>																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
Difficulty Level Score: Level 1 (+2 pts) Level 2 (+3 pts) Level 3 (+4 pts)																				
<u>Skill #3:</u>																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
Difficulty Level Score: Level 1 (+2 pts) Level 2 (+3 pts) Level 3 (+4 pts)																				
<u>Floor Mobility/Formation Changes:</u> Based on visual patterns, ease of transitions and accuracy of formations																				
<u>Formations: 3 Required</u>																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Difficulty & Variety:</u> Based on all movements, motions, tumbling, stunting, flairs, jumps, transitions																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Execution:</u> Based on proper execution of motions, skills, jumps, tumbling, flairs, transitions, stunts																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Voice:</u> Score based on inflection, diction, clarity of words, appropriate volume for the squad size																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Precision:</u> Score based on accuracy of team motion																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Team Coordination:</u> Precision/timing of all motions, tumbling and stunt skills by all team members																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Crowd Response:</u> Score based on overall excitement/attitude of squad																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
<u>Overall Impression:</u> Score based on the overall impact of the performance																				
1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10		
																		Judge Initials: _____		

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

RULE VI - GENERAL RULES

- A. It is the responsibility of the League Directors of each Member Organization to ensure that their Member Organization is educated and aware of these rules, and that the organization is in compliance with these rules. Each Member Organization is responsible for the behavior of their Players, Cheerleaders, Parents, Spectators and all Agents of their Organization before, during and after all DJFL events.**
- B. All Member Organizations are required to provide all members of their Coaching Staffs with copies of the Rules of the Downriver Junior Football League; and further to confirm that the coaches have read and have no less than a basic understanding of the Rules.**
- C. All Member Organizations are required to provide all agents of their organization who are active in the performance of practice sessions and/or games with copies of the Rules of the Downriver Junior Football League; and further to confirm that the agents have read and have no less than a basic understanding of the Rules.**
- D. Any change of Game site, date, or time after the Official Roster Exchanges requires League Executive Committee approval.**
- E. No tailgating will be allowed, unless the Host Franchise gives you prior approval.**
1. No outside food or drinks allowed inside the game stadium unless approved by the host franchise. This does not apply to game day participants.
- F. Complaints by parents or others against Member Organizations, coaches, Board Members, or other agents of the organization are to be submitted to the Downriver Junior Football League, and handled, as follows whenever possible.**
1. Complaints by parents or others must be delivered in written format, signed by the complainants, and include name, address, and telephone number.
 2. Complainants who notify the Downriver Junior Football League by means of telephone conversation will only be listened to if those complainants identify themselves, and provide a telephone number and address where they can be reached.
 3. Complainants will be advised that the initial actions taken to resolve their complaint will be the action of the Member Organization, which is subject of their complaint.
 4. The League will contact the President of the Member Organization that is subject of the complaint, and advise the President of the nature of the complaint.
 - (a) The Member Organization will have the first opportunity to resolve the problem or problems, which caused the complaint against the organization.
 - (b) It will be understood that no resolution has been reached until such time as the President of the Member Organization, and the complainant, have advised the League that resolution has been reached.
 - (c) Complaints that cannot be resolved between the Member Organization and the complainant will become subject to appropriate actions by the Downriver Junior Football League.
 5. Any and all cheerleading Sportsmanship issues will be handled by the Cheer Committee and Executive Committee.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

G. The football and cheerleading mascots shall not participate in the physical activities that involve contact with football players or the stunting activities performed by the cheerleading teams.

H. Post Season Play

1. Football teams must meet the minimum standards to be eligible for Post Season Play in the order as follows:
 - (a) Not be on DJFL probation.
 - (b) Obtain the mandated minimum amount of Sportsmanship points.
 - (1) Football teams must be credited with a minimum of forty-six (46) Team Sportsmanship Points, and forty-six (46) Coach's Sportsmanship Points, to be allowed to participate in post season Playoff Games.
 - (2) Football teams must be credited with a minimum of fifty-two (52) Team Sportsmanship Points, and fifty-two (52) Coach's Sportsmanship Points, at the end of post season Playoff Games, to advance to the Conference Championship Game.
 - (3) The determination of sportsmanship points earned shall be in accordance with Section P Sportsmanship of Rule II Playing Rules.
 - (c) Loss of Sportsmanship Points for Teams or Coaches may be appealed only to the Executive Committee.
2. An ineligible team shall not be considered in the standings for determination of the post season representatives.
3. If two teams are tied, the Win/Loss Standings are subject to the following Tie Breakers, in descending order as follows:
 - (a) First Tie Breaker - Team Sportsmanship Points
 - (b) Second Tie Breaker - Coaches Sportsmanship Points
 - (c) Third Tie Breaker - Winner of Head to Head Contests if played.
 - (d) Fourth Tie Breaker - Team wins with the addition of the wins of their opponents.
 - (e) Fifth Tie Breaker - The flip of a coin.
4. If three teams are tie, the same selection procedures shall be followed with the following exceptions:
 - (a) First Tie Breaker - Team Sportsmanship Points
 - (b) Second Tie Breaker - Coaches Sportsmanship Points
 - (c) If one team defeated both of the other teams, then that team will win the tie breaker and the remaining teams will revert to the two-team tie breaker if necessary.
 - (d) If two of the three teams defeated the third team, the third team is eliminated, and the remaining two teams shall revert to the two-team tie procedure if necessary.
 - (e) If there is a tie game between two of the three teams, or all three of the teams did not play each other, the team wins with the addition of the wins of their opponents (strength of schedule) shall break the tie.
 - (f) If one of the three teams wins the tie breaker through strength of schedule, the remaining two teams shall revert to the two-team tie procedure if necessary.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

- (g) If the three teams remain tied, a coin flip will be conducted one team at a time until a team is eliminated. The remaining two teams will revert to the two-team tie-breaker procedure.
- 5. If four or more teams tie for the championship, the following selection procedure shall be followed:
 - (a) First Tie Breaker - Team Sportsmanship Points
 - (b) Second Tie Breaker - Coaches Sportsmanship Points
 - (c) If one team defeated each of the other three teams, then that team shall win the tie breaker and the remaining three teams shall revert to the three-team tie breaker procedure.
 - (d) If two of the four teams defeated each of the other two teams, the latter two teams shall be eliminated, and the two remaining teams shall revert to the two-team tie procedure.
 - (e) If three of the four teams defeated the fourth team, the fourth team is eliminated, and the remaining three teams shall revert to the three-team tie procedure. If there is a tie game between two of the four teams, or if all four teams did not play each other, the team wins with the addition of the wins of their opponents (strength of schedule) shall break the tie.
 - (f) If one of the four teams' wins the tie breaker through strength of schedule, the remaining three teams shall revert to the three-team tie procedure.
 - (g) If the four teams remain tied, a coin flip will be conducted one team at a time until a team is eliminated. The remaining three teams will revert to the three-team tie-breaker procedure.
- 6. Post Season Games
 - (a) There will be two (2) predetermined Playoff Game locations per conference.
 - (1) A Freshman, Junior Varsity, and Varsity Game will be played at each Playoff Game site.
 - (b) There will be one (1) predetermined Conference Championship Game locations per conference.
 - (1) A Freshman, Junior Varsity, and Varsity Game will be played at each Conference Championship Game site.
 - (c) For post season games, updated rosters shall be submitted to the League Secretary no later than 9:00 PM on the Wednesday immediately prior to the game.
 - (d) Playoff Games will be scheduled on the first Saturday following the end of the regular season, the Conference Championship game the following Saturday.
 - (e) Post-season game sites will be chosen alphabetically.
 - (1) No Member Organization will be obligated to host any post-season games.
 - (2) A Member Organization has the right to pass on hosting and will not lose its respective position.
 - (a) If a Member Organization passes / declines to host a post season game within two weeks of the game scheduled date it shall loses its respective position as a post season host.
 - (3) No game without having completed three years of membership in the League.
 - (4) No Member Organization will be allowed to host two post-season games in the same season.
 - (f) Playoff Game Hosts will:
 - (1) Incur all expenses including field use, cleanup, etc.
 - (2) Provide all necessary workers for presentation of the games.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

(3) Retain all receipts from admissions, raffles, and concessions.

