



INFC



2025

OKLAHOMA STATUTE REGARDING HARM TO OFFICIALS

Oklahoma Stat. Ann. Tit. 21, Section 650.1 provides:

Every person who, without justifiable or excusable cause and with intent to do bodily harm, commits any assault, battery, assault and battery upon the person of a referee, umpire, timekeeper, coach, official, or any person having authority in connection with any amateur or professional athletic contest is guilty of a misdemeanor and is punishable by imprisonment in the county jail not exceeding one year or by a fine not exceeding One Thousand Dollars (\$1,000) or both such fine and imprisonment.

2025 NFHS FOOTBALL RULE CHANGES AFFECTING INFC:

Forward Fumbles Out of Bounds to be Returned to the Spot of the Fumble [3-4-2d (NEW), 3-4-3a, 4-3-1 EXCEPTION (NEW), 8-5-2a EXCEPTION] – A situation potentially giving an unfair advantage to a fumbling team was revised. When a forward fumble goes out of bounds or is ruled out of bounds between the goal lines, the ball shall be returned to the spot of the fumble.

OFFICIALS' POINTS OF EMPHASIS

Illegal and Improperly Worn Player Equipment

Sportsmanship

Defenseless Player / Targeting

2025 INFC FOOTBALL RULE CHANGES:

Playoff Format

Gate Pass Distribution

Forfeit Fees

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INDIAN NATIONS FOOTBALL CONFERENCE BYLAWS

Article 1 THE ORGANIZATION

The name of this organization shall be Indian Nations Football Conference (INFC), a subsidiary of Indian Nations Youth Sports. The Conference was organized by member organizations on January 20, 1986.

The purpose of the Conference shall be to govern, coordinate, and enforce the INFC bylaws for all organizational events among the participating organizations and their individual members.

CLUB MEMBERSHIP

Section 1:

Membership in this Conference shall consist of the following organizations listed below:

Bartlesville	Berryhill Little Chiefs	Bixby Youth Football
Broken Arrow Youth Football	Catoosa Youth Football	Claremore Youth Football
Collinsville Youth Football	Coweta QB Club	Glenpool Youth
Grove Youth Football	Junior Comets Youth Football	Jenks Trojan Athletics
Kiefer Little League	Lincoln Christian School	McAlester Youth Football
Metro Christian	Muskogee Youth Football	N.O.A.H
Owasso (F.O.R)	Rejoice Christian	Sand Springs Youth Football
Sapulpa Little Chiefs	Skiatook Bulldog Football	Stillwater Youth Football
Tulsa Youth Athletic Assoc.	Union Youth Football	

Section 2:

By accepting the terms of membership in the Indian Nations Football Conference (INFC) Member organizations and their individual members acknowledge that the INFC is a private organization and that it reserves the right to refuse membership and/or participation to any person whose actions hinder the activities or violates the rules of the INFC and that such determination will be at the sole discretion of the INFC.

Arbitration

It is agreed that any matter in dispute between (i) you and/or individual members and (ii) the Indian Nation Youth Sports (INYS) and its subsidiaries shall be subject to arbitration as an alternative to court action pursuant to the rules of the American Arbitration Association, a copy of which is available on request from the company. Any decision reached by Arbitration shall be binding upon both you and the INYS and shall be enforced at a Judgment in any court of proper jurisdiction. The Arbitration award may include attorneys' fees, if allowed by state law, and may be entered as a judgment in any court of proper jurisdiction.

Legal Fees

If Indian Nations Youth Sports prevails in any litigation or arbitration arising from a dispute, then INYS shall be entitled to recover all costs, expenses, and attorneys' fees associated therewith.

Article 2

Annual dues of all members shall be determined annually by a majority vote of the membership. The annual dues shall be \$200.00 per team plus \$200.00 annual club fee. Each member must pay all dues before the first game of the season. A \$10.00 per day late fee will be assessed on any member not current. Exceptions must have prior approval by the Commissioner.

Article 3

Section 1: Club & Player Recruitment

No member shall have or possess a proposed recruiting territory that includes or overlaps any portion of an existing primary recruiting territory of another member club. Existing members may reassign a portion of their recruiting territory to a new or prospective member by submitting their written approval of the recruiting territory realignment to the INFC commission for approval by the membership.

Members are required to recruit from their approved territories ONLY.

Territories a member wishes to recruit must be documented on their club's annual territory form & approved by the INFC commission. *All recruiting territory disputes/clarification issues between existing members will be resolved by the INFC Commission.*

Section 2:

To be a member of the Indian Nations Football Conference, all current and prospective member organizations must detail and submit the following documents in writing annually to the conference for review:

- The structure of their organization includes club bylaws and/or corporate governance.
- The officers of their organization, along with personal contact information for each Board Member.
- The area(s) requesting protection of players via the INFC territory report.

An organization wishing admittance must require its individual members to adhere to INFC bylaws and rules and must have a minimum of three teams in different grade levels. A commission representative will inspect the playing field for approval.

Section 3:

To be a member of the INFC, the organization seeking admission must receive a two-thirds vote of approval from the member organizations.

Section 4:

An organization, after having been newly admitted to the INFC, shall be required to sign an INFC member contract, pay a new member fee of \$500.00, and will automatically be placed on two years' probation. Probation begins on the date the INFC contract is signed by both parties. Each new president voted into the organization will be required to review and sign the existing contract.

Section 5:

Expulsion of a member organization during the probation period shall require only a majority vote of the remaining member organizations. The expulsion of an organization not on probation shall require a two-thirds vote of the remaining members.

Section 6:

INFC member organizations shall not have tackle football "teams or players" participate in any other conference or league. Participants shall only play for one team during a scheduled season and are not allowed to participate with another team within the course of that season.

Section 7:

All member clubs must register all participants (football, cheer, etc.) using the INFC-approved online database, Sportabase.

Article 4 INFC OFFICERS

Section 1:

The Officers of the INFC shall be referred to as the "Commission" and shall be comprised of a Commissioner, Vice Commissioner, Secretary, Treasurer, and Grade Level Directors.

Section 2:

The Commissioner shall be a hired position by the INFC Membership. All the other Officers will be elected by majority vote during the spring membership meeting and will serve a one-year term. No more than two officer positions can be filled by any member organization.

COMMISSION OFFICERS

Vice Commissioner: The Vice Commissioner shall serve in the absence of the Commissioner and may preside at all meetings, appoint sub-committees, and administer and enforce all rules and activities of the INFC. The Vice Commissioner will be empowered with all rights to make immediate rulings on questions of rule violations or questions raised from incidents not covered by INFC rules and regulations in the Commissioner's absence. His ruling will stand until which time the INFC Commissioner and Officers making up the Commission can meet. The Commission can then overturn or reinforce the Vice Commissioner's decision by a majority vote of the Commission.

Secretary: The INFC Secretary is an elected position and will be empowered to enforce all rules of the INFC. He/she will ensure accurate accounting of the minutes and be ultimately responsible for the procurement of all conference data, archiving of INFC information, and reporting on said information.

Treasurer: Is an elected position and will be empowered to enforce all rules of the INFC. He/she will maintain an up-to-date accounting of all INFC Financial matters and attest to all contracts, mortgages, deeds, and similar instruments of the INFC. He/she shall be responsible for the filing of all taxes and/or accounting forms as may be required by this corporation or any government agency. Checks written in excess of \$200.00 will require the signatures of any two Officers.

Grade Directors: There shall be an elected commission officer appointed for grades 1st through 7th. Each Grade Director will be empowered to enforce all rules of the INFC. Grade Directors will not be allowed to coach within the grade level that they represent. He/she will monitor, represent, and coordinate that particular grade's tackle activities. He/she may assign up to four persons within this age group as coordinators to assist in these duties.

Article 5 COMMITTEES

Section 1:

The following committees will be formed each year.

Sportsmanship and Compliance Committee: Responsible for monitoring the conduct of parents, coaches, and players as well as reporting to the Commissioner for possible disciplinary actions.

Participation/Draft Committee: Responsible for overseeing member association drafts to ensure the INFC draft procedures are properly adhered to. The committee will also be charged with monitoring coaches regarding player participation. Violations must be reported immediately to the Commissioner.

Release Committee: Responsible for defining member organization recruiting areas as well as reviewing player requests for transfers to and from an INFC organization outside their assigned playing territories. This committee will deliver its recommendations to the Commissioner for review and assignment.

Special Events Committee: Responsible for overseeing special member association events such as Coaches conferences, drafts, and championship games.

Article 6 INFC MEETINGS

Section 1:

Meetings shall be held at the request of the Commissioner or the request of any four-member \Clubs within fourteen days of such request. These meetings shall be limited to representatives of the individual member organizations, coaches, and member organization officers; however, each organization will be limited to three active participants during any meeting. The Commissioner can grant exceptions. Persons other than those listed above wishing to attend a Conference meeting and/ or address the membership must first have approval of the Commission or the Commissioner.

Section 2:

Each organization must be notified at least 72 hours in advance of any meeting and provided with the purpose of the meeting. No Conference business can be conducted unless this condition is satisfied.

Section 3:

Each organization shall have one vote PER GRADE LEVEL registered with INFC on any issue requiring a membership vote. The number of votes per grade will be determined by the "declaration of teams" meeting and will be valid for one year. New members will be limited to two votes until the declaration of teams meeting. Member organizations without team representation in a particular grade will not vote on issues that apply to that grade.

Section 4:

Members present and attending a Conference meeting that has been publicized to the INFC membership will constitute a quorum.

Section 5:

Proxy votes will not be accepted at meetings. Members must be present to vote on Conference matters.

INFC GENERAL RULES

Article 7 COACHES CERTIFICATIONS

Section 1:

Each head coach and all members of each coaching staff shall be certified in football by USA Football and show proof upon request. The President of each member club will turn in to the INFC office a list of all coaches involved in their program, along with their USA Football membership number and contact information, prior to the first regular season game.

Section 2:

Exceptions to USA Football certification are:

- Another form of certification approved by the Commissioner
- OSSA School Coach Certification

Section 3:

All Coaches, while at weigh-in & on the sideline, must wear a copy of their current year's football certification on a lanyard around their neck.

Section 4:

All coaches within the INFC must be registered on the Sportabase registration system before being allowed to participate in practices or games. Those in violation will be immediately removed from coaching and are subject to fines and/or penalties.

Article 7-B COACHES BACKGROUND VERIFICATION

Section 1:

All coaches must undergo a background verification through the club for which they are coaching. Each individual club is responsible for establishing its criteria.

