



Future Leaders Football League

Future Leaders Football League (FLFL) Mission, Philosophy, Goals & Rules

(Adapted for HFC 2020)

MISSION

The mission of FLFL (Youth Developmental Football League) is dedicated to teaching the youth of our communities the fundamentals and proper techniques of tackle football. Our emphasis is on developing physical fitness, sportsmanship, teamwork, and leadership skills in a positive and safe environment.

PHILOSOPHY

- We do not create heroes or failures among participants who are too young to handle either role.
- We exist for the benefit of all kids. We **DO NOT** exist for the benefit of the adults or a select group of kids.
- Each participant will learn to play positions on offense and defense during the course of the season.
- Each player will have a starting position on offense or defense for at least 1 game and should have an equal opportunity to participate in 25% of every game, except for disciplinary reasons. Equal Opportunity does not necessarily mean equal playing time.
- Teams at each grade level will be formed with an equal distribution of talent. There will be no "All Star", "Traveling" or "A/B/C level" teams.

GOALS

1. Provide a positive, fun-filled experience.
2. Teach the participants the skills, rules, strategy and discipline of football and encourage good sportsmanship, self-confidence and teamwork.
3. Promote healthy and safe physical activity for all participants.

4. Build character by offering a team experience, regardless of individual ability, stressing skill development and a positive attitude regardless of winning or losing.
5. Provide opportunities for earned playing time for all participants as much as possible. (Exceptions to this may include chronic missed practice time, disrespect for the game, officials or team.)

We want to provide a learning experience for both football skills and sportsmanship. We expect that our coaches and parents will not only teach this to the players but also practice it themselves during the games. By adhering to both the rules and philosophy of the program, the playing experience for all is improved.

In the FLFL, the primary objective is not to win at all costs. All teams have a number of outstanding players and a number of weaker players. Coaches must make sure all players have an assigned position on both offense and defense with the expectation that each player will have a fair opportunity to play 25% of the game. Coaches will structure an offensive and defensive playing rotation that allows a large number of players to either touch the ball or make tackles. This should be in meaningful minutes, and not just at the end of a one-sided win/loss.

FLFL feels that it is a disservice to the kids in our programs if all players are not given the opportunity to develop their skills and play meaningful minutes in games throughout the season. Opportunities should be provided through out the season so a fair amount of players have a chance handling the ball, not just a select few players.

Role of Coaches

As Coaches we must always keep in mind, regardless of the situation - that it is about ALL the kids. Not just a single kid, a small group of kids or a single team of kids – it is about EVERY SINGLE KID IN THE PROGRAM...

regardless of ability, athleticism, skills, physical attributes, age, sex, race or any other factor. We as adults/ coaches must always conduct ourselves in a professional and (proper) adult-like manner. Our expectations, attitudes, opinions and all other perceptions must remain in perspective that we are dealing with young kids. FLFL Youth Developmental Football is a league formed on the beliefs listed above. All coaches must agree to these beliefs. Program directors will monitor coaches to assure all steps are being taken to create a fair and equal environment for all participants.

DEFINITION OF DEVELOPMENTAL FOOTBALL

Develop - de·vel·op verb: gain through experience, create by training and teaching; grow, progress, unfold, or evolve through a conducive environment; generate gradually; grow emotionally or mature;

Developmental - de·vel·op·men·tal: To Develop, the process of developing
Developmental Football - The process of teaching the game of football by establishing and gradually building upon sound fundamental principles, train-

ing through repetition and allowing the players to gain experience and grow in skills and confidence in a conducive, appropriate and safe environment.

PLEASE NOTE: The word “WINNING” is not mentioned or referred to anywhere in our definition of Developmental Football.

IT’S ABOUT ALL THE KIDS!

FLFL is truly created for teaching the game and its fundamentals while keeping the focus on growing the kids and growing the NUMBER of kids who participate.

There is a thread of consistency throughout ALL good developmental Youth Football programs is that everything has been developed with only one focus in mind... THE KIDS! If you ever run into an instance where there is an issue (on or off the field) most often than not it is because some ADULT has veered away from these principles...

When in doubt, re-read this introduction. If you can honestly say that your decision, intent, methods and motivation are unequivocally in line with the philosophy of this league, then you are doing what is best for the kids and the program.