(4) Fulfill the requirements of a Home Team relative to Toilets, Official Weigh-in Scale, Medical Personnel, and game field.

(g) Game Admissions:

(1) There will be a maximum \$5.00 charge for entry to the Playoff games. All admission proceeds will be retained by the hosting Member Organization, and they will provide their own ticket sales workers. This includes all forms or merchandising.

(2) There will be a maximum \$5.00 charge for entry to the Conference and League Championship games. All admission proceeds will be retained by the hosting Member Organization, and they will provide their own ticket sales workers. This includes all forms or merchandising.

(3) Children age 15 years and younger will be admitted to playoff or championship games at “No Charge.”

(h) Post Season Game Hosts will not assume the responsibility for sideline shelter and/or warming devices for competing teams.

(i) Teams in the Playoff Games will be the top 4 teams in each conference in each age group as determined by Win/Loss Records, and who have earned no less than the minimum Team and Coach’s Sportsmanship Points as required above.

(1) The Conference winner with the best overall record in a conference will be the one (1) seed followed by the next three teams with the best records. All tie breaker requirements are applicable.

(a) The one (1) seed will play the four (4) seed.

(b) The two (2) seed will play the three (3) seed.

(2) The winners of each game will play each other at the prescribed Conference Championship Game site, providing the minimum Team and Coaching Sportsmanship Point requirements are met.

(3) The winners of the Conference Championship Games there shall be no league championship game between Conference Champions.

(j) The Organization and Membership Committee will appoint team pairs to the appropriate Playoff Game locations. When deemed necessary, the Organization and Membership Committee may alter the playoff seeding.

(1) The higher seeded teams will have the option to wear their Home Jerseys, and the Lower seeded teams will wear their opposite Jerseys.

(a) The higher seeded team will declare their Jersey Option at the League Playoff Game or Championship Game meeting

(2) The higher seeded team will sit on the “Home” side. Host teams will not have the option of the “Home” side unless they are the highest seed.

(3) The number one (1) seeded team shall not play the number two (2) seeded team in the first round of post season play.

7. Officials Fees for all Post Season Games will be paid by the League, from the funds collected annually for Officials Fees.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

8. Team Options for Post Season Play:

(a) Member Organizations with more than one team competing at one field on the same day, in post season play, and whose teams are not consistent relative to Home and Away, may negotiate with opponents for Home and Away sides of the field.

(1) Agreement must be complete among opponents and witnessed by the League.

(b) Member Organizations may provide their own Medical Personnel and/or trainers to tend to their team members.

I. "In House" discipline of Coaches, Assistant Coaches, or other agents by Member Organizations for infractions of League Rules is encouraged, and any such actions must be no less severe than those penalties as defined by these rules.

J. Threats of bodily harm or assaults directed at Officials, agents of the Downriver Junior Football League, or any agents of any Member Organization, made by parents or guardians of children participating as players, cheerleaders, or mascots with any Member Organization, will not be tolerated.

K. If any of those listed are threatened, that person who makes the threat is to be ejected immediately from the event in progress. Police are to be called to eject the person making the threat in instances where compliance is refused.

L. None league or organization sanctioned events such as birthday parties; shall not be considered improper if held within seven (7) days of the actual date of birth of the individual.

RULE VII - COMMERCIALIZATION & EXPLOITATION

A. Exploitation of the Downriver Junior Football League programs, programs of Member Organizations, or a team or individual player or any Member Organization will not be allowed or condoned.

1. Any business who contributes time and/or money in the support of the League, or any Member Organization, or any team, or any individual player, must do so only for reasons, which comply and agree with the Philosophy and Purposes of the Downriver Junior Football League.

B. Fund Raisers will be allowed for any and all organizations that hold membership in the Downriver Junior Football League.

1. There can be only one (1) mandatory fundraiser for football players, cheerleaders, and mascots, which can affect their eligibility.

(a) Any implication by coaches, Board Members, or other agents of Member Organizations, that eligibility will be affected by failure of players, cheerleaders, or mascots to participate in any other fund raiser outside the mandatory fund raiser will result in sanctions against the Member Organization.

2. Participation in any fundraisers by football players, cheerleaders, and mascots will be restricted to the boundary limits of the Member Organization.

(a) Adults may promote fundraisers outside the boundary limits of the Member Organization, but not at the game or practice locations where other Member Organizations routinely conduct practice or games.

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C. Alcoholic Beverages and/or Illegal Drugs

1. The consumption of alcoholic beverages, and/or the use of illegal drugs will not be tolerated at any practice, or any other event sponsored by, endorsed by, or approved by the Downriver Junior Football League.
2. Any Downriver Junior Football League Head Coach, Assistant Coach, Junior Coach, or other participant of a Member Organization who plays an active role in the presentation of events indicated above, found to be consuming alcoholic beverages, using illegal drugs, or tobacco products (inside the stadium or practice) at such events, will be immediately ejected from the event, and subject to disciplinary action by the Downriver Junior Football League.
3. Parents, grandparents, and/or other fans or observers present at events indicated above, found to be consuming alcoholic beverages, using illegal drugs, or tobacco products (inside the stadium or practice) at such events, will be immediately ejected from the event, and may be banned from further attendance.
 - (a) Violation by a coach of a Member Organization, at or during a listed event, will result in their immediate Indefinite Suspension, and a fine of two hundred (\$200) dollars levied against the Member Organization.
 - (b) Violation by a board member or other agent of a Member Organization, at or during a listed event, will result in the banning of that person from any further participation in the Downriver Junior Football League, and a fine of two hundred (\$200) dollars levied against the Member Organization.
 - (c) Violation by a parent, grandparent, guardian, or other fan in attendance at or during a listed event, will result in the banning of that person from any further attendance at listed events, and/or removal of their child from the team roster.

RULE VIII - PENALTIES

A. Member Organizations and their agents failing to comply with the Rules of the Downriver Junior Football League may be fined, placed on probation, and /or suspended at the discretion of the Executive Committee unless otherwise specified and defined in this section.

1. The DJFL Executive Committee shall use all available resources during investigations including video recordings.
2. Member Organizations and their agents shall be allowed to provide opposing points of views during the Investigation process.
3. Member Organizations will have the opportunity to prove to the Rules and Eligibility Committee that the event did not occur such that the penalties may be removed.
4. Following the investigation only fines may be appealed to the Rules and Eligibility Committee.
5. Monetary fine amounts may only be reduced to a minimum of twenty-five (\$25).

B. Fines for infractions of any Rules will be a minimum of twenty-five (\$25) dollars and a maximum of two hundred (\$200) dollars, with exception taken for those specific fines listed later in this section.

C. All alleged League rule infractions, regarding game or practice violations, must be reported to the DJFL President within seventy-two (72) hours of the violation.

1. Any Executive Committee member of the League will advise any Executive Board Member or Director of the Member Organization which is charged with a Rule Infraction of the nature and source of the charge, no later than the following the next Executive Committee scheduled meeting.

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(a) This excludes items documented on Weigh Master and Official Game Reporting Forms.

2. Upon notification from the any Executive Committee member to the violating Member Organization, the League shall levy a fine by the next regularly scheduled league meeting.

(a) If there is an ongoing investigation, the league will be notified by the next regularly scheduled meeting.

D. All Member Organizations who are subject to fines must deliver such fines in person, no later than the next League meeting. Before any appeal can be processed, the related fine must be paid. Furthermore, failure to pay fines within the time period specified shall result in loss of the right to appeal, and membership privileges.

1. Member Organizations who are subject to fines and/or penalties are entitled to an appeal, by the next regular scheduled meeting, following payment of all fines levied.

E. Member Organizations who are subject to probation will not be allowed to participate in any post-season games during the term of their probation.