Article 8 COACHES

Section 1:

The head coach is responsible for their sideline. If a coach is not wearing the required certification, the coach in question will be removed from the sideline and prohibited from coaching.

Section 2:

The number of non-player personnel on each football team's sideline shall not exceed a total of eight. This eight includes coaches, managers, play counters, & water aids. Any coaching of players must be by a certified coach. The

Head coach will be held accountable for their sideline personnel and all violations of this rule.

Section 3:

One coach from each team must attend the mandatory coaches meeting. Failure to comply will result in a \$200.00 team fine. All games will be forfeited until such fine is paid to INFC. Individuals caught attempting to falsify attendance for another coach will be suspended for the season.

Section 4:

All new coaches must attend an INFC orientation prior to the first INFC scheduled game. Failure to attend will result in that person being removed from coaching for that season.

Section 5:

All members must furnish a copy of INFC Bylaws and rules to all tackle head coaches, cheerleading head coaches, and club officials of their organization each season. Failure to comply will incur a \$200.00 club fine on each occurrence.

Article 9 EQUIPMENT

Section 1:

Teams must start with and use the same size ball throughout the entire game for their appropriate grade level.

Size of footballs (composite, leather):

MM, 3rd, 4th and 5th grades:

6th and 7th grades:

Regulation Pee-wee size or larger

Regulation Junior size or larger

Section 2:

Oklahoma High School rules regarding player jersey numbers will not be enforced except that no two team members with the same jersey number can participate in the game at the same time. Players must weigh in wearing that game's specified jersey. No players shall change their jersey after weigh-in. Violations will result in the involved players being declared illegal participants and may result in a forfeit by the offending team. Coaches involved in an intentional act of deception will face suspension by the Commission and/or the Commissioner.

An exception to this rule can be made in the event of damage to a numbered jersey that renders the jersey unsafe for play, provided that the game officials and the opposing head coach are notified prior to the numbered jersey change.

Section 3:

If opposing teams have similarly colored uniforms to the extent that game officials determine that team identification is an issue, then the home team will wear target/practice jerseys provided by the hosting organization. If a team can produce a different color set of jerseys, any jersey number changes must be submitted to the opposing coach.

Section 4:

Football cleats must be rubber. Steel, aluminum, or nylon with metal caps are illegal.

Section 5:

All mouthpieces must be colored. All visors worn must be clear.

Section 6:

Playing fields must be maintained in a safe condition. The INFC has the right to inspect playing fields and require that they be maintained to a safe condition. Failure to comply will result in moving games to a suitable location until such time as the field becomes compliant.

Article 10 RULE VIOLATIONS

Section 1:

Violations of INFC rules will be addressed and penalties assessed by the Commissioner, who will then review them with the Commission. At that time, the Commission can, by majority vote, overrule or reinforce the Commissioner's actions. The penalty or penalties assessed against an organization, coach, parent or player can be one or more of the following:

- Fine
- Forfeiture of game or games
- Suspension of coaches or individuals within an organization
- Probation
- Any action deemed appropriate by a majority vote of the Commission, including the permanent removal from the INFC.

Section 2:

Fines assessed to players, parents, coaches, teams, and/or organizations resulting from activities at INFC events shall be payable to the Indian Nations Football Conference. Distributions (if any) of such payments deemed payable shall be paid from the INFC to the obligated organization(s).

Section 3:

Assaults, verbal abuse, profanity, display of poor sportsmanship, or rule violation by a coach, parent, participant, club official, or guest at an INFC function will not be tolerated. Alcoholic beverages, illegal drugs, or the consumption of either is not allowed at an INFC event. Penalties will be dealt with accordingly.

Section 4:

Any coach, player or spectator ejected from an INFC event will be automatically suspended for the next INFC scheduled game. Suspended coaches and players may be allowed to attend team practice. Suspended players are required to attend the suspension game with their team but are not to dress out. Suspended coaches & spectators will not be allowed to attend the suspension game, even as spectators.

Any adult (including the coach, parent, grandparent, guardian, etc.) ejected from a game, event or contest will have their child/player removed from play for the amount of time congruent to their suspension. Removal of the player (due to the ejection of an adult) will not include the current contest, game, or event and will begin once the current game has concluded.

The INFC Commission and/or Commissioner may, at their discretion, review the circumstances surrounding a coach or player's ejection and adjust penalties as they deem warranted.

Section 5:

A club must submit an incident report immediately to the Commission office involving team violations of the participation rule or any other violation of the bylaws or be subject to a club fine issued by the INFC.

Article 11 PROTESTS

Section 1:

To protest an action or game by a coach to the Commissioner, the coach or persons involved in the incident must do the following within 36 hours of the incident or 12 hours on any post-season or tournament activity unless otherwise noted:

- All evidence - written, video, or otherwise- on the incident in protest to their home clubs
- Official INFC protest form completed by an authorized club representative
- The member club notifies the commission of its intent to protest.

Once the Commission has received, from the member organization, the written protest and reviewed all evidence submitted along with all written & verbal statements, they will then in a timely manner, determine the appropriate ruling and/or actions. The protest fee will be refunded to the team or individual protesting only if the Commission rules in favor of the Protest. At the point the commission rules in favor of the protest, the team and/or individual then in violation of the protest will be assessed the full value of the current protest fee in addition to any subsequent action taken by the commission. Despite any additional action taken by the commission, the individual and/or team will not be allowed to take the field until the fine has been paid in full.

Section 2: Protesting the Commission

To protest the action of the Commission, an organization must do the following within 72 hours of notification of such ruling:

- Submit a written statement with all relevant information pertaining to the incident's action and protest
- Attach a protest fee, in the form of a check, in the amount of \$400.00 and submit to the Commissioner.

The Commissioner will call for a protest committee meeting, to be comprised of one member of each membership organization, to meet within 14 days. Only those parties with testimony relevant to the protest shall attend and testify. A minimum of 12 member clubs must be in attendance to declare a quorum.

The ruling will be made by the majority of those attending, with the organization protesting abstaining. The protest fee will be forfeited if the committee rules in favor of the Commission. The penalty assessed by the Commission may, after being reviewed by the membership, be amended after a ruling has been determined.

Article 12 PLAYER RULES & PARTICIPATION

Section 1:

All participants of the INFC must be registered on the Sportabase registration system and provide proof of enrollment (or waiver thereof) into a school within the teams' approved recruiting boundary before being allowed to participate in practices or games. Those in violation are considered illegal participants and will immediately be removed, with penalties and forfeitures assessed to the organization and team.

Section 2:

The Conference strongly promotes the active participation of all players, unless on disciplinary probation (with an explanation of reason) as dictated by individual organizations and duly noted on the weigh-in roster and on the INFC roster. Disciplinary action will be defined as NO participation in a particular game. If a player plays one play during a game, he/she must play the full number of plays required for that particular age group. The required plays for each age group are defined below:

3rd and 4th grades: All participants shall be required to play twelve 12 plays in each game, including

specialty team plays.

5th, 6th, and 7th grades: All participants shall be required to play 7 plays in each game, including specialty team plays.

Any play including a Dead Ball Foul, Time-Out, and/or Kneeling play (such as in a "Victory Formation") will not be considered or counted as a participation play.

Section 3:

The team in the lead must meet all player participation requirements prior to the INFC mercy rule taking effect. Failure to do so will constitute a violation of INFC participation rules. Upon review of unusual game time circumstances the Commission may rule that circumstances prevented full participation and that the coach involved was acting in good faith.

Section 4:

Any player on disciplinary action attending an INFC game cannot be suited-out for play. The player may wear his team jersey. Any player who refuses to participate during the game must be brought to the attention of the head official and the opposing coach. The coach must remove the helmet and shoulder pads from the player.

Section 5:

INFC Organizations not reporting a known violation of the participation rule will be strongly dealt with.

Section 6:

Should the Commission determine that a coach was in violation of the participation rule, that game will be ruled a forfeit, and the coach will be suspended from practice and games for the next two weeks. A second violation shall be a lifetime suspension from coaching with any club member within the INFC.

Article 12 - B AGE/GRADE REQUIREMENTS

Section 1:

The following participation guidelines shall be as set forth below:

- To participate in the grade league, a player must be in the 7th grade and cannot be 14 years old prior to September 1st.
- To participate in the 6th grade league, a player must be in the 6th grade and cannot be 13 years old prior to September 1st.
- To participate in the 5th grade league, a player must be in the 5th grade and cannot be 12 years old prior to September 1st.
- To participate in the 4th grade league, a player must be in the 4th grade and cannot be 11 years old prior to September 1st.
- To participate in the 3rd grade league, a player must be in the 3rd grade and cannot be 10 years old prior to September 1st.
- To participate in the 2nd grade league, a player must be in the 2nd grade and cannot be 9 years old prior to September 1st.
- To participate in the 1st grade league, a player must be in the 1st grade and cannot be 8 years old prior to September 1st.

Section 2: Exceptions

- With approval of their association, a player may play up one grade level only. A player shall not play down a

grade level.

- Academic Rule: If it is determined by the INFC Commission that a child was promoted to a higher grade level by the school, then the child may be permitted to drop down to play for the grade level befitting his proper age. Proper proof must be submitted to the INFC Commissioner.

Section 3:

Head coaches will maintain a file or binder with a copy of all of their players' medical release information. These must be made available to the commission and/or their appointed representative upon request.

Article 13 TEAM DRAFTS

Section 1:

Maximum roster size will be 34 players for the 3rd through 7th grade levels. Teams exceeding the maximum are required to form an additional team or teams by utilizing a drafting method approved by the Commission. At any time, an organization has only one team in a grade, and that team splits into two or more teams, all players will be in the draft pool, except up to four protected players. If an organization has two or more teams in a grade and splits into three or more, existing teams may retain any or all of the original players.

Section 2:

A Commission member or a representative must be present during all drafts. No Commission member will supervise a draft involving that Commission member's home club.

Section 3:

Upon origination (first year), a team may recruit and protect four players from the draft. Each year thereafter, the team will be allowed to recruit and protect two new players.

Legal Protected players are:

- Participants new to the INFC
- Players who have not participated in the INFC for the previous two years.
- Participants who have played up from their school grade for a minimum of two years and are now falling back, or one year if playing up was required due to not making the maximum weight limit.
- A player who sits out one year due to illness or decision not to play will be allowed to return to that team only if the coach of that team uses one of his protects.