ARTICLE I - MEMBERSHIP

Seven consenting youth football programs totaling 11 set of teams shall make up the initial membership. Additional teams may be added at the start of a given year (prior to the spring meeting) by a simple majority vote of member teams. The members are as follows:

School	Director	E-mail	Phone #
Freedom	Linda Olson	lolson@freedomschools.k12.wi.us	920 716-7555
Kaukauna	Chris McDaniel	mcdanielc@kaukaunasd.org	920 759-6154
Kimberly	Corey Wiegel	wiegelbulldogs@gmail.com	920 750-3635
Little Chute	Jason Wegand	jwegand@sbcglobal.net	920 419-4646
Menasha	Joe Weiland	weilandjm@yahoo.com	920 475-4857
Neenah	Phil Johnson	neenahmsfootball@gmail.com	920 427-6656
Wrightstown	Otto Sukow	sukow@wrightstown.k12.wi.us	920 532-5553 EXT. 4406

ARTICLE II – MEETINGS

- A. At the conclusion of the season, program directors will attend a working meeting to evaluate the concluded season and possible adjustments for the following season. This meeting shall be held no later than the month of January following the season.
- B. An annual spring meeting shall be held by program directors to set schedule and review topics brought up from the previous meeting that need resolution before the season starts. This meeting shall be held no later than the month of May.
- C. A special MANDATORY Coaches meeting will be held at a date to be determined at the **FALL** meeting for all coaches who will be coaching in FLFL for the upcoming season. This meeting is to explain philosophy and expectations of the league to all coaches. If a coach cannot attend this meeting, it is the responsibility of the program director to educate his coach or coaches the philosophy and expectations of the league. Every team/program is required to have representation at the coaches meeting.
- D. Each Program Varsity Head Coach is required to attend the coaches meeting.

ARTICLE III – SCHEDULING

Scheduling process to be determined by league & (scheduling coordinator). All program directors will have an opportunity to view the proposed schedule before it is finalized at the spring meeting.

ARTICLE IV – MAKE-UP GAMES

When bad weather or other circumstances forces the postponement of a scheduled game, the program directors of the two teams involved will mutually agree, if and when to a make-up game. All efforts should be made to play the game.

ARTICLE V – LEAGUE RULES

The Wisconsin Interscholastic Athletic Association (WIAA) derived from the National Federation of High Schools with the Wisconsin adaptation governing high school freshman football rules will constitute the basic rules of the Future Leaders Football League unless modified herein:

- A. Each organization is allowed a maximum of (8) hours of clinic/camp time in shoes, shorts, and tee shirts prior to the first scheduled practice.

Football pads, helmets, etc. are not allowed at any camp or clinic. Youth camps with the varsity staff do not count towards the clinic/camp time.

B. The first practice will ALWAYS be the second Tuesday in August. In **2020**, the season will start on **August 11–September 7**. A conditioning period of three (3) days with helmets only, followed by 2 days of helmets and shoulder pads only are required. The earliest opening day for practice sessions with pads will be **August 21 September 14**.

➤ (Above rule will be adjusted every year to fit into calendar)

C. There will be NO football games Labor Day weekend. No contact period for football skills consists of the Friday before through Sunday of Labor day weekend. (In the event a game will be played on the Tuesday following Labor day, Monday practice will be allowed.)

* Practice will be allowed after 5pm on labor day this year .

D. If there is a conflict with jersey colors the home team will have the option.

E. Games shall be scheduled for Tuesday nights. **The only time** a game will be moved from Tuesday night is if there is a conflict with field availability or class trips. Thursday nights should be 2nd choice with Saturday being last choice. Suggested game times shall be as follows: 4:30 pm, 5:45 pm, & 7:00 pm. After completion of games, teams are to clear the bench area and field immediately after shaking hands. Any post game meeting should take place where it will not delay the start of the next game.

F. Home team will provide:

➤ Ice for injuries

➤ A trainer or medical personal

➤ 3 Adults to man down markers and chain gang.

➤ Game clock & time keeper

➤ Four (4) registered WIAA football officials for all games. For safety and liability reasons no game shall start or finish without at least three (3) WIAA registered officials. All teams in FLFL will pay the same fee for referees and rate will be decided upon by the program directors at the spring meeting.