1. Cheerleading Teams of Member Organizations subject to probation will not be allowed to participate in the Annual Cheerleading Events during the term of their probation.

2. Teams of Member Organizations subject to probation will not be eligible for award of Sportsmanship Trophies.

3. Teams of Member Organizations, which are subject to probation, must finish the year, or years, with not less than 75% of all possible Sportsmanship Points.

(a) Failure to comply with this requirement shall result in probation for one (1) additional year, and the Member Organization will be fined in the amount of two hundred (\$200) dollars.

F. For events where the fine or penalty has been specifically called out, neither the fine nor penalty may be changed or reduced.

1. This applies to all sections of the rulebook where a specific fine or penalty had been defined.

2. Any Member Organization who fails to have at least one League Representative present at any Regular or Special Meeting of the Board of Directors will be fined in the amount of fifty dollars (\$50).

(a) Failure to have representation at Regular or Special Meetings of Cheerleader Directors will result in the same penalty.

(b) Each missed meeting after the second required Football meeting or second required Cheerleading meeting, will result in a fined in the amount of one-hundred dollars (\$100.00).

(c) Rule changing meetings, both cheerleading and football, shall have at least one (1) representative from each franchise present or be subject a fine of one-hundred dollars (\$100.00) dollars.

(d) If a representative shows up to a meeting fifteen (15) minutes after the start of the meeting that individual is considered late for the meeting and the franchise will be fined \$25.00.

(e) If a representative shows up to a meeting more than thirty (30) minutes after the start of the meeting that individual is considered to have missed the meeting and the franchise will be fined \$50.00.

3. Any Coach, Board Member, or other agent of any Member Organization who threatens any Game Official during, or following, any game will be placed on one (1) year probation, and the Member Organization will be fined in the amount of one hundred dollars (\$100).

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4. Any Coach, Board Member, or other agent of any Member Organization who is removed from a game by a Game Official shall be subject to a minimum of one (1) year probation from the date of the event.
 - (a) Any Coach ejected from a game will result in his/her team one (1) “UNSAT” which will result in the loss of a minimum of one (1) Coach’s sportsmanship point and will be withheld from competition for at least the next scheduled day of competition.
 - (b) A second ejection of the same coach in the same season will result his/her team receiving a minimum of one (1) “UNSAT” which will result in the loss of two (2) additional Coach’s sportsmanship points.
 - (c) The Member Organization that person is affiliated with will be fined a minimum amount of one-hundred dollars (\$100).
 - (d) A second offense by the same person in the capacity of Coach, Board Member, or Agent, shall result in suspension for one (1) year from the date of the event, and require that person to meet with the Executive Committee, and that the Member Organization that person is affiliated with will be fined a minimum amount of one hundred dollars (\$100).
 - (1) Upon reinstatement the individual shall be subject to a minimum of 2 years’ probation.
5. Any Coach, Board Member, or other Agent of any Member Organization who strikes a Game Official during or following a game will be banned from further participation with or for any organization who holds membership in the Downriver Junior Football League, and the Member Organization the person is affiliated with will be fined in the amount of one hundred dollars (\$100).
6. Three or more violations of Items 3 or 4 above, or combination of same, by members or agents of a single Member Organization, will result in the Member Organization being placed on probation for the remainder of the year, retroactive to the date of second violation and the following year.
7. Violations of Rule I - Eligibility (All items) shall result in the following:
 - (a) Any victories won by the child's team for games in which he or she participated as ineligible, will be forfeited to the opponents who played in those games.
 - (1) Forfeited victories will be counted as wins when seeding the teams in determining scheduling for the following season
 - (b) The Team for which the child participated shall be placed on probation for the remainder of the year.
 - (c) Any Member Organization that, in the same year, is discovered to have a second violation of any part of Rule I – Eligibility the member organization will be on probation for the remaining season and the following season.
8. Following the Annual Roster Exchange, the Executive Committee will conduct a review of each Member Organization's rosters. Following the Roster Exchange, each Member Organization will be notified of any roster infractions. Upon such notification, each Member Organization will be allowed seventy-two (72) hours to make corrections without penalty.
 - (a) All Roster infractions will result in the violating Member Organization being fined in the amount of twenty-five dollars (\$25) per infraction up to a maximum of two hundred dollars (\$200) per incident.
9. Any Registrar who fails to meet the responsibilities as detailed in Rule I, C (All items) will be subject to removal from the position at the discretion of the DJFL Executive Committee.

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- (a) Intentional and/or deliberate acts of fraud by any Registrar will result in immediate termination of the Registrar for his or her Member Organization, and that Member Organization shall be placed on probation for the remainder of the year, and the following year.
- 10. Any Coach or Board Member who is terminated by any Member Organization will not be allowed to coach for, or hold an elected position, in any other Member Organization in the Downriver Junior Football League.
 - (a) It is the responsibility of the Member Organizations to report the termination of any Coach or Board Member to the League. This report is to be in letterform, addressed to the League President, and including a brief explanation of the cause of termination.
 - (b) A Coach or Board Member terminated by any Member Organization will only be allowed to once again coach or hold elected position in the League after applying directly to the Executive Committee, and the granting of approval by the League Board of Directors.
- 11. Coaches' Sportsmanship Ratings by Officials will impact Team Sportsmanship Ratings only if he or she is rated "UNSAT" for his or her Language or Attitude & Conduct on three (3) occasions during the season.
 - (a) A third rating of "UNSAT" in the same season will result in a fine of the Member Organization in the amount of two hundred dollars (\$200), the immediate Indefinite Suspension of the Coach and the team.
 - (1) The coach may appeal the "UNSAT" and Indefinite Suspension.
 - (2) The "UNSAT" appeal must be approved such that the coach may be reinstated.
- 12. Violation of Rules relative to players' minimum plays per half "in" or "out" of games shall result in the following penalties:
 - (a) First Violation:
 - (1) Team Head Coach shall be suspended for one (1) game week, including all practices and the game.
 - (2) The Member Organization shall be fined in the amount of twenty-five dollars (\$25).
 - (b) Second Violation:
 - (1) Team Head Coach shall be suspended for twelve (12) months including all practices and games. In addition, placed on probation for one calendar year from the date of the infraction.
 - (2) The Member Organization shall be fined in the amount of fifty dollars (\$50).
 - (c) Violation of rules relative to players and/or minimum plays during Post Season play will result in:
 - (1) The Head Coach will be suspended from coaching at any level for twelve (12) months including all practices and games.
 - (2) The Member Organization shall be fined in the amount of one hundred dollars (\$100).
 - (d) A blatant violation of minimum plays will result in forfeiture of the game. Blatant violations will be defined as purposeful violations that intentionally affect fair completion. Blatant violations will be determined by the Executive Committee
- 13. Any football player found changing uniform apparel or equipment items following Official Weigh-In with the intent of deceiving the opposing team of his identity shall be immediately removed from play in that day's game, and the Head Coach will be suspended for that day's game.