Section 4:

A coach will not be allowed to transfer to another team unless their child is drafted to another team or the Board of Directors of the association to which they are affiliated allows the transfer through a vote. This transfer must then be sent in writing to the INFC Commissioner for final approval.

Section 5:

Each organization is required to leave registration open until the Wednesday prior to the scheduled INFC Drafts, at which time each organization must inform the Commissioner of the number of teams it will field in each grade. No team drafts will be held until after the mandated registration end date.

Section 6: Draft Procedures

Teams will be drafted using a Ribbon Draft system, whereas teams will pick in odd and even rounds.

Round one will be considered the even round, whereas the team receiving the first number will receive the first pick and progress until the team with the last number will receive the last pick in that round.

Round two will be considered an odd round. The team receiving the Last number will receive the first pick and progress until the team with the first number receives the last pick in that round.

Rounds will continue, with even rounds being first, odd rounds being second, then alternating until all players in the respective club and grade are picked.

Section 7:

The Commission may order a redrafting of teams within an organization if it determines that an organization or coach intentionally performed an illegal procedure or committed an unethical act for the purpose of stacking a team or preventing multiple teams. If it is concluded that a redraft is necessary, the Commission will determine the manner. The Commission will also take action against the coach and/or their association. Clubs that only have two teams per grade level - if a strong player from a weak team requests to re-enter the draft to allow the stronger team to draft the player, that player must obtain prior approval from the commissioner. Failure to comply will result in the commission redrafting both teams.

Section 8:

Before leaving the draft table, coaches will be allowed to trade players, but only those players who were selected during the draft. Existing players are tradable if approved by the INFC Representative and the drafting clubs representing Officer. Newly protected players are not tradable. All player trades made after the selection of players must be approved by the INFC monitoring representative prior to finalization of the draft and team rosters. Any players who sign up after their club's drafts are completed will be placed by the league.

Prior to leaving the draft table, coaches:

- Will not be allowed to trade newly protected players.
- Will be able to trade any player who was selected during the draft
- Existing players can be traded if approved by the INFC Representative and the drafting clubs representing Officer.

Newly protected players are not tradable.

All player trades made after the selection of players must be approved by the INFC monitoring representative prior to finalization of the draft and team rosters.

Any players who sign up AFTER their club's drafts are completed will be placed by the league.

Section 9:

The Commission will establish the rules for drafting and will be empowered to make changes as necessary in order to maintain equality among teams. Members will be allowed to establish more stringent drafting rules for their organization, but these must be approved by the Commissioner and may be rescinded at any time.

Section 10:

A Member organization must submit to the INFC office, prior to the first game, the following: a team roster including the coaches' names, players' names, players' jersey numbers, age, birth date, and team colors. **A \$500.00 fine will be assessed to the member's organization should the organization fail to submit the requested documents.** After which, all remaining games will be forfeited until the club is in compliance.

Section 11:

A player must attend school within the organization's recruiting territory (boundary) as outlined by the Commission. Unless granted a Release by the INFC, Pursuant to Section 14, a player is the property of the organization in whose

recruiting territory the player attends school. A player must provide any information reasonably requested by the INFC.

Section 12:

A player who departs an organization but returns the following year will be in the draft and cannot be protected.

Section 13:

A drafted player who quits a team after being drafted will remain the property of that team the next season unless a request is made to be put in the draft.

Section 14:

Any attempt to recruit players from another INFC team or persuade players to leave their current team and enter the draft is prohibited. A coach or association member will not be allowed to recruit a player who attends school within another organization's recruiting territory.

Section 15:

In order to draft teams, member organizations must be in good standing with the INFC. Clubs will not be allowed to draft teams until all current bills and obligations have been paid and met.

Article 14 TRANSFERS, RELEASES & WAIVERS

Section 1:

A player requesting a transfer from one INFC member organization to another must first obtain a release from the organization in which he is requesting the release. The signed form, along with all accompanying documents, must then be sent to the INFC office to be reviewed by the INFC Release Committee. The committee may then hold a meeting with the parents of the child in question, whereas a decision will be made to either grant or deny the release. The Commissioner will have the deciding vote on release issues.

INFC Release Forms must be completed and turned in no later than **July 21st** of the current year.

Players granted transfers must be placed in the draft and may not be a protect from the draft. Players granted transfers after the draft will be assigned by the Conference.

In territories in which that organization does not offer Mighty-Mite, Mighty-Mite transfers or releases will be granted.

To appeal the decision of the release committee, a player must submit an appeal request in writing, along with any new or pertinent information to the INFC office and attach payment of \$50.00 before a release appeals date will be considered.

Transfers and releases will not be granted in territories that offer school football in that grade level and are recognized for one season only. Transfers & Releases must be renewed annually.

Section 2:

A new player shall not be permitted to join an association or participate within the INFC after the second regular season game. Players moving into approved INFC territories may be granted an exception if requested early in the season and approved by the Commissioner.

Section 3:

A player, having signed with a particular member organization, is the exclusive property of that organization. The player cannot be recruited by acts of persuasion by another member organization and/or its members.

Section 4:

A player who resides in a territory that is shared by organizations will become the exclusive property of the organization in which the player plays his/her first season. Exceptions must be sought through the release process.

Article 15 FOOTBALL RULES

Section 1:

Oklahoma High School football rules will be utilized in conference play with the exceptions noted below.

Section 2: Officials

Three certified high school officials will be required for each regular-season game. For playoffs, however, four officials will be utilized. The home team is responsible for paying all officials. Only those officials who are eligible to referee Oklahoma High School games will be allowed to referee INFC games. No coach, team official, or other organizational member will be allowed to referee a conference game unless mutually agreed upon by both participating teams. If a game is rescheduled and the referees are not notified, the home team may be subject to forfeiture of said game. If only two officials are present to officiate a game, the game will be played. Fewer than two officials will require notifying the commissioner.

Should the coach be incorrect on the rule and/or its application, a 5-yard penalty for delay of game shall be assessed to the team requesting the time-out, and a time-out will be charged.

- The head coach shall ask for a timeout. The official shall grant the time-out request. The coach and the Official are then able to discuss the matter without the clock running. During this time, it is acceptable to review the INFC rulebook. If, after the time out, the coach turns out to be correct, then the call can be corrected, and no time out shall be charged to the requesting team. Should the coach be incorrect on the rule and/ or application of the rule, a penalty shall be assessed to the team requesting the time-out.
- Should a coach be out of time-outs yet require discussion of a rule and/or application of that rule, he shall tell the official he is requesting a time-out to discuss a rule. The official shall grant the time-out request. Should a coach be correct on the rule and/or application of said rule, the call can be corrected at this time with no consequence for calling a time-out. Should the coach be incorrect, there shall be a 5-yard penalty for delay of game against the requesting team, and it shall be enforced from the succeeding spot. This penalty is enforced only if the team has no timeouts remaining.

Section 3: Practices

Dates and times will be determined annually by a majority vote. For the 2025 Fall season, organized practice or conditioning will not begin until **July 28th**. Practices will be limited to a maximum of four per week (pads or otherwise), lasting a maximum of two hours from the scheduled start time per practice. All non-scheduled INFC games or scrimmages will be counted as practice periods, with the exception of two organized scrimmages with another organization prior to the first scheduled game.

Example: Practice starts at the time parents were told, not the actual start time. Practice, including team meetings, must end within the two hours allotted. Team meetings and/or the team viewing of film is considered a practice.

Mighty Mite, 3rd & 4th grade; see additional rules pertaining to practices under the appropriate sections of the rulebook.

Teams must have a minimum of three days of outdoor conditioning without pads preceding the beginning of practice with pads.

During the first three days of allowable practices, only footballs, shoes, and helmets may be used. No other protective equipment, such as pads, guards, etc., and no training devices such as tackling or blocking dummies, charging sleds, or similar devices are to be used, nor shall players participate in drills that are designed in a manner as to cause contact. Training aids such as air and stand-up dummies, which are non-attached, tires, ropes, boards, and any other equipment not requiring body contact, may be used.

Section 4: Camps

All camps, other than high school, college, or professional business, must have the approval of INFC and cannot be a team-only camp. An INFC camp application must be turned in to the INFC office for approval. Camps will be required to meet the following specifications:

- Approved camp promotional material and distribution methods.
- Individual player liability insurance or legal waiver thereof.
- Sponsored and held by an accredited coach or professional of the sport.
- Hosted at a facility designed for the intended use of the sport, along with adequate levels of property insurance.
- Individual player registration camp, whereas participation is not predicated on team membership.

It is the intent of the INYS to neither limit nor force any off-season training on any child of the INFC. Team camp training, whereas team members are required or where attendance is strongly encouraged by a coach within the INFC, with the intention to advance the abilities of the team as one unit, practicing together is expressly forbidden by the INFC. Although the INYS believes in the advancements and well-being of children through the sport of football, the INYS also believes in the advancement of children through other activities and recognizes a child's and parent's right to participate in activities outside the INFC without persecution from their coach and coaches within the INFC.

Section 5: Labor Day Holiday

Teams will not be allowed to conduct or participate in any organized practices, scrimmages, games or tournaments over the Labor Day weekend. Labor Day weekend is defined as Friday through Monday.

Section 6: Scheduling/Forfeits

Once the schedule has been distributed, any team that forfeits a scheduled game for any reason other than weather shall immediately be assessed a fine of **\$300.00 (if it is outside of 72 hours of the scheduled game time)**. Any forfeits within 72 hours of the scheduled game time will be a **\$500.00** fine to the club. Additionally, any playoff games that are forfeited will result in a **\$500.00** fine to the club. The Commission can make an exception to this rule. Games will be played on Saturday, unless a conflict arises and the Commissioner approves an exception. The Commissioner will attempt to schedule games at a time and location that is compatible with the members' other organizational commitments. If a mutually agreed-upon time cannot be reached, the Commissioner will issue a final ruling.

Section 7: Length of Games

Eight minute quarters will be utilized for all conference play games.

The clock shall start for a period:

- If a period begins with a free kick when the kick is touched, other than first touching by K. (A)
- If a period begins with a snap, when the ball is legally snapped. (B)

The clock shall start with the ready-for-play signal for situations other than a free kick if the clock was stopped:

- For an official's time-out.
- Because the ball has become dead following any foul provided in either (A) or (B).
 - There has been no charged time-out during the dead-ball interval.
 - The down is not an extension of a period or try.

- The action, which caused the down to end, also did not cause the clock to be stopped.