➤ An emergency plan for severe weather including a cell phone at all games

- G. Mandatory player equipment includes: NOCSAE approved face mask and helmet, hip pads, thigh pads, pants that cover the knee, shoes, shoulder pads, jersey and a tooth and mouth protectors (inter-oral) which includes an occlusal (protecting and separating the biting surfaces as per current WIAA and National Federation of State High Schools Association specifications.
- H. Rubber soled soccer, tennis or molded cleated, plastic or rubber screw in cleats is permitted. NO METAL tipped cleats are allowed (WIAA Rules)
- I. If a player elects to wear a helmet visor, it must be **clear** so the referee or medical personal can see his eyes.
- J. Mismatches: Coaches shall use discretion in positioning their players so they are not greatly mismatched in a position. If there is a disagreement, any coach can request a coach's timeout with the opposing coach and referees to "clear the air".
- K. No player may play down a grade level unless there are not enough players to field a team. If this happens, the school director (not the coach) must contact opposing school director to reach an agreement. Every effort should be made to use "subs" from the teams sharing players. [REDACTED]
- L. Each individual program director is responsible for supplying their home field officials with a copy of the Future Leaders Football League rules at least two (2) weeks prior to the first game of the season. **Each Head coach shall be required to have in his possession on game day a complete and current copy of the Future Leaders Football League rules.**
- M. No player or coach shall act in an unsportsmanlike manner during either a period or intermission. Examples are, but not limited to:
- Using profanity, insulting, or vulgar language or gestures.
 - Taunting or baiting acts or words or insignia which engenders ill will.
 - Intentionally kicking at or intentionally swinging an arm, hand, or fist at any opposing player.

If a player or coach gets ejected from a game, then he is also suspended for the following game. He must also meet with his program director before reinstatement.

- N. If a program or program director is found violating any of the rules listed above, they will be placed on one (1) year probation. If during that year there are any more violations, the program will not be allowed back into the league.

ARTICLE VI – 6TH GRADE RULES (Instructional League)

Sixth (6th) grade will start at 4:30 pm.

Head coaches to meet with Referees before game to go over 6th grade special rules listed below.

- A. Twelve (12) minute continuous clock will be used. The clock only stops on injury, time outs, scores or during the last two (2) minutes of the first half and last 2 minutes of the game. During the end of each half the clock stops as in 7th and 8th grade games.
- B. Half time will total five (5) minutes.
- C. No kick off, the ball shall be placed at the (35) yard line.
- D. After a safety, the ball will be placed on the opposing team's forty (40) yard line in place of the free kick. (team must drive 60 yards for a score)
- E. Any turnover, or turnover on downs inside the 20 yard line, will be played from the spot of the turnover.
- F. Offensive teams may use their own game ball. TDJ or bigger.
- G. Linebackers must line up three (3) yards off the ball. NO BLITZING.
- H. No "Hurry up" offense until the last 2 minutes of each half. Teams must huddle before every play.
- I. No punting.
 - Ball will be moved thirty-five (35) yards or to the twenty (20) yard line. No team will start within their own twenty (20) yard line on a punt.
- J. Once the O-line is set, the D-line must get set and then not shift prior to snap of the ball, except in response to an offensive pre-snap shift.
- K. No more than (5) D-Lineman **between tackles** outside of the 10 yard line and (6) D-Lineman **between tackles** inside the 10 yard line.
- L. All point after touchdown attempts will be offensive plays. (No kicking)

ARTICLE VII – 7TH GRADE RULES (Modified Instructional League)
7th grade games will begin five (5) minutes after the 6th grade game.

Head coaches to meet with Referees before game to go over 7th grade special rules listed below.

- A. Each quarter shall be (7) seven minutes in length. The clock will run with normal WIAA rules. Officials will enforce a 25-second clock with the understanding that this is an instructional league. Referee positioned behind the defense will count down time for plays.
- B. Halftime will total five (5) minutes.
- C. Kick off shall be from the forty (40) yard line.
- D. After a safety, the ball will be placed on the opposing team's forty (40) yard line in place of the free kick. (team must drive 60 yards for a score)
- E. Any turnover, or turnover on downs inside the 20 yard line, will be played from the spot of the turnover.
- F. Offensive teams may use their own TDY game ball. Or bigger.
- G. Linebackers must line up three (3) yards off the ball and cannot move forward before the snap of the ball.
- H. No "Hurry up" offense until the last 2 minutes of each half. Teams must huddle before every play.
- I. Seventh (7th) grade Punting- To develop the fundamentals of punting, **Defense will be allowed to rush a maximum of 4 players, 2 on each side of the center in the "B" & "C" gaps.** If a team rushes more than 4 players or the players rush from anywhere but the "B&C" gaps, the play will result in a 10 yard penalty on the defense & automatic 1st down for the punting team.
- J. **No fake punts!** In the event the ball crosses the line of scrimmage without punting the ball, the play will be whistled dead & be placed at the line of scrimmage with change of possession.
- K. Seventh (7th) grade punt return- To develop the fundamentals of receiving a punt, players will have the opportunity to field a live punt with no return, and no players contacting him. Punt team players must remain 5 yards away from punt receiver while he is attempting to field a punt.