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- (a) The Member Organization will be fined in the amount of one hundred dollars (\$100).
 - (b) For game jersey change as directed by the officials (blood on jersey) or due to damage to the jersey; the opposing team shall be notified of the player's new jersey number.
14. The Head Coach of any team who does not abide by the Weather Rules relative to Extreme Heat will be subject to Suspension for one (1) game immediately following the infraction.
- (a) The Member Organization will be fined in the amount of one hundred dollars (\$100).
15. Violation of the Rules relative to Running Clock shall result in the following penalties:
- (1) First Violation: Shall be a live ball fifteen (15) yard penalty.
 - (2) Second Violation: Shall be a live ball fifteen (15) yard penalty, and loss of one (1) Coach Sportsmanship Point and the ejection of the Head Coach.
16. If any player removed from the game in accordance with Rule II, D, all items, is returned to the game in violation of the Rules, the following penalties will be imposed:
- (a) First Violation by an Offensive Team: Shall be a live ball fifteen (15) yard penalty and loss of one (1) down.
 - (b) First Violation by a Defensive Team: Shall be a live ball fifteen (15) yard penalty and an automatic first down.
 - (c) Second Violation = Forfeiture of Game to Opponent.
 - (1) Forfeiture under this circumstance will result in an UNSAT rating for Attitude & Conduct and subsequent loss of one Coach's Sportsmanship Point.
17. Any player ejected from a game will be withheld from competition for at least the next scheduled day of competition. A second ejection will result in that player being withheld for at least the next two (2) scheduled days of competition. A third ejection in the same season will result in that player to be withheld for at least the next three (3) scheduled days of competition.
- (a) A team with a player ejected from a game shall lose one (1) sportsmanship point for each player ejected. This sportsmanship point deductions may be appealed.
18. Any Team with a lead of more than twenty-four (24) points who attempts and obvious On Side Kick will be penalized by the awarding of the possession of the ball to the Losing Team on the forty (40) yard line of the Leading Team.
19. Coaches Contracts must be completed in their entirety, with no blanks left incomplete or unchecked. Failure to complete contracts:
- (a) Will result in fines to the Member Organization in the amount of twenty-five dollars (\$25) for each incomplete contract.
 - (b) Will result in termination of the contract by the League.
20. Games Scores
- (a) Failure to provide scores shall result in a fine of \$25.00 for each game score not reported for both participants of the game. Weigh Master Forms are not acceptable for reporting game scores.
- G. There shall be a fine for each failure to have a minimum of three cheerleaders on the sideline for a game.**

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H. Lack of Cheerleaders Fine Table.

	1 st Offense	2nd Offense	3rd Offense	4th Offense	5th Offense	6th Offense	7th Offense	8th Offense	Playoff Game	Champ Game	Total Fines
	\$25	\$50	\$75	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$850
Freshman	\$25	\$50			\$75	\$100					\$250
JV	\$25										\$25
Varsity	\$25	\$50	\$75	\$100	\$100	\$100					\$450
Total	\$75	\$100	\$75	\$100	\$175	\$200					\$725

1. There shall be no additional penalties if the following conditions are met:
2. Franchise must provide evidence of their due diligence to meet the requirements of all three cheer squads.
 - (a) The following are examples of due diligence:
 - (1) Proof of advertisement
 - (2) Local Newspaper
 - (3) Local Cable Channel
 - (4) Flyers
 - (5) Website
 - (6) Advertisement at all schools in your area. If this is not allowed by the school district, must receive letter from school district indicating such.
 - (b) Failure to meet the due diligence requirements may result in the following:
 - (1) Entire Program placed on Probation
 - (2) Referral to O&M to review renewal requirements for the following year.
 - (c) At the discretion of the Executive Committee, a franchise lacking cheerleaders may be recommended for review by the Organization and Membership Committee.

I. Infractions or violations of any rule of the DJFL by a football squad will not affect the eligibility, sportsmanship, or postseason status of any cheerleader squad.

J. Infractions or violations of any rule of the DJFL by a cheerleader squad will not affect the eligibility, sportsmanship, or post-season status of any football squad.

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K. Fine Table

OFFENSE	FINE VALUE
Cheer Competition personnel no show (per individual)	\$100.00
Championship Gate Workers no show (per individual)	\$100.00
Coach's training not completed within 7 days of signing contract	\$100.00
Game Day Violations	
No Medical personnel onsite at game start	\$100.00
No Weigh Master present at weigh-in start time	\$100.00
No Paperwork at game site (either team)	\$100.00
Omissions of Paperwork at Annual (January) Meeting	\$200.00
Omission of Requested Information	\$100.00
Omissions of Roster Exchange Items	
Rosters	\$100.00
Coach's Contracts	\$100.00
Waivers	\$100.00
Practice Day Violations	
No Paperwork at practice site	\$100.00
No CPR Qualified person at practice site	\$100.00
Missed Mandatory Meeting as called by League President	\$100.00
Registrar	\$100.00
Coach's	\$100.00
President	\$100.00
Weigh Master	\$100.00
Violation of Club's Bylaws per event	\$200.00
Franchise encourage improper weight loss [I.E.(f).(2)]	\$100.00
Player Game Ejection 1 st Offense [II.N.4.c.(1)]	\$100.00
Player Game Ejection 2 nd Offense in the same season [II.N.4.c.(4)]	\$200.00
Ejected Player returns to the same game [II.N.4.e.(3)]	\$200.00
Failure to provide scores on time [III.B.8.c]	\$25.00
Coach use of Alcoholic Beverages and or Illegal Drugs [VII.C.3. (a)]	\$200.00
Board use of Alcoholic Beverages and or Illegal Drugs [VII.C.3. (b)]	\$200.00
Probation with < 75% of possible sportsmanship points [VIII.E.3. (a)]	\$200.00
1 st Representative more than 15 minutes late to meeting [VIII. F.2.(d)]	\$25.00
No Representation at Regular Board Meeting [VIII.F.2.]	\$50.00
No Representation at Cheer Meeting [VIII.F.2. (a)]	\$50.00
After 2nd missed Board or Cheer Meeting [VIII.F.2. (b)]	\$100.00
No Representation Rule Change Meeting [VIII.F.2. (c)]	\$100.00
Threatening a Game Official [VIII.F.3]	\$100.00
Removed from a game by a Game Official [VIII.F.4. (c)]	\$50.00

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

Removed from a game by a Game Official 2nd Offense [VIII.F.4.(d)]	\$100.00
Striking a Game Official [VIII.F.5.]	\$100.00
Roster Violations post roster exchange per infractions [VIII.F.8. (a)]	\$25.00
Roster Violations post roster exchange maximum [VIII.F.8. (a)]	\$200.00
3rd Coach's UNSAT in same season [VIII.F.11. (a)]	\$200.00
Failure to provide minimum plays in or out [VIII.F.12. (a). (2)]	\$25.00
2nd Violation of minimum play rule [VIII.F.12. (b). (2)]	\$50.00
Post Season violation of minimum play rule [VIII.F.12. (c). (2)]	\$100.00
Player caught changing uniform [VIII.F.13. (a)]	\$100.00
Violation Weather Rules [VIII.F.14. (a)]	\$100.00
Incomplete Coaching Contracts [VIII.F.19. (a)]	\$25.00
Failure to submit Cheer Skill Sheet by required date [V.C.1]	\$25.00
Fines for minimum cheerleaders are in Table H [VIII.H]	

RULE IX - AWARDS

A. Team Awards will be consistent with the Rules of the National Federation of High School Associations and the Rules of the Michigan High School Athletic Association.

B. League Awards

1. There shall be no League Awards to any individuals except as described in Rule VI General Rules H. Post Season Play.
2. There shall be no All-Star teams.
3. There may be League Awards to Member Organizations relative to Sportsmanship Ratings:
 - (a) Ratings will be submitted weekly by Game Officials to the President of the Downriver Junior Football League.
 - (b) Sportsmanship Rating Records will be maintained by the President of the Downriver Junior Football League.
 - (1) Perfect Score for any team during the Regular Season will be six (6) points per game played for a total of forty-eight (48) points.
 - (2) All Member Organizations whose three (3) teams earn perfect scores will be awarded First Place Overall Sportsmanship Awards.
 - (3) All Member Organizations who have two (2) teams earn perfect scores will be awarded Second Place Overall Sportsmanship Awards.
 - (4) All Member Organizations who have one (1) team earn a perfect score will be awarded Third Place Overall Sportsmanship Awards.
 - (c) Teams who have earned Sportsmanship Trophies will received their award at the next scheduled League meeting.
4. There may be League Awards to Member Organizations relative to Annual Cheerleading Competition:
 - (a) The format of Competition will be as determined by the Member Organization Cheerleader Directors each year prior to competition, and approved by the President of the D.J.F.L.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

(b) Awards will be made to those teams whose Point Scores are in the top 50% of all scores awarded to competing teams.

(1) In the event that an odd number of teams compete, Awards will be made to one half of the participating teams based on the next highest number.