The clock shall start with the snap or when any free kick is touched, other than first touching by K, if the clock was stopped because of the following:

- The ball goes out-of-bounds.
- A fair catch is made.
- A fair catch is awarded.
- The ball becomes dead behind the goal line.
- A forward pass is incomplete.
- A request for a charged or television/radio time-out is granted.
- A period ends.
- A team attempts to consume time illegally.
- The penalty for a delay of game foul is accepted.

Teams shall have up to 25 seconds to snap the ball from the ready- for-play as marked by the referee.

Section 8: Mercy Rule

At which time a team reaches the 35-point spread, the score will freeze, but the game will continue as normal with regular clock unless the losing team's coach requests the option of a continuous running clock. No further points will be allowed on the scoreboard by either team. Normal participation rules must be followed prior to the freeze.

Section 9: Unsportsmanlike Kick

At which time the Kicking team achieves a Mercy Rule and attempts to onside kick against the Receiving team, the Kicking team coach will receive an unsportsmanlike penalty, and the ball will be awarded to the Receiving team on the Kicking team's 25-yard line with a new series of downs.

Section 10: Kick-Offs

Players on the kicking team must be equally spaced across the entire field, starting within 5 yards of the sideline for safety purposes.

Section 11: Scoring PAT

A successful kick will equal 2 points; a successful run or pass will equal 1 point.

Section 12: Reporting Scores

Every club/association is responsible for reporting the scores from all their teams each week. Those scores must be submitted to the INFC App no later than Sunday at midnight. Submitting scores late or the non-reporting of a team's score will constitute an automatic fine of \$25.00 per team.

Section 13: Half Time Procedure

Half-time is 10 minutes; 15 minutes maximum, if necessary and approved. Guest cheerleaders or drill team will perform first, followed by the home cheerleaders or drill team. Homecoming activities will not be an excuse to increase the time limit. Cheerleaders, drill teams, etc., are the responsibility of the member organization and are subject to all rules as set forth by INFC.

Section 14: Press Box Procedure

Rude remarks, bad behavior, or biased announcing will not be permitted at an INFC game. If a Commission officer is in attendance at a game and determines that a violation of this rule exists and/or the clock person is not maintaining accurate precision, he/she may immediately remove that person from their duties for the remainder of the game. The Commission will then meet to determine if further action is necessary. The penalty can be up to a lifetime suspension from entering any press box during an INFC function. No children will be used as announcers.

Section 15: Gate Admission

Fees: Everyone (including coaches and sponsors) is required to pay admission or furnish a current official INFC game pass. Exceptions are made for those players, cheerleaders, pom squad, drill team, and game officials in uniform. Passes will be accepted at all INFC games.

Gate Passes: Coaches who have registered in Sportabase and have completed their USA Football certification or equivalent certification (E.g., High school certification) will be issued a Coach Pass. The number of coaches' passes distributed will be determined by the league.

Certifications & School Passes: Coaching certifications & school passes are not redeemable for free or discounted gate entry at INFC events.

Pre & Regular-Season Games:

Adults	\$5.00
Students (6-18)	\$2.00
Seniors 65>	\$2.00
Children 5<	FREE

Playoff Games:

Adults	\$7.00
Students (6-18)	\$3.00
Seniors 65>	\$3.00
Children 5<	FREE

Championship Games:

Adults	\$10.00
Students (6-18)	\$4.00
Seniors 65>	\$4.00
Children 5<	FREE

Any coach or person caught in an attempt to gain entry with a false or reproduced INFC pass, gain entry without their pass and/or refuse to pay gate admission, or caught attempting to "hand-off" an INFC pass to another individual will be ejected and subject to having their pass revoked, further suspension, and/or a fine up to \$200.00.

Section 16: Chain Crews

The **visiting team** is responsible for providing a chain crew for each game unless an exception is granted by the Commissioner.

Section 17: Radios

The use of two-way radios will be permitted by coaches in the press box and on the field of play or sidelines (between the 25-yard lines). Players are not allowed to use radios or any other electronic equipment.

Section 18: Video Cameras

The filming of games by parents or coaches will be allowed at any INFC-sanctioned event.

Section 19: Weather

The weather policies herein are meant as guidelines of extreme case policies. Member organizations, clubs, teams, and coaches are encouraged to take every precaution to ensure the immediate safety of every player, team, fan and/or entity under their care.

Member organizations reserve the right to set additional weather policies in efforts to operate facilities as determined by local board and district best practices policies.

Stoppage of play due to weather.

- All outdoor activities shall cease at a point when:
- Conditions reach a point where the local on-site director feels continued participation is unsafe.
- The heat index reaches 115 degrees or above.
- The temperature is at or below zero degrees.
- Lightning is within a point of 10 miles of any outdoor contest, practice or gathering.

Reschedule & Points policies.

- Delayed and/or postponed games due to weather will be considered "completed" once the contest has reached halftime or beyond. Games cancelled or postponed due to weather prior to halftime will have every attempt made to be rescheduled by the league. There will be no attempt to reschedule games which have been delayed, called, or postponed during the last day or week of the regular season.
- Games completed due to weather will be scored as final. All points count as final.

Section 20: Blocking & the Free Blocking Zone

The free-blocking zone is a rectangular area extending laterally four yards on either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free blocking zone when any part of his body is in the zone at the snap.

Blocking in the back is permitted in the free blocking zone when the following conditions are met:

- By offensive linemen who are on the line of scrimmage and in the zone at the snap.
- Against defensive players who are in the zone at the snap.
- The contact is in the zone.

The free blocking zone disintegrates, and the exception for the offensive lineman to block in the back is not to continue after the ball has left the zone.

An offensive or defensive player on the field of play, including inside the free blocking zone, shall not initiate a block below the waist of an opposing player.

Chop blocks are illegal combination blocks where simultaneous contact is made above & below the waist of the opponent other than the runner. Chop blocks are illegal everywhere on the field, including in the free-blocking zone.

Article 15-B SPECIAL RULES GOVERNING 3rd & 4th GRADE TACKLE FOOTBALL

Section 1: Participation

Every player must play a minimum of twelve plays per game. Specialty team plays are included.

Section 2: Center Protected

In the 3rd and 4th grade level, the defense will not be allowed to make contact with the center on a deep snap, including shotgun offense, until such time that the ball makes contact with offensive back or when the ball makes contact with the ground not direct hand to hand contact.

Section 3: Limited On Field Coaching

In the 3rd and 4th grade level, one coach will be allowed on the field on offense and defense the first two regular season games. Any team with a scheduled bye the first or second week will be allowed to have one coach on the field the third game. A coach who is declared by the official as interfering with the play in progress will be banned from both offense and defense for the remainder of the game plus the offending coach's team will be penalized 15 yards. In the event a coach interferes with the offense causing what is determined by the official as a probable score, the score will be awarded plus a fifteen (15) yard penalty assessment on the kick off. The offending coach will be dismissed for the remainder of the game.

Section 4: 20/20 Punt

Teams may elect to attempt the punt. However, they may also opt to declare the punt and the ball will advance 20 yards downfield. The Ball will never be placed inside the opposing team's 20-yard line.

Section 5: Practices

3rd and 4th grade teams will be allowed four practices per week for the first three weeks of practice. Practices will then be limited to three per week. No one practice will exceed two hours in length.

Article 16 WEIGHT LIMITS

Section 1-A:

The following weight limits will be utilized for all INFC games.

Grade	Max Offensive Back	One Striper	Two Striper	Maximum Weight
1st	60.00	60.01 to 80.00	over 80.00	105.00
2nd	70.00	70 .01 to 90.00	over 90.00	115.00
3rd	80.00	80.01 to 100.00	over 100.00	130.00
4th	90.00	90.01 to 115.00	over 115.00	150.00
5th	110.00	110.01 to 135.00	over 135.00	170.00
6th	130.00	130.01 to 160.00	over 160.00	none
7th	150.00	over 150.00	none	none

Section 1-B:

A Player exceeding the maximum weight limit for their particular grade level will be required to play up into the next grade level.

A player exceeding the max weight limit after having moved up a grade level will be allowed to participate in that grade after receiving permission from the INFC Commissioner. A special decal will be issued to be worn on the

helmet along with three letters signifying the approval & exception.

Section 2: Striped Players

Players within the specified weight ranges of one or two stripes will have their helmets marked accordingly:

- **One Striper** - A neon green stripe placed vertically at the center rear base of the helmet.
- **Two Striper** - A neon green "X" placed at the center rear base of the helmet.

Neon stripes are available from the INFC office and your club.

All Weigh-ins will adhere to the INFC weigh-in procedure. Players exceeding the maximum weight in the 3rd, 4th, and 5th grades prior to the start of each game will not be allowed to play. Illegal participation by a player will result in a 15-yard penalty. The Commissioner will impose further penalties to the coach and/or team if it is determined that the player/players were used illegally in order to change the outcome of the game. Weight limits are set by INFC for safety and must be strictly adhered to. **No exceptions will be allowed or tolerated.**

One Stripe Player:

Offense

- May play end but is not an eligible receiver and cannot advance the ball in a designed play, but may advance the ball after the recovery of a DEFENSIVELY CAUSED fumble.
- Not allowed to line up in the backfield except to place kick, for extra points and/or field goals. Must be a declared kick, a fumble or a fake will be declared a dead ball. If the kick is blocked and remains behind the line of scrimmage, a one striped player may advance the ball.
- May place kick but cannot punt.

Defense

- May play any position.
- Not eligible to return a kickoff or punt.
- Allowed to return an interception or fumble.

Two Stripe Player:

- Cannot have more than three two stripe players on the field of play at any one time.
- Can only be a lineman in a down position, 3 or 4-point stance.
- Cannot participate on the kick-off or kick-return team.

Offense

- Must play on the interior offensive line and may never be in a position to be eligible for a pass. Note: On an unbalanced line, the tackle becomes an end if uncovered making him illegal.
- Will be allowed in the backfield to kick extra points or field goals only. Kick must be declared. A fumble or fake will be declared a dead ball. If the kick is blocked and remains behind the line of scrimmage, a two striped player may advance the ball.
- Two striped players cannot advance the ball in a designed play but may advance after the recovery of a DEFENSIVELY CAUSED fumble.

Defense

- Must play on the defensive line and cannot line up wider than head-up with the offensive end's normal position, whether the end is lined up on that side or not.
- Will be allowed to return a fumble or pass interception.

