***NEFL Policies & Information***

***The NEFL game fee is $90.00 per game official.  Should a clock operator be used at the team's request, the fee would be $65.00. The use of a clock operator is not mandatory and must be requested by each team.  The clock operator should be a certified game official. If a certified game official is not manning the clock, the clock is not official and under is under the direction of the game officials. Should the operator prove not to be competent in its operation, it should be shut off.***

***The N. F. L. tie breaker will be used in all games.  One 15 minute sudden death period will be used.  One time-out will be allotted each team for the overtime period.  Timeouts do not carry over.  In league playoffs only, one sudden death period will be used, and if the game is still tied, the NCAA Tie-Breaker will be in effect.***

***If a player is wearing a shield, it must be clear. No tinted shields are permitted even with a Doctor's note.***

NEFL members must realize that the NEFL is a working man's league and safety is our main concern.  The rule listed below will be strictly enforced this year.  When a player is obviously out of the play, please be informed that he cannot be blocked or hit.  A 15 yd. penalty will be accessed and possible ejection for "Intent to injure" "No player shall run into or throw himself against an opponent obviously out of the play either before or after the ball is dead."

"Horse Collar" The NEFL will be using the NCAA version of the horse collar rule.All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the runner down. This does not apply to a runner who is inside the tackle box or to a quarterback who is in the pocket.

***Pre-Game***: Coaches should certify that an EMT is present.  **The game cannot start** without proper medical personal present. The EMT cannot be a player in uniform.

***Mandatory Equipment***  Mandatory league equipment is different than specified in the NCAA manual.  Coaches should be well aware of what is required and should certify that all players are wearing mandatory league equipment.  For further clarification:  Helmet visors have to be clear as specified in the NCAA manual.  Crew Chiefs should certify with the coaches prior to kickoff that all players are wearing mandatory league equipment.

***Mandatory League Equipment.*** - Football helmet with facemask and chinstrap (Buckled), Shoulder pads, Football cleats (rubber or plastic only), knee pads, thigh pads, and mouthpiece.

***Mandatory for the 2014 season.***  Knee pads, Thigh pads, Mouthpiece.

***All team members must be dressed alike, no exceptions!*** All helmets and facemasks must match in color.  All pants and shirts must match as well.  The rules do not allow a player to wear 2 different color socks.  The wearing of one solid color sock and one white sock is not allowed.  Both socks must match if they wear them.  Some teams have issued socks that match which is perfect although not required.  Again the use of "Common Sense Officiating" comes into play.

Teams shall use any new, or nearly new, college or professional ball.  Kickers can bring in a special ball for kicking situations. However, it still must be a legal ball. ***Composite balls are not authorized.  They must be leather, either the NFL or NCAA ball.***

Before each game, the referee and umpire should count the number of players each team has dressed for the game**.** League rules allow only: 60 players to be dressed in AAA, 50 players in AA, 40 players in A.  Delay penalty (15 yds.) will be assessed on the opening kickoff.  Coaches must have some players undress to get down to the mandatory player limit.  League does not require a minimum amount of players.  Teams can continue until they do not have enough players on the field.  As always, safety is a concern and final judgment is in the hands of the referee.

      If both teams agree, it is not a problem if teams are over the player limit. There may dress only 5 additional players over the conference limit. Both have to agree otherwise they have to dress down to league limit.

Each team has been instructed to pay the referee $225.00 per game.  This should be collected prior to kickoff.  Teams cannot pay with checks.

***Game Administration* All games in the N.E.F.L. are played under NCAA rules with the following exceptions:**
***GENERAL RULES:***

If the ball carrier is grounded not due to defensive contact, he may get up and continue.  If a defensive player touches him, he is considered down.  Unnecessary roughness is at the discretion of the officials.

Any player is allowed to wear a towel.  Towels may not have any markings that could promote ill will.

Do not make an issue about tape on the uniforms unless it becomes a safety issue.

***TIMING:*** Games consist of **15-minute quarters**.   On a pass play, if the clock has been stopped according to rule, the clock will again start when the ball is declared ready for play.  On a running play, if the ball goes out of bounds the clock will also start on the ready for play.  On a change of possession, the clock will start on the snap. Game clock does not stop on a first down except during the last two minutes of each half.  ***The last five minutes of each half will be played according to NCAA rules.......when a ball carrier, fumble, or backward pass goes out of bounds, clock starts on the ready.  Clock will start on the snap on all incomplete pass plays.  During the last two minutes of each half, ball going out of bounds or on an incomplete forward pass, the clock will start on the snap.***  Games should run between two hours and two hours and fifteen minutes.