5. Special Patches may be attached to uniforms as provided in the Michigan High School Athletic Association Hand Book, and with special approval of the Downriver Junior Football League.

(a) Name Tags may be placed on the back of the helmet to identify the players.

RECOMMENDATIONS

A. To Officials

1. Penalties should be called against teams, players, or coaches only when the imposition of the penalty will give advantage to the team of the violated. It must be kept in mind that the age of the participants, and experience of the coaches, is different from other types of contests.
2. We want Game Officials to feel that they are part of our Player Instruction Staff, both as to the technical and the sportsmanship aspects of the game of football.
3. Game Officials are requested to report incidents and examples of improper coaching to the Head Official and to the Downriver Junior Football League.
4. The Downriver Junior Football League expects professionalism at all times in the conduct and performance of the Game Officials while on the fields or when present at any games.
5. Game Officials are requested to use discretionary judgment in assessing Team Sportsmanship Points for both un-sportsmanship penalties and personal fouls.
6. Game Officials are instructed to display a DJFL issued hat, which displays a number that corresponds with a Roster of Officials submitted by the Head Official. Each Member Organization will receive the Roster of Officials no later than the Annual Roster Exchange Meeting.

B. To Coaches

1. It is understood that all Coaches in the D.J.F.L. are volunteers who, under contract to the League, have agreed in their individual contracts to conform to the Rules of the Downriver Junior Football League and the League Philosophy.
2. The standards of performance and behavior for our coaches are high, as they must be, to provide the quality of training necessary for the children participating in our programs.
 - (a) The Players and Cheerleaders our Coaches are working with are between the ages of seven and thirteen years.
 - (1) Children of these ages are eager to learn, anxious to please, and expected to be highly impressionable.
3. Coaches must be constantly aware that they are official representatives of the Member Organization for which they are serving.
 - (a) As members of the community they can expect to be in the presence or line of sight of a child from their member organization at any time or any place.
 - (b) The behavior of coaches anytime or anywhere, both on and off the practice and game fields, may have impact on the children or their member organization.

DOWNRIVER JUNIOR FOOTBALL LEAGUE RULES

4. In addition to teaching the skills required for the playing of football, or cheerleading, our Coaches are charged with the responsibility of teaching their teams, by example and precept, to respect their member organization, the League, and contest officials.
 - (a) Further, the Coaches must be supportive of any adverse decisions by any of these parties by refraining from critical comments in public, in the media, or in the presence of the children.
5. The Coaches are also to develop, communicate, and model policies for children's conduct and language at practice, during competition, and at all other appropriate times.
6. The expectations of the Downriver Junior Football League include the acknowledgment by the coaches that their role as mentors to the children will be more important than the winning or losing of games.
 - (a) Those who are not willing to make their best efforts to meet these standards would be well advised to step aside for those who would.
7. While football and cheerleading are the activities for which we gather, these activities are truly the least important of reasons for the existence of the Downriver Junior Football League and our member organizations.

C. Coaching Requirements

1. All Coaches must complete the following requirements
 - (a) Complete the required training for their position
 - (b) Pass a franchise sponsored background check.
 - (c) Complete the appropriate contract / application.

MEMBER BOUNDARIES

BOUNDARIES

ALLEN PARK BULLDOGS

The City of Allen Park and Allen Park School Attendees, except for Melvindale-Northern Allen Park School District

DEARBORN HEIGHTS RAIDERS

The City of Dearborn Heights and Dearborn Heights School Attendees, and the City of Dearborn west of Golfview and north of Cherry Hill

GROSSE ILE JR. DEVILS

Township of Grosse Ile, Grosse Ile School Attendees, Trenton-Boyd W Arthurs Middle School, and the City of Trenton - South of Harrison Road and East of Longmeadow Dr

HURON RIVER YELLOW JACKETS

Gibraltar School District, The City of Flat Rock, Brownstown Township South of Gibraltar Road, the Village of South Rockwood, Jefferson School District, and Airport School District

LINCOLN RAILSPLITERS

Lincoln Consolidated School District, Lincoln Consolidated School District Area School Attendees

LINCOLN PARK JR. RAILS

The City of Lincoln Park and Lincoln Park School Attendees

MELVINDALE CARDINALS

The City of Melvindale, Melvindale School Attendees, and Melvindale-Northern Allen Park School District

RIVER ROUGE PANTHERS

The City of River Rouge and River Rouge School Attendees

RIVERVIEW PIRATES

The City of Riverview, Riverview School District, Riverview school attendees, and City of Trenton - north of Harrison Road

ROMULUS FLYERS

The City of Romulus and Romulus School Attendees

SOUTHGATE VIKINGS

The City of Southgate and Southgate School Attendees

TAYLOR "SEA HAWKS"

City of Taylor, Taylor School District, City of Taylor Area School Attendees

MEMBER BOUNDARIES

WASHTENAW WOLVERINES “MAIZE”

Ann Arbor Public School District Middle School Clague, Scarlett, Tappen and their Associated Elementary School Attendees and Ann Arbor Public School District Middle Schools Clague, Scarlett and Tappen Area School Attendees

WOODHAVEN WARRIOR ELITE

The City of Woodhaven, Brownstown Township North of Gibraltar Road, Woodhaven-Brownstown School District and Attendees, Woodhaven residents attending school in Gibraltar School District, and the City of Trenton- West of Longmeadow Dr and South of Harrison Road Excluding Boyd W Arthurs Middle School - Trenton

WYANDOTTE INDIANS

The City of Wyandotte and Wyandotte School Attendees

YPSILANTI BRAVES

Ypsilanti Community Schools and Ypsilanti Community Schools Area School Attendees

Definition of School Attendees:

School attendees shall include all students that are currently enrolled in a non-traditional public school, such as, but not limited to Parochial, Charter or Private school.

TEAM COLORS

Team	Helmets	Home Jerseys	Pants	Away Jersey
Allen Park “Bulldogs”	Green	Green / Yellow	Green / Yellow / Black	White
Dearborn Heights “Raiders”	Gray	Black	Black	White
Grosse Ile “Junior Devils”	Black	Red / Black	Gray / Black	White
Huron River “Yellow Jackets”	Black	Black	Gold	White
Lincoln “Railsplitters”	Gray	Royal Blue	Gray	White
Lincoln Park “Jr. Rails”	Orange	Royal Blue	Royal Blue	White
Melvindale “Cardinals”	White	Red	Red	White
River Rouge “Panthers”	Maroon	Maroon	Maroon	White
Riverview “Pirates”	Gold	Maroon	Gold	White
Romulus “Flyers”	Red	Royal Blue / Red	Red / Blue	White
Southgate “Vikings”	Black	Black	Black	White
Taylor “Seahawks”	Navy	Navy	Navy	White
Washtenaw Wolverines “Maize”	Blue & Maize	Maize	Navy	White
Woodhaven “Warriors Elite”	Black	Purple	Black	White
Wyandotte “Indians”	Navy Blue	Navy Blue	Navy Blue	White
The Away Jerseys of all teams will be White				

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

ARTICLE I - TITLE

A. The name by which this Association shall be known is: DOWNRIVER JUNIOR FOOTBALL LEAGUE

ARTICLE II- PURPOSES

A. This Association is designed primarily for the improvement and development of the capabilities of individuals: to encourage certain types of sports and athletic endeavors; to promote the physical, mental, and moral development and well-being of youths 7 through 13 years of age without regard to race, creed, color or religion, by providing the means through which the individual youth shall receive education and instruction in sports programs; and the purpose of setting up such a program will be to develop a sense of fair play, honest and fair competition and true sportsmanship, with the end result that there will be a lessening of juvenile delinquency and juvenile problems within the prescribed area; further, that safe participation in the game of football will be established through competent and trained coaching staffs, adequate practice and game facilities, approved protective equipment, safe transportation to and from game activities; further, that the protection of the emotional health and welfare of each youth involved, as well as the physical health and welfare, shall be attained by emphasis upon equal competitive standard scientifically determined, rather than upon the winning of games, or any other adult competitive standard.