Section 3: Weight Limits/Scales

Weight limits are imposed by the INFC for reasons of safety. Should anyone be caught tampering with scales prior to weigh-in and then found to be guilty of such tampering, that person shall be removed from the field immediately and shall be banned from all INFC activities for the remaining season. Further actions may be imposed by the INFC Commission.

Section 4: Weigh-In Procedure

Teams will meet 30 minutes prior to the scheduled game start time for weighing in. Players participating in the game must have their helmet & jersey that they will wear for that game with them at the weigh-in. Players may weigh in minimum clothing wearing only gym shorts.

If at any time a coach is not complying, contact the site supervisor immediately and inform your home club director.

Penalty: A team not present at the weigh-in area 30 minutes prior to the scheduled start of the game will be penalized by the suspension of the head coach for the first half of the ball game. The coach must sit in the stands and will not be allowed to coach. The coach will not be allowed to use radios or make contact with the team or coaches by any means.

The home team must furnish and use a balance-type hospital scale or commercial-type digital scale prior to each team weighing in. Appropriate fingernail length shall be checked at the weigh-in.

- Coaches must be shown a zero balance.
- If scales are broken or unavailable for weigh-in, a Commission Officer must be contacted immediately. The Commission Officer will determine the process depending on the situation.

Coaches shall bring three digitally typed (& not handwritten) official INFC rosters to the weigh-in (distributed to the press box, opposing coach, and weigh-in administrator). Hand-written quarter assignments & game day decisions are exceptions to the digital format.

- **Players must be organized in numerical order** on the roster. Notations as to players not in attendance and/or who are under disciplinary action shall be listed on the roster throughout the entire season. The Commission can ask for rosters at any time, and they **MUST** be made available.
- Coaches who fail to submit a roster to the opposing coach at the time of weigh-in will set out for the first half of that game and will not be allowed to coach or communicate with the coaches or players of their team under any circumstances outside of individual player health or safety.
- The maximum weight will be set at each player's particular weight class. The player weighing must be at equal or less than specified weight limit. If the bar touches the top and stays at the top, the player will be required to play up to the next weight class. **Coaches (opposing or otherwise) are not allowed to make exceptions for any players.**

Penalty: If an exception is made, the coach making the exception will be suspended and assessed a \$50.00 fine.

A player will be allowed to weigh in two times, with the second to be done within five minutes of the first weigh-in.

Players late for the weigh-in (not in attendance by the completion of both teams weighing in) must and will be weighed in prior to the start of the game. Late players will be penalized by not being allowed in the game until the start of the second quarter.

Players not in attendance five minutes prior to the scheduled start of the game will not be allowed to play until the start of the third quarter and must be weighed in during halftime or before.

A player who is discovered to have been allowed to participate in a game without being weighed will not be allowed to participate in the next scheduled game. The Commission will suspend the coach responsible.

Every player must step on the scale; no exceptions shall be granted.

A team found guilty by the INFC Commission of breaking any of the rules, as set forth in the adopted weigh-in procedures, will be subject to the forfeiture of the game. The coach/coaches shall also be subject to additional suspensions, fines and/or penalties.

Article 17 POSTSEASON

Section 1: General Postseason Information

Postseason tournament and games will be scheduled following the end of the regular season.

Postseason structure & tournament game rules are subject to change on an annual basis.

Section 2: Marginal Points

Marginal Points shall be calculated for each divisional game played throughout the regular season.

Marginal points are tallied up to +/- eight points per game & shall be based on the margin of victory. No team shall add or subtract more than eight points per game.

For overtime games, the maximum number of marginal points shall be calculated at +1 point for the winner.

If two teams are tied (on marginal points), the advancer shall be the team that defeated the other during the regular season.

If three teams are tied (on marginal points), the advancer shall be determined by a coin toss at a time and place determined by the Commissioner.

Remaining playoff spots for tied teams, which lose the coin toss, shall be determined by which team defeated the other during the regular season play.

Section 3: Division Tie Breakers

If two teams have equal records at the end of the regular season play, the team that won over the other will be considered to have the higher league standing.

In the event that three or more teams are tied with identical records and no winner can be determined, the advancing team shall be determined by totaling the margin of points for each tied team in all Divisional games (or division games if there are two or more divisions). The advancing team shall be the team with the greatest number of marginal points.

Any outstanding playoff spots for the remaining tied teams shall be determined by the winner over the other during the regular season as above.

Section 4: Postseason Tournaments & Qualification

Three post-season tournament brackets will be generated for all qualifying grades at the end of the INFC regular season.

Placement Qualifications:

Grade level division teams will adhere to the following tournament placement qualifications:

- Teams that finish the regular season within their divisions as the number one or number two seeds will qualify to compete in the "Gold" level bracket.
- Teams that finish the regular season within their divisions as the number three or number four seeds will qualify to compete in the "Silver" level bracket.
- All remaining teams will qualify to compete in the "Bronze" level bracket.

Tournament Rules:

Games will adhere to regular season grade-level rules for game-play, roster, and participation.

Teams will only be allowed to participate at the tournament level in which they qualify.

All first-round tournament byes will be assigned randomly to the top qualifying teams.

Seedings

- "Gold" & "Silver" level higher-seeded teams will be paired with lower-seeded teams for the first rounds of each tournament, as allowed by total team counts.
- Teams will be seeded based on the number of marginal points within the "Bronze" level tournament. Teams with like points will be placed in a random draw.

Field Assignments

- Hosting privilege and home-field advantage will be given to the higher-seeded team in the “Gold” and “Silver” tournaments. For the same-seeded teams, the team at the bottom of the bracket will be considered the home team.
- “Bronze” bracket games will be played at neutral host locations, and the bottom team on the bracket will be considered the home team.

**The Commission or a specially convened committee will rule on any exceptional circumstances based on participation numbers or other factors.*

Section 5: Championships & Finals

Championship & Tournament finals for all post-season games will be played on a field to be determined by the INFC Commission.

Article 18 RULES GOVERNING OVERTIME

Section 1: Overtime (Tiebreaker for INFC Play Off Games)

National Federation High School Rules (NFHS/Oklahoma High School Rules) will apply.

Section 2: Overtime (Tiebreaker for INFC Regular Season Games)

After the coin toss options, play will start at the defensive team's 25-yard line.

Each team will have one series of downs, 1st and goal, starting at the 25-yard line.

Teams cannot make a 1st down or be awarded an automatic 1st down.

If a defensive team penalty is accepted, the down will be replayed.

If an offensive team penalty is accepted, the down will be replayed unless the penalty carries a loss of down.

Whichever team has the highest score or the most penetration distance after 4 downs and maintains possession for all 4 downs, wins the game.

If both teams have lost yardage after 4 downs, or have lost possession, or have the same score or penetration, the overtime will be replayed.

Defensive pass interference carries a 15-yard penalty if accepted plus the down is replayed.

The offense must maintain possession. If the defense gains possession of the ball during play, the ball becomes dead and the team in original possession will be recorded with zero yards gained.

One point will be awarded for the score in an OT victory.

Article 19 RULE CHANGES

Bylaw and rule changes may be amended, adopted, or repealed at any regular meeting by a majority vote of the membership. All rule change suggestions should be submitted on or before the January annual meeting in writing for review by the bylaws committee.

**ADDITIONAL INFC RULES PERTAINING TO
MIGHTY MITE FOOTBALL**

MIGHTY MITE FOOTBALL 1st & 2nd GRADES

Article 1 PURPOSE

The purpose of the INFC Mighty Mite Football Program is to educate football players on the fundamentals of football in a semi-competitive atmosphere.

Article 2 GENERAL INFORMATION

Section 1:

The Mighty Mite program will consist of 1st and 2nd grade teams playing 8-man football with mandatory half-game participation.

Section 2:

Organizations may only recruit players from their territory. There may be an exception granted under the classification of exceptional circumstances as determined by the INFC Commission.

Section 3:

The INFC Mighty Mite Football Program will use the equivalent of peewee footballs (leather or composite leather).

Article 3 COACHES & PARENTS RULES

Section 1:

Every coach will be certified by USA Football. It will be the responsibility of the association to ensure their coaches are certified.

Section 2:

Each association will be responsible for the conduct of all their coaches. Coaches are responsible for the conduct of their parents.

Section 3:

Every coach is required to attend an INFC coach orientation meeting. Failure to comply will result in a \$200.00 team fine. No games will be played until such fine is paid.

Section 4:

There will only be three practices allowed per week. Each practice can only be a maximum of one & a half hours long from the scheduled start time. This includes warm-up, drills, training, cool-down, and team meetings (everything).

Section 5:

Only one coach from each team will be allowed on the field during game play.

Section 6:

There will be no coaching while play is in progress. The coach must be a minimum of 15 yards back from the line of scrimmage; there will be no communication with a player once the line is set and cadence begins. Officials will grant only one warning. If there is a second offense, the official will eject that coach from the playing field to the sidelines.

Section 7:

If a coach on the field while addressing an official precipitates a delay of the game, that team will be charged a timeout.

Article 4 DRAFTS

Section 1:

The Mighty Mites will be classified into two divisions. One being 2nd grade division, consisting of teams of all 2nd graders or a combination of 1st and 2nd graders. To participate in 2nd grade division, the child must be in the 1st or 2nd grade and cannot turn 9 years old prior to September 1st.

The 1st grade division will consist of Kindergarten (at the option of each member organization) and 1st graders. The participants in the 1st grade division must be in Kindergarten or first grade and cannot turn 8 years old prior to September 1st.

Section 2:

An INFC Commissioned officer or an appointed committee member of the INFC Mighty Mite Football Program must supervise all drafts.

Section 3: Protects

For newly formed teams, there are four protects. For existing teams, there are two protects.

Section 4:

Within the INFC Mighty Mite Football Program, it will be the parents' or coaches' request to remove a child from a team and place him/her into the draft. Otherwise, the player remains with the previous Mighty Mite team.

Section 5:

At any time, an organization has only one team in a grade, and that team splits into two or more teams, all players will be in the draft pool, except up to 4 protected players. If an organization has two or more teams in a grade and splits to three or more, existing teams may retain any or all original players.

When a player or team advances to the 3rd grade level, INFC's new team rules will apply.

Article 5 PLAYER PARTICIPATION RULES

Section 1: Rosters

Teams may not carry more than 16 players. Teams carrying a roster of 16 players must receive a waiver from the conference and utilize two quarterbacks throughout the game.