Receiving team must attempt to field all punts. If he fumbles the punt, the ball will be marked where the fumble occurred but possession will remain with the receiving team. In the event a player elects not to field the punt, the ball will be marked where the ball is downed by punt team. If contact is made with punt receiver while he is attempting to field a punt, the play will result in a 15 yard penalty.

- L. Seventh (7th) grade Kick- off **No on-side kicks.**
- M. Seventh (7th) grade will have the option to kick extra points and field goals. Defense will be allowed to rush a maximum of 4 players, 2 on each side of the center in the “B” & “C” gaps. If a team rushes more than 4 players or the players rush from anywhere but the “B&C” gaps, the play will result in a successful kick and 2 points will be rewarded.
- N. In a team lines up to kick a field goal or extra point and the snap is bad or the ball is fumbled and gets away from the holder, the kicking team will still be allowed to attempt a kick. The play will be whistled dead if the ball crosses the line of scrimmage other than kicking it or the player in contact of the ball is tackled behind the line of scrimmage. Players other than the 4 rushing players can attempt to block the kick by jumping but can not cross the LOS. This will be a no contact play for them.
- O. Scoring 6 points for a touchdown, 3 points for a field goal, 2 points for a kicking conversion and 1 point for a run/pass conversion.

ARTICLE VIII – EIGHTH (8TH) GRADE RULES (Recreational League)

Eighth grade game will begin five (5) minutes after the end of the seventh (7th) grade game.

Head coaches to meet with Referees before game to go over 8th grade special rules listed below.

- A. Each quarter shall be (8) eight minutes in length. The clock will run with normal WIAA rules. Officials will enforce a 25-second clock. Referee positioned behind the defense will count down time for plays.
- B. Half-time of five (5) minutes.
- C. Offensive teams may use their own **TDY** game ball. Or bigger.
- D. Shall kick off from the forty (40) yard line.
- E. Kick off - current WIAA and National Federation of State High Schools Association rules apply. **NO ON-SIDE KICKS.**

- F. Eighth (8th) grade punting - Defense will be allowed to rush a maximum of 8 players, 4 on each side of the center not in the "A" gaps. If a team rushes more than 8 players or rush the "A" gap, the play will result in a 10 yard penalty on the defense & automatic 1st down for the punting team. **No fake punts!**
- G. Eighth (8th) grade punt returns - WIAA rules apply.
- H. Eighth (8th) grade will have the option to kick extra points and field goals. WIAA rules apply, no defensive player may lineup over center or "A" gaps.
- I. Scoring 6 points for a touchdown, 3 points for a field goal, 2 points for a kicking conversion and 1 point for a run/pass conversion.
- J. Tie breaker for the eighth (8th) grade competition only.**
- K. If a tie exists after regulation time has been concluded each team will be given one (1) series of downs to score from the same ten (10) yard line, using National Federation guidelines, but limiting it to only one (1) series of downs each. Unlike high school overtime where they play until there is a winner, if neither team scores or both teams' score in overtime period, then game is ruled a tie and competition is complete.
Each team will have 1 timeout in overtime.

ARTICLE IX – POINT DIFFERENTIAL RULE

It is important to keep scores down and games competitive. Coaches are encouraged to do what they can to see that this happens. The purpose of the league is to allow players to play, learn the fundamentals of the game, and enjoy the game of football.

If a point differential of 24 exists,

- No LB Blitzing by either team. (8th grade only)
- Leading team shall make position changes (bench their starters) to give more playing time to others.
 - No passing between the 35 yard lines.
 - Clock will be a running clock.
 - No extra points will be attempted by the winning team.
 - Once a 24 point differential exists, an official TO will be called and Coaches will meet with referees to communicate strategies to facilitate this goal.

These measures do not mean a team must allow the other team to score; rather players who normally get less playing time should be used. The goal of this rule is to avoid humiliating or demoralizing participants into disliking football.

During any game in which the mercy rule is started, if the losing team closes the score to within 14 points the mercy rule will be lifted, and regulation play will resume.

ARTICLE X- COMPETITION COMMITTEE

- 3 directors volunteer to review concerns of coaches or players actions during games
- Contact program directors of concerns
- Develop an action plan to address concerns and follow up with directors to assure plan is being followed.
- Grievances should be addressed as they happen, not at the end of the year.
- Contacts for filing a grievance

Corey Wiegel	wiegelbulldogs@gmail.com	920 750-363
Joe Weiland	weilandjm@yahoo.com	920 475-485
Phil Johnson	neenahmsfootball@gmail.com	920 427-6656

We cannot always build the future for our youth,
But we can build our youth for the future.

– Franklin D. Roosevelt