B. Furthermore to:

1. To assist members with publicity in fund raising promotions upon their request.
2. To raise funds to promote the purposes as stated in this Article II, A.
3. To establish uniform playing rules for all members.
4. To schedule participation of members on an equitable basis.
5. To promote the growth of this type of activity among more and more youths.
6. To provide officials for all games.
7. To perform such other actions as are necessary or required to promote the purposes stated above and feasible to be performed by the members as individuals.

ARTICLE III - OFFICES

A. The principal and registered office shall be located at the office of the Secretary.

ARTICLE IV - MEMBERSHIP

A. The membership of the Downriver Junior Football League shall consist of organizations duly certified by the Michigan Corporation and Securities Commission as a Non-Profit Corporation, who have filed Articles of Incorporation with the Michigan Corporation and Securities Commission and who are in good standing with the Michigan Corporation and Securities Commission.

1. Articles of Incorporation for the individual members shall include purposes substantially in accord with the purposes of the Downriver Junior Football League.

B. Minimum standards of organization of the individual's member's corporation shall be as follows:

1. Members shall cause to be drawn By-Laws for their corporation which will provide for:
 - (a) Membership in any appropriate manner, and such membership may be restricted in any desirable manner whether by dues or otherwise.

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

- (b) An annual meeting of members, upon written or published notice; at least one purpose of such meeting shall be the election of a Board of Directors and/or Officers.
- (c) A procedure for nominating a slate of director nominees and/or officers, which slate may be from the existing board members and/or officers who are members in good standing of the organization, and which procedure must permit for additional nominations.
- (d) The compilation and maintenance of a complete list of the members entitled to vote at the Annual Meeting, together with their address, which lists shall be available at the office of the secretary of that organization for examination by the membership during the regular hours of business.
- (e) An Agenda to be followed at the Annual Meeting, to wit:
 - (1) Roll Call - eligibility to be checked.
 - (2) Proof of notice.
 - (3) Reading of minutes of the last meeting.
 - (4) Reports from:
 - (a) President
 - (b) Treasurer
 - (c) Committee Chairmen (if required)
 - (d) League Directors
 - (5) Election of directors and/or officers.
 - (6) Other business.
 - (7) Adjournment
- (f) Authorizing the Board to manage the property and business of the organization. The composition of this board is to be determined by their constitution and by-laws.
- (g) Meetings of the Board to be held, at least quarterly, the first meeting of which shall be within ninety (90) days after their election; and, further provided, at least one purpose of said first meeting to be the election of officers, unless members' by-laws are set up to elect officers by the membership of said organization; and further provided, that a quorum for the transaction of business shall be the presence, in person, of a majority of the Board of Directors.
- (h) Officers having the following titles and duties:
 - (1) President - Chief Executive
 - (2) Treasurer - Custodian of all funds, which may be disbursed only as authorized by the Board.
 - (3) Secretary - Recorder of the minutes of all meetings of the Board and responsible for the giving of all notices required by Statue, By-Law, or resolution.
 - (4) Two League Directors per each complete Unit to represent the Member Organization at all League Meetings.
 - (5) Such other officers as the Board may deem necessary to carry out the business of the organization, which Officers may have duties prescribed by the Board.
- (i) No director, officer or coach shall receive monetary remuneration for ordinary services rendered to the organization.

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

- (j) The transfer of assets to a similar non-profit corporation upon dissolution of the member organization.
- (k) The effectuation of amendments to the By-Laws, but no such amendment shall be inconsistent with the foregoing.
- 2. The filing of a true copy of the By-Laws for the organization with the Secretary of the Downriver Junior Football League.
- 3. Any of the above requirements may be waived for organizations, which were originally established for purposes other than the sponsorship of Junior Football if they should desire to sponsor Junior Football upon:
 - (a) The investigation and recommendation of the Organization and Membership Committee.
 - (b) The approval of the Board of Directors of the Downriver Junior Football League.
- 4. Member Organization Background Screen Program
 - (a) DJFL requires each member organization to implement a background screening program focusing on all adult coaches and other adult members having frequent contact with participating children to ensure a safe and secure environment for members.
 - (b) Screening shall cover criminal background, sex offender registry and identity verification.
 - (1) This screening process shall be administered by a board appointed screening administrator.
 - (c) Access to information from this screening process should be limited to the administrator and one other delegate preferably an officer of the member organization. Confidentiality and privacy shall always be maintained.
- 5. Member Background Information Privacy, Security and Confidentiality
 - (a) Member organization shall take a number of steps to ensure that member information is adequately safeguarded. These steps include the following:
 - (1) Implement a number of physical and electronic security features to prevent unauthorized access to member information.
 - (2) Limit member access to member information to the appointed screening administrator.
 - (3) Conduct periodic reviews of member organization's processes and computer systems, including security features.
 - (4) Members shall be required to acknowledge their responsibility to maintain the confidentiality and privacy of member information.
- C. Membership in the League shall be obtained by the granting of a Franchise, upon submission of application to and approval by the Board of the League, the Board having been satisfied that the applicant has met the requirements as set forth in Section A and B of this Article, as well as any other requirements as may be established by the Board in their Rules and Regulations.
- D. A Franchise shall be for one year and shall be renewed, provided that the purposes of the League have been met in the past by the renewing organization, upon the recommendation of the Organization and Membership Committee and payment of such annual franchise fee as the Board shall establish for each year; and further, provided that such franchise fee shall be payable on or before the January meeting and each year thereafter; further that an operational fee to be established by the Board from year to year shall be payable on or before December 1 of each year; and, further, that no new franchise will be granted, and no existing

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

franchise shall be renewed, unless the sponsoring organization presents a complete Unit; said unit defined as consisting of three football and three cheerleader teams to perform as per League Rules including varsity, junior varsity, and freshman teams of each type. Minimum levels of participation to be as established by the Playing Rules & Eligibility Committee with the acceptance of the League Board of Directors as part of the Rules.

- E. Failure to pay Franchise Fees, Operational Fees, Official's Fees, or Insurance Fees; Any member who shall be ten (10) days or more in default in the payment of these fees shall, by action of the Executive Committee, be immediately suspended from all privileges of membership; and if, after written notice from the Treasurer of such default, the default be not cured within a period of twenty (20) days, the Board of Directors shall terminate the franchise of the defaulting organization.
- F. Except as provided in Section E, above, a member may be expelled after a full investigation and report on the situation by the Organization and Membership Committee to the Board of Directors and subsequently thereto upon an affirmative vote of 2/3 the Directors present at any regular or special meeting of the Board; provided that 72-hour notice shall be given each member of the Board that such expulsion of franchise is to be on the agenda of such meeting.
- G. Each member organization shall earnestly and in good conscience comply with the By-Laws and the Rules and Regulations of the League and shall have the responsibility of financing its own team unit or units. No member shall be subsidized or receive financial assistance from the League, and therefore shall have the responsibility of financing its own Unit or Units.
- H. Whenever it is deemed practicable, the League may assign members to a conference, which shall be established in accordance with the Rules and Regulations, as the Board shall promulgate.

ARTICLE V – BOARD of DIRECTORS

- A. The government, control, regulation, and management of this League shall be vested in a Board of Directors.
- B. Each member organization shall be entitled to two (2) Directors and each Director shall have one (1) vote on the Board, said Directors to be elected by the respective member organizations from among their directors and officers and their names, addresses and telephone numbers and e-mail address will be submitted to the Secretary of the League at first meeting in January of each year, to serve as Directors for the ensuing year; and further provided, that absentee Directors may delegate their vote to other members, directors or officers of their organization. No director shall be able to cast more than one (1) vote.
 - 1. Proxies will not be allowed.
- C. The Board of Directors shall establish the amount of the annual franchise and operational fees to be paid by the member organization for the renewal of the establishment of a franchise as prescribed in Article IV, Section
- D. The Board of Directors shall promulgate such rules and regulations as it deems necessary for eligibility of players, scheduling of teams or conferences, uniformity of playing rules, requirements for membership and such related matters pertaining to the successful operation of the Downriver Junior Football League, providing that no such rules and regulations shall be repealed or amended after July 1 of any year.
 - 1. All rules and regulations changes must be approved by a two-thirds majority of the Board of Directors present.
- E. The Board of Directors shall approve and cause to be published whatever literature or other materials may be required to promote the growth of the Leagues program and for the information and guidance of the membership, participants or interested parties.