Section 2: Player Participation

- Players must reside within the club boundary of their team unless granted an exception through the Conference.
- Each player must play two quarters of uninterrupted play, playing one full quarter in each half, both offense and defense.
- Player quarter assignments must be marked on the game weight-in roster and presented to the opposing coach at weigh-in.
- No coach may substitute a player within a quarter of play. Injured players: once recovered, must immediately re-enter the game to fulfill the quarter as marked on the roster. The head coach must confirm any player who enters or exits the field of play during a quarter with the game official.
- To challenge the participation roster of an opposing team, A head coach must call a timeout and confer with the head official, who will verify the game roster with the current quarter, players injured, and those currently in the game
- A challenge of illegal substitution to the MM participation roster shall result in one or more of the following infractions:
 - If confirmed, the head coach proven to be in violation will be assessed a 15-yard unsportsmanlike penalty and be placed under review for suspension or removal from coaching. A time-out shall not be charged.
 - If unconfirmed, the contest shall be denied, the head coach will be assessed a 15-yard unsportsmanlike penalty & charged a time-out.

Section 3: Weight Limits

First Grade

Maximum playing weight is 105.00 pounds.

Maximum playing weight for advancing the ball is 60.00 pounds.

Striper weight limits as follows:

- One steeper: 60.01 to 80.00 pounds.
- Two steeper: 80.01 to a maximum of 105.00 pounds.

Second Grade

Maximum playing weight is 115.00 pounds.

Maximum playing weight for advancing the ball is 70.00 pounds.

Striper weight limits as follows:

- One steeper: 70.01 to 90.00 pounds.
- Two steeper: 90.01 to a maximum of 115.00 pounds

Both First & Second Grades:

All Mighty Mite weigh-ins must follow the official INFC weigh-in procedures.

Striped participants: All striped players...

- Must have their helmets marked within official INFC guidelines.

- Striped players while on offense, may advance the ball only after the recovery of a defensively caused fumble.
- Striped players are not allowed to be in the offensive backfield.
- Striped players are allowed to return interceptions and/or fumbles.

One-Stripe participants:

A neon green stripe must be vertically centered at the rear of the helmet and remain visible from behind the helmet.

One-stripe player must adhere to all INFC Mighty Mite Striped Participant rules.

One-stripe players may play any position while on defense.

Two-Stripe participants:

A neon green X must be vertically centered at the rear of the helmet and remain visible from behind the helmet.

Two-stripe player must adhere to all INFC Mighty Mite Striped Participant rules.

A two-striper must be a lineman in a down position three- or four- point stance, offense, or defense.

No more than two (2), two-stripe players per team are allowed on the field at one time unless granted approval by the Commissioner.

Approval of additional two-strippers will only be granted for reasons of team size and player participation. When facing a team granted approval, opposing teams may match the total number of two-stripe players on the field.

Exceptions will not be allowed or tolerated.

Section 4: Weigh-In Procedure

At weigh-in, each team must furnish three official INFC Mighty Mite player participation rosters (press box, opposing coach, and weigh-in administrator) for the game. This roster must be the official INFC Mighty Mite roster. The game will not proceed without each team having the opposing team's player participation roster showing name and the quarter in each half each player is in the game.

PENALTY: A team not present at the weigh-in area with proper documentation 30 minutes prior to the scheduled start of the game will be penalized by the suspension of the head coach for the first half of the ball game. He must sit in the stands and will not be allowed to coach. He will not be allowed to use radios or make contact with the team or a coach by any means whatsoever. Violation of this rule will result in removal of the coach for the remaining football season.

Players late for the weigh-in (not in attendance by the completion of both teams weighing in) must and will be weighed in up to 5 minutes prior to the start of the game. Players not in attendance five minutes prior to the scheduled start of the game will not be allowed to play until the start of the third quarter and must be weighed in during halftime or before.

Article 6 GAME RULES

Section 1:

Oklahoma High School Rules will be utilized in this league with the exception of the INFC Rules contained within.

Field Size - The field width will be reduced to no less than 35 yards, no more than 40 yards.

Example: Field width will be set up from near sideline to the far hash marks.

Game Time - 8 minute quarters will be utilized for all Mighty Mite League play.

- This is a continuous running clock, stopping only for Touchdowns, Time Outs, Injury, and Extra Points.
- A team is allowed 35 seconds between each play. Time starts at the placement of the ball by the official.
- Two (2) minute warning will be given at the end of the 4th quarter and regular regulation play will be in effect during this time (no running clock).
- Each team is allowed two (2) time outs per half.

Punts - the 20/20 rule. The punt team must notify the official of their intent to punt. The official will at that time place the ball 20 yards downfield. At no time shall the ball be placed inside the receiving team's 20 yard line.

Fumbles - A fumble can be recovered and advanced, utilizing the ball advancement rules.

Ball Placement - The ball is to be placed on the 40-yard line.

- At the start of the game.
- After each touchdown, extra point.
- At the beginning of the second half.

Scoring - The score will be kept on the board to ensure the mercy rule is obeyed.

Points -

- Six points for a touchdown.
- One point for a successful try by running.
- Two points for a successful try by kicking.
- Three points for a field goal.

Mercy Rule - At the time a team reaches a 28 point spread, the score will freeze and INFC mercy rule procedures apply.

Playoffs – Mighty mite playoffs will follow the same guidelines as 3rd-7th grade

Mighty Mite Overtime

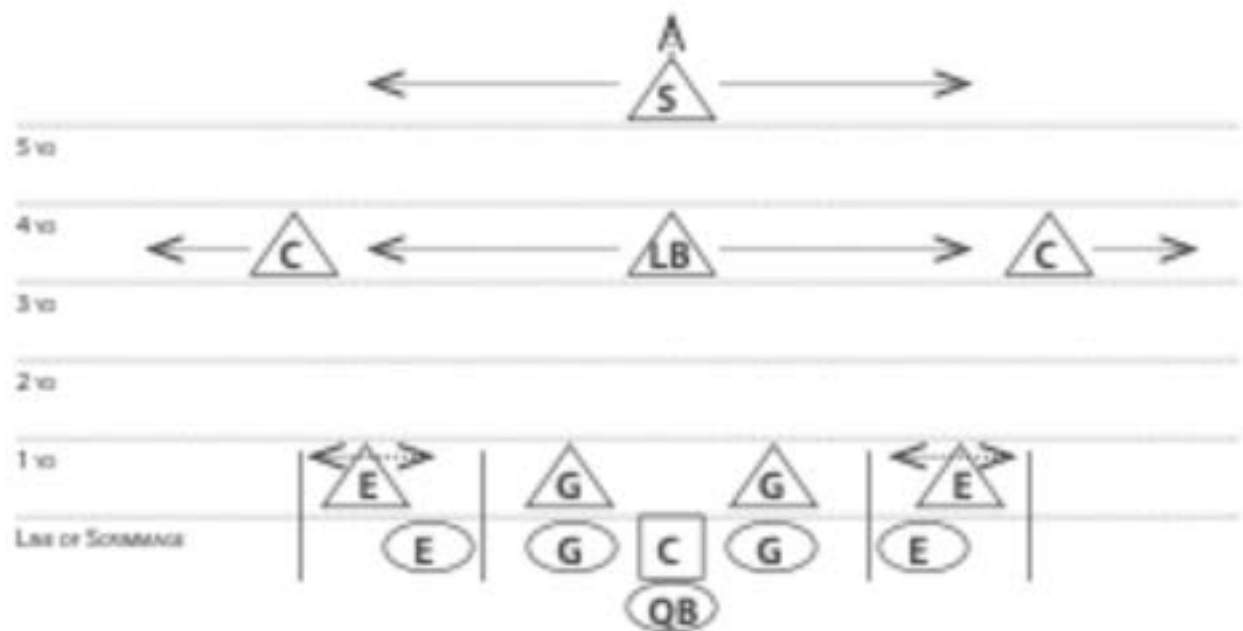
- Regular Season - No overtime will be played.
- Playoffs - Games adhere to Regular Season [3rd - 7th grade] overtime advancement rules

Article 7 MIGHTY MITE DEFENSE

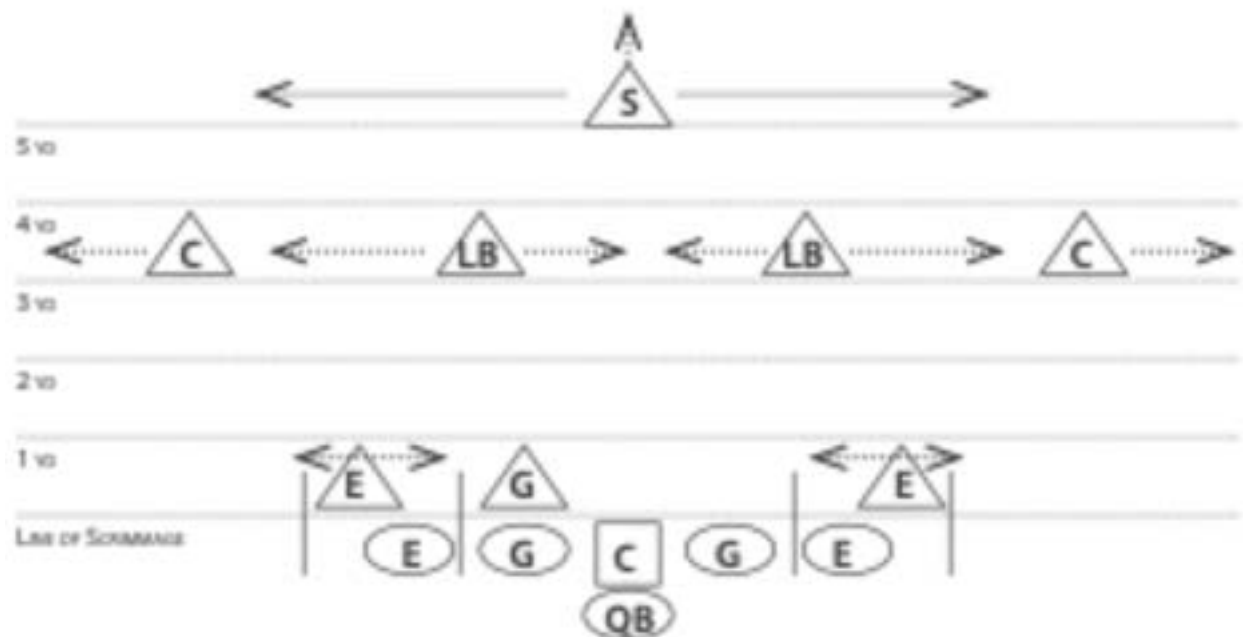
All 1st & 2nd grade teams must run the same defense as designed until the snap of the ball.