Teams will be notified when there is approximately 5 minutes remaining in either half.  This warning should be given when there is a natural stoppage in play.  They will also be notified when approximately 2 minutes remain in either half; clock should be stopped for this purpose; clock will then start on the snap.

Teams may use ***3 time outs per half***. No more than two coaches from each team may go onto the field during a timeout.  Coaches on the field during a timeout may only address their teams.

Teams will have 30 seconds from the ready for play whistle to put the ball in play.  The back judge will raise his hand with 10 seconds remaining in the play clock; he will drop his hand at the 5 second mark.

***The N. F. L. tie breaker will be used in all games.  One 15 minute sudden death period will be used.  One time-out will be allotted each team for the overtime period.  Timeouts do not carry over.  In league playoffs only, one sudden death period will be used and if the game is still tied, the NCAA Tie-Breaker will be in effect.***

***KICKS & PUNTS:*** Kickoffs will be from the 35-yd. line unless a penalty is enforced. ***Teams will be allowed to kick off only one time.***  If the ball goes out of bounds, there is no option for a re-kick; the receiving team has the option of putting the ball into play at the out of bounds spot, and tacking on the proper penalty, or **30 yds** beyond the restraining line of the kicking team, and tacking on the proper penalty.

***Exception:***  If either team is offside on the kickoff, offended team is given the option of taking the result of the play, or re-kicking with the proper penalty applied.

Kicking tees may be used.

On long snaps (PATs, punts, field goals), no defensive player may line up head-up on the center.

Defensive players may be in the guard-center gap and must allow the one-second before contact on the center.  ***Exception:*** on Shot Gun Formation.

Punt receiver must be given a **5-yd. buffer zone** when receiving a punt.  He must be given an unmolested opportunity to catch the ball.  (15 yd. penalty for contact with the punt receiver, 5 yd. penalty for non-contact foul.)

***On a punt, only the two end men, whether on or off the line (kicking team), can go down field on the snap.  All other players on the kicking team must hold their positions until the ball is kicked.  (5 yd. penalty).***

***BLOCKING:***

There is NO blocking below the waist:

**Exception 1:** blocking below the waist is permitted in the rectangular area (former legal clipping zone).   However; players are prohibited from clipping in this area.

**Exception 2:** Blockers, when protecting on a pass rush, may legally block below the waist.

There is NO blocking below the waist downfield.

***PASSING:*** In order to protect the quarterbacks, a modified In the Grasp rule will be in effect.  The whistle should blow when the referee feels that the quarterback is no longer MOBILE.  If you feel the quarterback can still make a play even though an opponent has grabbed him, **HOLD YOUR WHISTLE**!  The intent of the rule is to prevent a free shot on the quarterback. ***Remember to check the new NCAA rule on hits on the Quarterback at or below the knee.  Quarterbacks are at a premium in the NEFL and must be protected!***

**Only one foot**, first foot down, in bounds on a catch.

Face guarding is not interference unless there is contact.

Tangled feet are considered incidental contact.

There is no 5-yard buffer zone as in the N. F. L. Defensive contact must be established **within one (1) yard of the line of scrimmage**.

***NUMBERING:*** The offensive formation must have five men numbered 50 -79 and no more than four players in the backfield to constitute a scrimmage. No exceptions to this rule!  Again "Common Snese Officiating and Game Management comes into play".  In a scrimmage kick formation any number can be an exception to this rule **as long as they are not the end men on the line**.

Players who have both offensive and defensive positions must wear a jersey indicative of their offensive position. This rule is enforced in all divisions.  However in some instances, common sense should prevail.

Numbers must be visible on the front, back, and either the shoulder or sleeves of the jersey.  ***The numbers ?0? and ?00? can not be used.***

***EJECTIONS:***

Any player receiving **three personal fouls in one game** will be automatically ejected from that game.

Any player or coach that uses any racial, ethnic, or discriminatory slurs towards another player, coach, or game official, will automatically be ejected from that game.  Additional suspension at the discretion of the Board of Directors.

***Post Game Administration:*** Home team will be required to provide at least two players to escort the officials off the field after the game. Please try to park in the same vicinity.  This is mandatory procedure on part of the home team.  Inform Bob Oreal, Supervisor of Officials, if this procedure is not followed.