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

- F. The Board of Directors shall hold an Annual Meeting in the third week in January of each year for the following purposes; to elect League Officials from qualified current or past membership a President, Vice President, Secretary, and Treasurer, and to consider any business deemed properly presented and in order, said annual meeting to be held in two parts: Part one, with Officers and Board of Directors of the past year for the purpose of completing the business of the past year; Part two, with the Board of Directors of the forthcoming year. With the President of the past year chairing the meeting until new League Officials are elected. The Board of Directors shall hold at least one regular meeting during the months of March, April, June, September, October and November in each year, and further, special meetings may be called by the President or upon written request of one-fourth of the members of the Board of Directors. All cost associated with hosting a league special meeting shall not exceed \$400, unless prior approval had been granted by the Board of Directors at a meeting of the Board of Directors. Regular meetings of the Board of Directors shall be rotated among the League members. The host of a regular meeting shall be responsible for all costs of hosting the meeting. The league Member who hosts the mandatory football Coaches meeting in August shall be responsible for the first \$200.00 of the cost of hosting the meeting and the league will cover the next \$1,000.00, any additional remaining cost will be the responsibility of the host. No individual will be allowed to be nominated, elected, or hold the office of League President without having served no less than one year as a League Board of Director.
- G. All bills and invoices must be submitted by the Treasurer to the Board of Directors for approval before payment.
- H. A majority of the members of the Board of Directors present in person shall constitute a quorum at any meeting and a majority vote of the Board of Directors present in person shall govern, except where otherwise provided for herein.
- I. It is the duty and responsibility of all the representatives of the Downriver Junior Football League to ensure that all rules of the Downriver Junior Football League are followed by the coaches and their franchises

ARTICLE VI- EXECUTIVE COMMITTEE

- A. A. There will be up to nine (9) members of the Executive Committee for the Downriver Junior Football League. This committee will govern both the football and cheerleading.
- B. The committee shall consist of the League Officers; President, Vice President, Secretary, Treasurer, a member of the Organization and Membership committee, two members elected from the general membership, and up to two (2) additional members selected from current or past general membership.
 - 1. The Executive Committee shall be elected by the current Board of Directors.
 - 2. President, Vice President, Secretary, and/or Treasurer may be current or past general members.
 - 3. Two members of the Executive Committee shall be elected from the past or current general membership.
 - (a) The current members from the general membership and the Organization and Membership committee shall be elected by the Board of Directors from a list of candidates submitted by the Organization and Membership Committee for this purpose.
 - 4. Executive Committee may select up to two (2) additional executive committee members upon majority approval by the Board of Directors.
- C. Duties of the Executive Committee:
 - 1. The Executive Committee shall appoint the League Head Official with the approval of the Board of Directors, establish and define the duties and responsibilities of such appointees, and shall have complete

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

control over the activities of such appointees.

2. The Executive Committee shall establish and identify required procedures regarding the violation of rules and regulations by any member organization. The procedures will include: submission of complaints; actions and penalties imposed; and methods of reporting to the concerned franchises and the Board of Directors.
3. The Executive Committee shall act on violations of League Rules in accordance with those directives provided in Rule VIII. The Executive Committee may act without written complaint. The Executive Committee shall interpret all playing and eligibility rules during the season in cases of difference of opinion between members. Appeal of the Executive Committee decision regarding penalties or Rule VIII may be taken to the Playing Rules and Eligibility committee. All appeals will require a two-thirds (2/3) majority vote for approval by the Playing Rules and Eligibility Committee members.
4. Penalties will be set in accordance with Rule VIII. The Executive Committee has the ability to set penalties based on each individual situation.
5. Members of the Executive Committee who are coaches will not be able to attend practices of franchises that are on their schedules or after week 5 appear to be playoff opponents.

ARTICLE VII – LEAGUE OFFICERS

- A. The League Officers of the Downriver Junior Football League shall consist of a President, Vice President, Secretary and Treasurer, and such other officers as the Board of Directors may elect, to be elected in compliance with the General Corporation Laws of the State at Michigan.
- B. The officers shall be elected at the Annual Meeting of the Board of Directors in accordance with procedures established by the Board of Directors and shall serve for a period of one year or until their successors have been elected. Any eligible League Officer may be re-elected.
- C. If any League Officer vacancy occurs, the Board of Directors shall fill the vacancy at the next regular meeting of the Board of Directors, or at a special meeting called for that purpose.
- D. The President shall have the following powers and duties:
 1. To call all regular and special meetings of the Board of Directors and the Executive Committee and to preside over all such meetings.
 2. To be an ex-officio member of all standing and special committees.
 3. To appoint the necessary members to the Organization and Membership committee a Standing Committee of this corporation, such member shall be either current or past officers or directors.
 4. To appoint the Chairman and members of all special committees, members of which need not be members of the Board of Directors.
 5. To appoint an individual to fill the position of Executive Secretary, which appointment shall become effective only after ratification and approval by an affirmative vote of two-thirds (2/3) of the Board of Directors present.
 6. The President may, upon affirmative vote of two-thirds (2/3) of the Board of Directors present at any meeting called for the purpose, remove the Executive Secretary from office, and the Board of Directors shall have the right, by the same vote, to require that the President remove the Executive Secretary from office.
 7. The President may cast a vote only in the case of tie.
 8. Written proxies will not be allowed.

DOWNRIVER JUNIOR FOOTBALL LEAGUE BY LAWS

- E. The Vice President shall perform the duties of the President in his absence.
- F. The Secretary, or whoever the Board of Directors may appoint, shall record and maintain minutes of all Board of Directors meetings, regular and special; shall receive and answer all official League correspondence; shall prepare and submit all annual reports; preserve and maintain the records and correspondence of the League; and shall perform all other duties as may be assigned by the Board of Directors to his office.
- G. The Treasurer, or whoever the Board of Directors may appoint, shall receive and deposit in an accredited bank all funds accruing to the League, shall maintain and preserve accurate and adequate financial records of receipts and expenditures, shall render current financial statements at each regular meeting of the Board of Directors; shall pay promptly all bills against the League in accordance with Article V, Section G; shall prepare the annual financial statement and shall forward same to the Secretary.
- H. The officers of this Association shall constitute the Executive Board along with the Chairman of all standing committees. The president from the previous year shall be an ex-officio member of the Board of Directors for a period of one year.

ARTICLE VIII — COMMITTEES

- A. The Chairmen of the Organization and Membership committee and the Playing Rules and Eligibility Committee shall be appointed by the President at the Annual Meeting of the Board of Directors
- B. The Playing Rules and Eligibility Committee shall consist of one League Board Director from each Member Organization, plus a Committee Chairperson, and a cheerleading representative to vote on cheerleading issues only.
- C. Any League Franchise hosting a committee meeting for the league shall be reimbursed by the league for all reasonable cost not to exceed \$200, per meeting, without prior approval from the Board of Directors.
- D. Duties of the Standing Committees:
 - 1. **ORGANIZATIONS AND MEMBERSHIP COMMITTEE**
 - (a) To investigate and determine if an applicant for a franchise has complied with the membership requirements established by the Board of Directors and make its recommendation for acceptance or denial to the Board of Directors for action.
 - (b) To investigate and determine the compliance with regulations for renewal or expulsion of a franchise already in the League, and make its recommendation for renewal or expulsion to the Board of Directors for action, securing from each franchise at the January meeting: (1) Request for Renewal of Franchise, (2) Minutes of Annual Meeting Showing Election of their Franchise, (3) A true copy of the Articles of Incorporation, (4) A copy of the most current by-laws, (5) Franchise fee (Franchises will be notified of amount), (6) Previous years Non-Profit Corporation information update. Also, one (1) director from the previous year and one (1) director for the current year along with the names, address, telephone number, and e-mail address for the current League Board of Directors and Alternates. Failure to do so will result in the loss of franchise rights until requirements of Article IX-C-1-b are met.
 - (c) It shall be the duty of this committee to consider all proposed amendments to these By-Laws or Rules and Regulations regarding membership, or organization; to present said proposals in proper form to the Board of Directors for action along with the committee's recommendation of approval or disapproval.
 - (d) This committee shall aid in the organization of new franchises if so requested by the applicant.