- The Safety must line up no closer than 5 yards from the line of scrimmage and can move laterally.
- Cornerbacks must be no closer than 3 yards from an Offensive End and must be set and positioned 3 yards back from the line of scrimmage.
- Must have three or four Defensive lineman.
 - Defensive Guards must line head up with the Offensive Guard, not in the gaps, and must begin play in a down position.
 - Defensive Ends must line head up or on the outside shoulder of the Offensive End.
 - A two striper must play on the line in a down position.
- All linemen must line up in a down position.
- May have one or two Linebackers that must line up 3 yards back from the line of scrimmage, can move laterally between the center and the end. If there are two linebackers, they must line up on opposite sides of the ball.
- The Offensive Center is protected; a defensive player must go to the left or right of the Center
- The defense is frozen, and no adjustments are allowed once the offensive line is set.
- Inside the 5 yard line the defense is allowed to move the Linebacker(s) and Cornerbacks to within one yard from the line of scrimmage. The middle linebacker can line up over the Center but is not allowed to have head-on contact with the Center. The Safety can move to within 3 yards from the line of scrimmage.
- **The Center is always protected.**

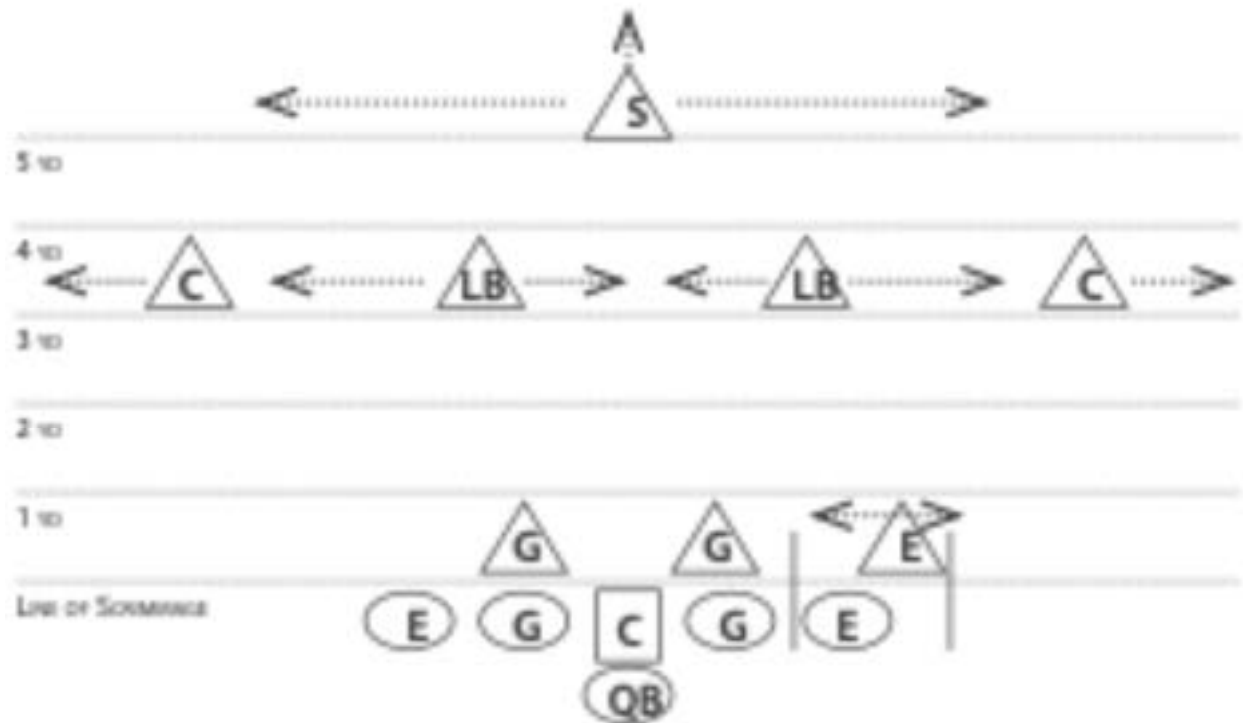
Defense — 1 Linebacker



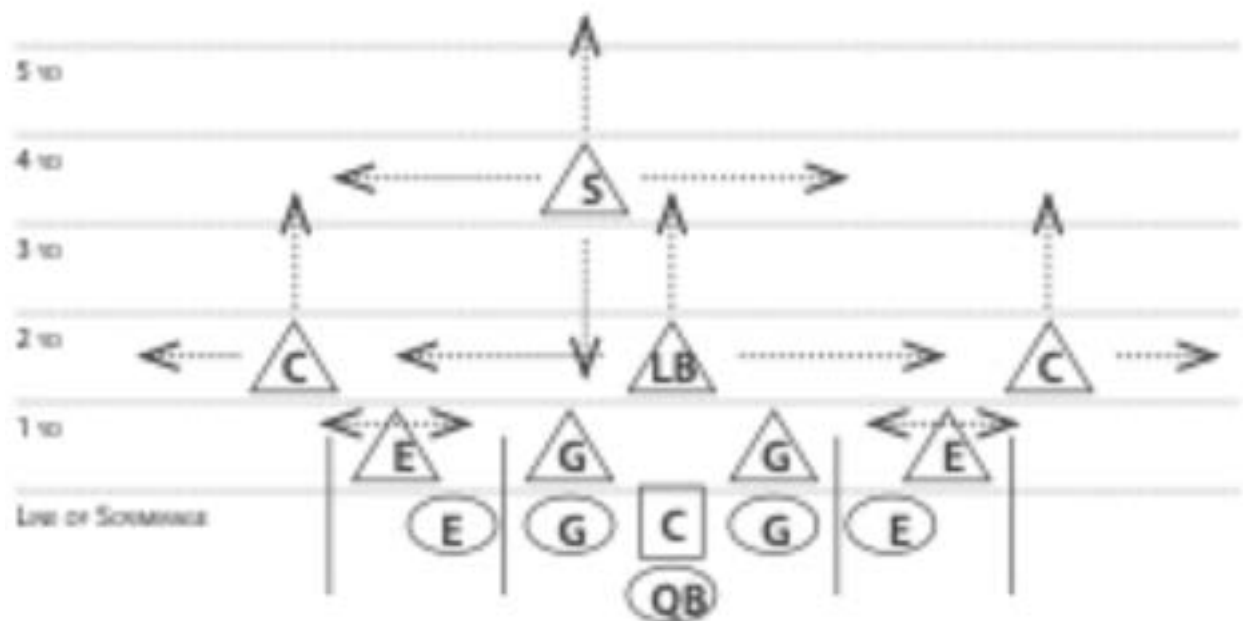
Defense — 2 Linebackers; 1 Guard (either Guard can be utilized)



Defense — 2 Linebackers; 1 End (either End can be utilized)



Defense — Inside 5 yard line



Article 8

MIGHTY MITE OFFENSE

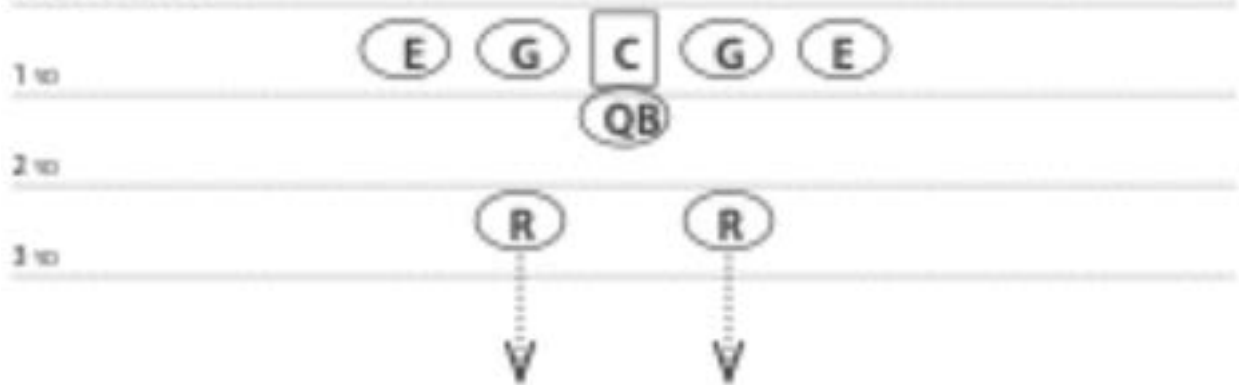
All teams must run the same offense as designed by the diagrams above until the snap of the ball. **NO**

EXCEPTIONS.

- Must have five players on the line of scrimmage, all in the down position.
- End position can be two stripers as long as they are in a down position.
- Ends cannot split out, but they can go out for a pass after the snap, following the ball advancement rules. i.e. No Stripers.
- Maximum splits on the line are fingertip to fingertip of the lineman.
- Quarterback can start in the shotgun formation directly behind the center no farther than two yards back from the ball.
- Must have two backs in the backfield that line up at least two yards deep from the line of scrimmage. (Not counting the quarterback).
- Backs must line up behind the guards in the split formation.
- Backs must line up behind the center in the I formation, no offset I formations.
- No players shall be in motion before the snap of the ball.
- A team is allowed a maximum of 35 seconds from the time the ball is spotted by the Official until the snap.

