

Kevin



RULES AND REGULATIONS

2018 REV.

Granite State Football League Rules and Regulations

- **The League**

- The governing body of the League will be “The Granite State Football League Rules Committee” (hereinafter referred to as “The Rules Committee”)
- League funding and new team initiation fees will be set each year by The Rules Committee.
- League membership shall be limited to teams invited to join at any regular or special League meeting.
- Current towns/organizations are members of the Granite State Football League: Bow, Concord, ConVal, Gilford, Hartford (VT), Hollis-Brookline, John Stark, Kingswood, Kearsarge, Laconia, Milford, Monadnock, Pembroke and Plymouth.

- **Pre-Season League Rules**

- Practice: Practice start date will coincide with NHIAA Rules. Coaches cannot have organized practices or contact as a team prior to the designated date of start of practice.
- The 10-hour no-pad rule has also been adopted by the league. However, camps are NOT included.
- NHIAA coach's handbook states that a team is allowed to run a conditioning program as long as no footballs or football equipment is used, and there is no running of plays, etc.

- **PLAYERS and ROSTERS**

- The Granite State Football League teams are broken out as Varsity and Junior Varsity Team levels for grades 6 through 8.
- **Varsity Player:** The Varsity Team should consist of those players of age, size, and similar ability level and should be composed of, mainly, 8th graders.
 - All Varsity players must be less than freshman [grade 9] in school and not have reached their Sixteenth (16th) birthday before August 1st.
 - Any offending player will be terminated from all league activity and the offending team shall forfeit any games that the player participated in.
- **Jr Varsity Player:** The JV Team should consist of those players that are of lesser age, size and are less experienced.
 - JV teams will consist of players that do not play on Varsity. If a player plays on varsity, he **may not** play in a JV game
 - JV rosters are **SET** as posted on the "Web Site." Any changes, involving a non-posted JV player playing in the JV game must be approved by the Rules Committee and the opposing team head coach prior to the game.

- **Rosters:** All teams shall send a “SET” roster to the Rules Committee designee by **Wednesday before the first game of the season.** This team roster shall list each player’s
 1. Name,
 2. Jersey number
 3. Grade
 4. Level designation (Varsity or Junior Varsity)
 5. Eligibility and “Swing player” designation (See below)
 - Rosters will be published to the GSFL website
- The roster shall be submitted by the head coach to acknowledge and confirmation of the information on the roster is accurate. Any suspected roster violation should be brought to the attention of the Committee.
- It is the strong intention of this league that **players on the Varsity Team DO NOT play on the JV Team** and that the teams are treated as two separate teams.
- **Swing Player Rule**
 - This rule applies to any organization with less than 36 eligible players, OR if during the season, a team should drop below 36 eligible players due to injuries or drops, the swing player rule will also be in effect. Any organization with 36 or more players (not injured) will **not be allowed** “Swing” players.
 - If players are playing in BOTH games for numbers reasons, the team shall notify the opposing team's coach **PRIOR** to the start of the game with the information on those players.
 - For organizations with less than 36 eligible players Varsity Roster may have a **maximum** of 18 players on it and the balance of the players will be JV players. An organization may then swing down as many varsity players as needed (**but no more than 6**) to bring the JV team up to a **maximum** of 18 players. (See section “Swing Player Defined”)
 - If the **JV team** already has 18 or more eligible rostered players, no varsity swing players will be allowed to play in the JV game.
 - A JV player, playing as a varsity player in the varsity game **will not** be a “starter” in the varsity game.
 - If a team moves a player down, it must be posted on the Web Site by the **Thursday prior to the game**, and may be reviewed by the Committee.
 - **ONLY** The Varsity rosters will identify swing players playing in the JV game. It is up to the team to use or dress them for the varsity game or not.
 - Organizations with more than 28 players; No ‘SWING’ players will “Start” in a Varsity game.
 - *A Varsity or JV team with a player that has to ‘sit-out’ game(s) due to disqualification shall not be replaced with a “Swing Player” regardless if the roster has less than 18.*
 - Any non-approved swing player (i.e. regular varsity roster) who has been rostered for 2 or more **Varsity** games is ineligible for JV playoffs.
 - **No Team may swing more than 6 players**
 - **BOTTOM LINE: League wants two (2) separate teams where possible with numbers.**
 - **Any violation of this rule will cause a forfeit of the JV game and also a forfeit of the Varsity game if the player in question played in the Varsity game as well.**

- The JV roster submitted for the fifth regular season game will be locked for purposes of identifying JV players who will be eligible for the JV Play-offs. Swing players who are abiding by the above rules may play in both Varsity and JV playoff games.
- Any organization that starts the season with less than 30 players is not eligible for play-offs.

Swing Players Defined

- Varsity players that are swinging down **shall be non-impact players** and to be used in the game **if needed**. The thought behind this is that they have already played in a game and it is not the intent to the league to have players playing in two games a day.
- Varsity swing players may play only if they do **NOT** play any skill position. (O or D back, receiver, end, and punter)
- JV players that play Varsity shall not "Start" in the Varsity Game.
- JV players that are swinging up to Varsity shall have the ability to play the position assigned at the varsity level. Safety of the player should be a priority always is taken into consideration.

Game Schedule

- The Game Schedule will be provided by the league as early as possible, prior to the scheduled first practice
- Any Games played, not part of the regular season will not count toward league standings regardless of opponent
- Any game cancellations without a makeup game within 1 day will result in a forfeit by the team cancelling the game.

Game Day Rules

- **Game Rules:** Granite State Football League will adhere to the NFHS and NHIAA Rules of Football, with the exception of the following:
- **Game Clock:** For Both JV and Varsity Games, Quarters (4), 10 Minutes in length; the clock is run by the National Federation Rulebook. (Not running time.)
 - For games that may be running long, and if both coaches agree, running time may be used.
 - For Games with a lopsided score (+35 points) and if both head coaches agree, running time may be used.
- **Play Clock:** The offense will have 30 seconds to put the ball into play.
 - A 5-yard penalty will be assessed after a delay warning has been given.
- **Time-Outs:** Each team will have three (3) 60-second time outs per half.
- **Game Ball:** The GSFL uses a TDY or equivalent size football.
 - Two game balls should be available at each game and provided by their respective teams.
- **Tie Games:** In the event of a tie at the end of regulation, NHIAA overtime rules (10-yard line in).
- **Scoring:** Scoring values will follow NFHS Federation Rules.

Zero Tolerance Policy

- **EXPECTATIONS OF SPECTATORS**

- The Granite State Football League has agreed that there will be a ZERO TOLERANCE for fan misbehavior at all football events. This includes, but is not limited to, booing, shouting at officials or arguing any call, expressing negative behavior, negative comments, threats, and obscene gestures to players, coaches or officials. This behavior is unsportsmanlike and will NOT be tolerated.
- Cheering in a positive fashion, for both sides, is highly encouraged. Many officials and coaches are volunteers, and we should all appreciate their efforts and support them, setting a good example for the children.
- Any spectator who does not behave appropriately (as directed above) will be asked to leave, according to the following steps:
 - Official(s) will identify violators to the coaches or vice versa.
 - Official(s) confer with both coaches, one of whom will then approach the spectator and may give a warning or ask them to leave. If the spectator is not recognized by either coach, the home coach will speak to him or her.
 - If the decision is made for the spectator to leave, play will not resume until he or she has left the facility. If he or she refuses to leave, his or her team will forfeit and the game will be over.
- Please help us foster good sportsmanship, and encourage positive experiences for our youth.