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- (e) It shall be the duty of this committee to establish the geographical franchise limitations, as it deems practical and to submit such proposals to the Board of Directors by the June meeting for approval.
- (f) It shall be the duty of this Committee to interview and recommend the three (3) candidates to be elected by the Board of Directors to the Executive Committee.

2. PLAYING RULES AND ELIGIBILITY COMMITTEE

- (a) All rules and regulations pertaining to the playing of the games and environment shall be formulated by this committee and submitted to the Board of Directors for approval.
- (b) All rules and regulations pertaining to the eligibility for players shall be formulated by this committee and submitted to the Board of Directors for approval.
- (c) The Playing Rules & Eligibility Committee shall establish criteria for the selection of coaches by member organizations. Said criteria to be designed to achieve the highest possible coaching standards for the youths involved in the program. The Executive Committee shall be responsible for the adherence to such standards.
- (d) The Playing Rules & Eligibility Committee shall establish and supply to the officials and the Board of Directors the criteria for sportsmanship ratings. Only the league coaches and players will be judged for sportsmanship.
- (e) The Playing Rules & Eligibility Committee shall establish a format for the scheduling of regular season games by the regular scheduled meeting of the Downriver Junior Football League Board of Directors during the month of April each year.
- (f) Hear any appeal(s) of any appealable action taken by the Executive Committee.

3. CHEERLEADING COMMITTEE

- (a) This Committee to be comprised of one Cheerleading Director, or recognized alternate, from each Unit participating in the Downriver Junior Football League.
- (b) The Cheerleading Committee will be chaired by a Chairperson, Vice-Chairperson and a Secretary elected by the Cheerleading Committee after the DJFL annual meeting. The Chairperson, Vice-Chairperson and/or Secretary can be a current or past Cheer Committee members.
- (c) Duties of the Cheer Committee Chairperson:
 - (1) Conduct any and all scheduled and special meetings held by the DJFL Cheer Committee.
 - (2) Prepare and distribute an agenda for all such meetings.
 - (3) Attend the scheduled monthly DJFL League meetings to give a report on Cheer Committee activities to the league Executive Board and membership. This is to include submitting a budget for the annual Competition/Cheer Fest.
 - (4) Conduct the Cheer Committee in the drafting of any and all revisions, amendments and submitting proposals in regard to the League cheer rules and by-laws.
 - (5) Attend one (1) Rules & Eligibility Committee meeting, to be designated by said committee, to submit and explain any and all proposals drafted by the Cheer Committee.
 - (6) To conduct the Cheer Committee in drafting and establishing criteria regarding the selection of cheerleading coaches. Such criteria are to comply with the DJFL coaching standards.
 - (7) Appoint one (1) representative from each event committee as stated in Rule V P to record the activities of all meetings held by their respective committee.

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- (8) Such records are to be incorporated with the records from that months regularly schedule Cheer Committee meeting.
- (9) Forward any and all necessary materials needed by the Cheer Committee Co-Chairperson and Cheer Committee Secretary to fulfill their duties and for the operation of said Committee.
- (d) Duties of the Cheer Committee Vice-Chairperson:
 - (1) Shall perform the duties of the Cheer Committee Chairperson in their absence.
- (e) Duties of the Cheer Committee Secretary:
 - (1) Publish and distribute minutes of any and all meetings held by the DJFL Cheer Committee, to the Cheer Committee.
 - (a) A hard copy of said minutes is to be sent to the officers on the DJFL Executive Board Members.
 - (2) Publish and distribute any and all Rule & By-laws Proposals as well as any accepted Rule & By-law changes.
- (f) This Committee to meet on a schedule similar to that of the Board of Directors, and participation in this committee by each Unit is mandatory.
 - (1) There will be no regularly scheduled meetings of the Cheerleading Committee during the month of July.
 - (2) Regular meeting of the Cheerleading Committee shall be rotated among the League members. The host of the regular meeting shall be responsible for all of the cost of hosting the meeting. The league member that hosts the mandatory Cheerleading Coaches meeting in August shall be responsible for the first \$200.00 of the cost of hosting the meeting and the League will cover the next \$1000.00, any additional remaining cost will be the responsibility of the host.
- (g) Rules and regulations pertaining to participation of cheerleaders in games and practices will be formulated by this committee.
- (h) Rules and regulations pertaining to the eligibility for participation of children in cheerleading teams will be drafted by this committee.
 - (1) There shall be absolutely no conflict between any DJFL eligibility rules for football players or cheerleaders relative to age of participants, residency requirements, waivers, waiver exemptions, registration requirements, or similar issues.
- (i) Rules, regulations, schedule, criteria, management and performance of the DJFL Annual Cheerleading Competition or Cheer fest, shall be a responsibility of this committee.
 - (1) Any and all receipts generated by the presentation of this event will be used to pay costs directly incurred to conduct same, and also including the cost of participation pins and award trophies purchased. Any receipts in excess of these costs will become part of the General Fund of the DJFL.
- (j) Criteria regarding the selection of Cheerleading Coaches shall be drafted and established by this committee. Said criteria to set the highest possible coaching standards for participation in the DJFL
- (k) Cheerleading Rule additions and/or changes drafted by the Cheerleading Committee will be presented by the Cheerleading Committee Chairperson to the Rules & Eligibility Committee. Delivered drafts will be reviewed at this meeting. Those delivered drafts approved by a majority of

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those present at the combined meeting will be delivered to the Board of Directors for approval subject to the same criteria as are any Rules and rule changes.

E. DUTIES OF THE EXECUTIVE BOARD

1. To meet between Board of Directors meetings, if necessary, for the following purposes:
 - (a) To prepare the agenda of the next Board of Directors meeting.
 - (b) To execute the business of the League not specifically requiring action by the Board of Directors.
 2. To convene on matters considered by the President to be of an emergency nature on at least twenty-four (24) hours notice.
 3. To interpret and act on the By-Laws in cases of emergency. A quorum of the Executive Committee shall be considered to consist of the Executive Committee members in attendance at a properly convened meeting.
- F. As ex-officio members of all committees, the President of this League shall have one (1) vote in case of a tie at all meetings of committees, which he attends.

ARTICLE X - FISCAL YEAR

- A. The fiscal year for this Association shall be from league opening meeting to league closing meeting.

ARTICLE XI- EXECUTION OF INSTRUMENTS

- A. Checks, Drafts, Etc. - All checks, drafts and orders for payment of money shall be signed in the name of the League by the Treasurer and shall be countersigned by such other officer or agent as the Board of Directors shall from time to time designate for that purpose.
- B. Contracts, Conveyances, Etc. - When the execution of any contract, conveyance or other instrument has been authorized without the specification of executing officers, the President, and Secretary or Treasurer may execute the same in the name of the League. The Board of Directors shall have the authority to execute any instrument in behalf of the League.

ARTICLE XII -AMENDMENTS

- A. These By-Laws may be amended, altered, changed, added to or repealed by the affirmative vote of two-thirds of the Board of Directors present in person at any stipulated meeting, provided that written notice of such proposed changes shall be presented by the Secretary to each member of the Board of Directors at least fifteen (15) days prior to the date of the meeting at which the proposed change or changes shall be submitted to a vote.

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