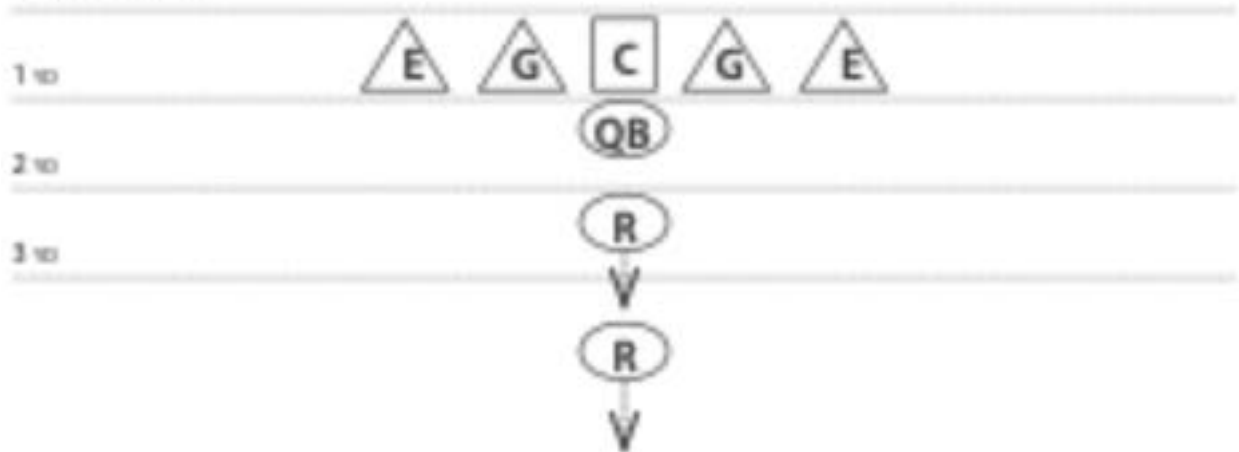
Split Back Formation

Line of Symmetry



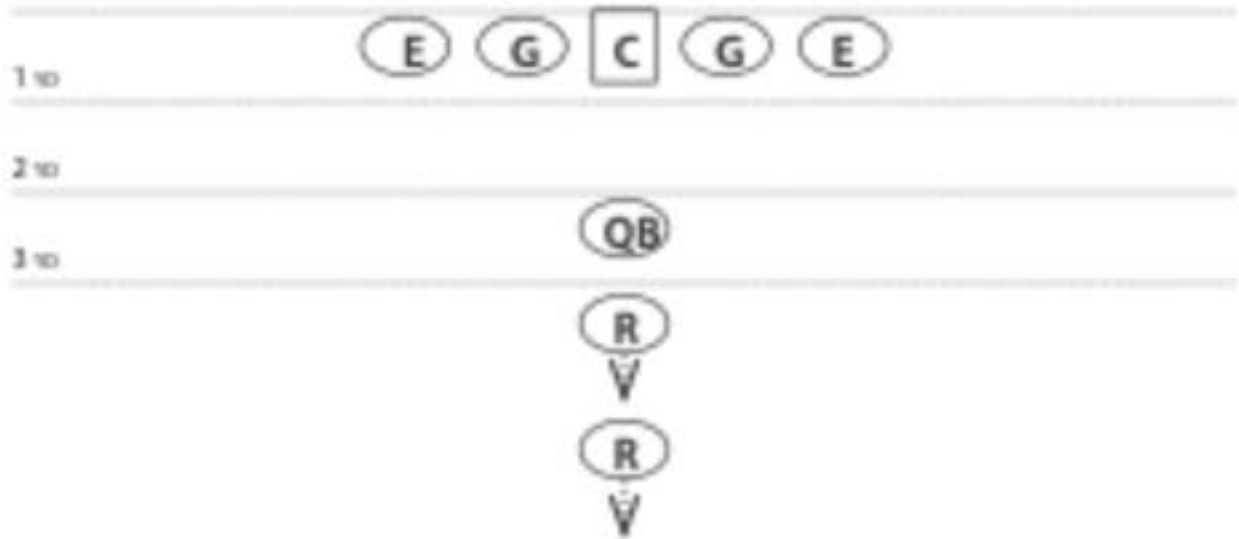
I - Formation

Line of Symmetry



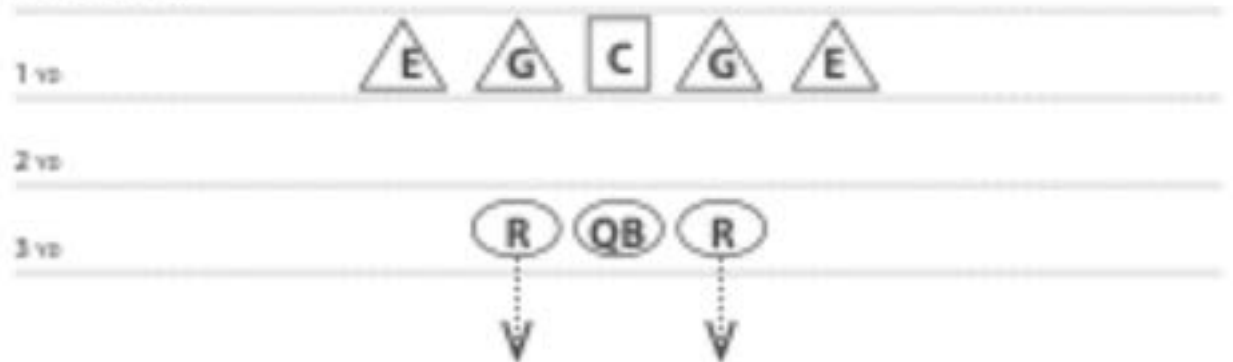
Shotgun / I - Formation

Line of Scrimmage



Shotgun / Split Back Formation

Line of Scrimmage



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SIGNS & SYMPTOMS OF A CONCUSSION

SIGNS OBSERVED BY COACHING STAFF

- Appears dazed or stunned
- Is confused about the assignment or position
- Forgets sports plays
- Is unsure of the game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows behavior or personality changes
- Recall events prior to the hit or fall
- Can't recall events after a hit or fall

SYMPTOMS REPORTED BY ATHLETE

- Headache or "pressure" in the head
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy, or groggy
- Concentration or memory problems
- Confusion
- Does not "feel right"

COACH RESPONSIBILITY SHOULD A CONCUSSION BE SUSPECTED

1. Remove the athlete from play.
 - Look for signs and symptoms of concussion if an athlete experiences a bump or blow to the head.
 - "When in doubt, sit them out" - athletes with signs or symptoms of concussion must not return to play.
2. Ensure that the athlete is evaluated immediately by an appropriate health care professional.
 - Do not try to judge the severity of the injury yourself.
 - Coaches recording the following can help a health care professional in assessing the athlete:
 - The cause of the injury and the force of the hit or blow to the head.
 - Any loss of consciousness, and if so, for how long.
 - Any memory loss or seizures immediately following the injury.
 - Number of previous concussions (if any).
3. Inform the athlete's parents/guardians of the possible concussion & and give them the concussion fact sheet for parents found on usafootball.com.
 - Ensure that parents know the athlete must be seen by an appropriate healthcare professional.
 - Provide formal documentation of the injury and notify the league Commissioner.
4. Allow the athlete to return to play only after an appropriate healthcare professional clears his or her return. A repeat concussion that occurs before the brain recovers from the first can slow recovery or increase the likelihood of having long-term problems.

CONDUCT

Section 1:

Any assault, verbal abuse, profanity, or display of unsportsmanlike conduct by a coach, parent, participant, club official, or guest at any INFC function will not be tolerated. Intentionally running up the score will be classified as unsportsmanlike conduct. Violations will be dealt with accordingly.

Section 2:

Alcoholic beverages, illegal drugs, and/or the consumption of alcoholic beverages and/or illegal drugs will not be tolerated by anyone at an INFC-sanctioned function.

Section 3:

The penalty for any infraction will be one or more of the following:

- Fine up to \$500.00.
- Suspension from a game or games.
- Lifetime suspension from any INFC Football Event, or Game.
- Probation.
- An action deemed appropriate by the INFC Commission

PARENT CODE OF ETHICS

I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by following this Parents' Code of Ethics:

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
- I will place the emotional and physical well-being of my child ahead of my personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.
- I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and will refrain from their use at all youth sports events.
- I will remember that the game is for youth, not adults.
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
- I will help my child enjoy the youth sports experience by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation.
- I will read the National Standards for Youth Sports and do what I can to help all youth sports organizations implement and enforce them.























Signed

PARENT NAME

PARENT SIGNATURE




























NFHS OFFICIAL FOOTBALL SIGNALS

1 Ball ready for play *Untimed down 	2 Start clock 	3 Time-out Discretionary or injury time-out (followed by tapping hands on chest) 		
4 TV/radio time-out 	5 Touchdown, Field goal, Point(s) after touchdown 	6 Safety 	7 Dead ball foul, Touchback (move side to side) 	
8 First down 	9 Loss of down 	10 Incomplete forward pass Penalty declined No play, no score Toss option deferred 	11 Legal touching of forward pass or scrimmage kick 	12 Inadvertent whistle 
13 Disregard flag 	14 End of period 	15 Sideline warning 	16 First touching Illegal touching 	17 Reset play clock to 25 seconds (Use both hands to have play clock reset to 40 seconds) 
18 Encroachment 	19 False start Illegal formation Free kick infraction 	20 Illegal shift (2 hands) Illegal motion (1 hand) 	21 Delay of game 	22 Substitution infraction 

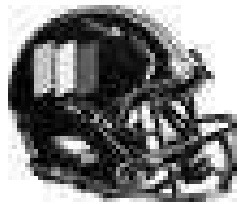
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NFHS OFFICIAL FOOTBALL SIGNALS

23 Disconcerting act 	24 Illegal helmet contact Targeting 	25 Illegal horse-collar tackle 	26 Illegal blindside block 	27 Unsportsmanlike conduct Noncontact foul 
28 Illegal participation 	29 Sideline interference (Face press box) 	30 Running into or Roughing kicker or holder 	31 Illegal batting/kicking (Followed by pointing toward toe for kicking) 	32 Invalid fair catch Illegal fair catch signal 
33 Forward pass interference Kick catching interference 	34 Roughing passer 	35 Illegal pass/forward handing (Face press box) 	36 Intentional grounding 	37 Ineligible downfield on pass 
38 Personal foul 	39 Clipping 	40 Blocking below waist 	41 Chop block 	42 Holding 
43 Illegal block Illegal use of hands/arms 	44 Helping runner Interlocked blocking 	45 Grasping face mask or helmet opening 	46 Tripping 	47 Disqualification 

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The battle was fierce; casualties suffered on both sides. It seemed to the gallant to rage on and on, never ending; but it did. The dust settled and the weary little soldier lamely exits the field of honor, feeling dishonor and barely holding back a tear. His family stands quietly, patiently awaiting his arrival. The little soldier, tired and dirty, approaches head hanging low with shame and dishonor stricken across his face. Dad steps forward, confrontation inevitable. He bends down and hugs The Little Soldier and says, I'm proud of you, Son!

Parents and coaches, please show support to yours and others little soldiers both on and off the field. Be tolerant of their mistakes, use wisdom in answer to their aggravations and help them over the hurdles. Love them.

Tom Lott
Founder & Honorary Chairman
In memory of Tommy Wayne Lott (1949-2015)

INDIAN NATIONS FOOTBALL CONFERENCE



INDIAN NATIONS YOUTH SPORTS

**Tackle Football • Flag Football
Basketball • Lacrosse • Spirit**



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