

National Public Safety Football League *2018 Rules & Regulations*

I. CONTESTS

A. Rules

1. All NPSFL football contests will utilize the current NCAA football rules as the standard rules of play for the League except where the League has specifically adopted variations to the NCAA rules. These variations are defined in the “NPSFL Official’s Guidelines” document. This document must be presented to the Head Referee prior to every NPSFL contest so that they may be properly informed of the League’s variations to NCAA rules.
2. An official NPSFL season will be made up of four (4) officially sanctioned league games – two (2) home (host) games and two (2) away (visiting) games. (Exceptions to the number of games home and away may be granted on a case by case basis by the NPSFL Executive Board.) The four (4) official games for each team will be scheduled by the Executive Board at the annual NPSFL League meeting.
3. The official ball to be used during a League contest will be a ball accepted as the official NPSFL football. Official NPSFL footballs may be purchased with the NPSFL logo through the manufacturer or may be ordered locally so long as it is the specific brand and model approved by the League.
 - a) The GST 1003 Wilson NCAA leather (not synthetic) ball is the official game ball for the NPSFL. This is the only ball to be used in any NPSFL game. Only two balls to be used in a game. Each team will provide one game ball to be used. The Head Official of the game (the White Hat) will examine and approve the game balls to be used. In case of inclement weather, additional game balls may be used after the balls to be used have been approved for use by the Head Official.
4. There will be no use of kicking blocks for any PAT or Field Goals.
5. Each NPSFL team is encouraged to maintain a copy of these rules to insure compliance with these rules.

B. Game Officials

1. All NPSFL Host teams will arrange to have Game Officials.
 - a) Minimum qualification for Game Officials is as follows:
 - 1) The White Hat and Head Umpire **MUST BE NCAA SANCTIONED** officials.
 - 2) The remaining Game Officials must be at least High School sanctioned, with knowledge of NCAA rules and regulations.
2. A minimum of five (5) Game Officials must be used for regular season NPSFL contests. A minimum of seven (7) Game Officials must be used for any NPSFL championship contest.

3. Game Officials will not in any way be “connected” with the agencies, players, coaches or staff members of either team. For the purpose of this rule “connected” means they shall not be employed or have been employed by any agency of the teams involved, or be a family member related to any individual on the teams involved.
4. Volunteers (including individuals related to agencies, players, etc.) may be utilized for chain crews, ball boys and/or other related support duties.
5. Failure for the home team to comply with the above regulation will result in a \$250 fine payable to the League General Fund and forfeiture of the contest.
6. If any member of the Executive Board becomes aware of an allegation of any team using an ineligible Game Official, that Board Member shall immediately report said allegation to the Vice President, who will forward the allegation to the Competition Committee to conduct an investigation into the Game Official in question, at any time, without any specific protest by any team. The Competition Committee will report their findings to the League Executive Board who will serve as the hearing authority in all such cases and will be the ultimate decision making body.

C. Responsibility

1. It will be the responsibility of the HOST team/organization to secure qualified Game Officials for all League contests.
 - a) Visiting teams may bring two Game Officials when traveling. The visiting team must advise the home team they are bringing two officials at least one month prior to the game to allow for scheduling the remaining officials. Visiting team would pay for the officials lodging and travel. The home team would pay the officials at the home team’s rate. The traveling official’s assignments will be given out by the home team’s White Hat.

D. Contest Results/Reporting

1. It is the responsibility of the host team to complete the Official NPSFL Contest Results Form (including obtaining the signature, phone number, and affiliation of the head referee) and forward the results of the contest to the Vice President by fax or e-mail within 2 days of the end of the contest. The original signed copy of the form will be retained until the end of the season.
 - a) Failure to comply with the above rule will result in a fine of \$100.00 to the host team payable to the NPSFL general fund.
 - b) The results of a League contest are not official and are not considered for team standings toward the National Championship Game until the Contest Results Form is received by the Vice President.
2. The form will report the names of each team, scores, Coaches names, Head Referee, location and date of the contest. The form will be signed by each team’s Coach as well as the Head Referee.
3. In the case a player or players are ejected for any reason, the Head Referee will complete an Incident Report that is on page 2 of the Official NPSFL Contest Results Form, detailing the circumstances of the ejection and their

recommendation for further discipline based on the severity of the conduct leading to the ejection.

E. Forfeits

1. Teams Forfeiting a Contest
 - a) A team that forfeits a League scheduled game, including forfeits due to League Rule violations, immediately loses its “Team in Good Standing” status and is automatically sanctioned and not eligible for championship play until they have successfully completed a “season of sanction” as described in the NPSFL By-Laws and/or Rules.
 - b) If a team forfeits a League scheduled game, then that team is financially responsible for all expenses incurred by the opposing team.
2. When a team is awarded a forfeit during the season for any reason, the team being awarded the forfeit must decide whether to accept the forfeit or decline it.
 - a) If a team chooses to accept a forfeit, they will be awarded a 6 – 0 win and will receive all benefits of that win. At the same time they will accept that the win is a permanent part of their official win/loss record and will count toward their power ranking the next season. EXAMPLE: Team went 2-2 on the field but forfeit changed their record to 3-1, the team will have a power ranking of 4 the next season.
 - b) If a team chooses to decline a forfeit, the game will still be recorded as a 6 – 0 win for the team but it will go down as NO GAME for the official team record for their power ranking the next season. The team declining the forfeit will only show actual on the field wins for their power ranking next season. EXAMPLE: Team went 2-2 on the field and declined a forfeit win. The team will have a record of 2-1 and a power ranking of 3 the next season.
 - c) The determination to accept or decline the forfeit must be made before the team’s next League Contest and not more than 5 days after notification of the forfeit. Failure to decide will result in the forfeit win being awarded.

F. Team Standings/Tie Breakers/Selection of Championship Teams

1. A team must be in “Good Standing” (as defined in the NPSFL By-Laws) with the League to be eligible to play in either Championship Game.
2. To be eligible for either Championship Game, a team must play 4 NPSFL teams (as their League contest games) whose power points equal a total of 10 or more. In addition, to be eligible for the National Championship Game, when team plays more than 4 NPSFL teams in a season they must count their 4 strongest opponents (by power points) towards their League schedule. If said team has a power ranking of 3 or less and does not count their 4 strongest opponents they would still be eligible for the Division II Championship Game.
3. The basic criteria for selection of the two teams to represent the League in the Championship Games will be by a simple WON/LOSS record, using only 4 officially sanctioned League contests.

4. In the event teams have identical WON/LOSS records, the next determining factor will be head-to-head competition. Where head-to-head can be applied, it shall be applied. If more than two teams have played head-to-head and their head-to-head victories cancel each other out, this tie-breaker will not apply. If the head-to-head system does not apply, the next determination will be made by the “Power Ranking System” which has been adopted by the League.

5. The Power Ranking System:

a) Each team will be assigned a power ranking at the Annual League Organizational Meeting. The ranking will be based completely on the team’s previous season’s performance. The ranking will be as follows:

1)	<u>Win/Loss</u>	<u>Power Ranking</u>
	4 / 0	5
	3 / 1	4
	2 / 2	3
	1 / 3	2
	0 / 4	2

2) New teams joining the League after their probationary season will be assigned a power ranking of 2.

3) Any team with a power ranking of 2 that declares for the National Championship, will be automatically assigned a power ranking of 3.

b) Each team will be awarded two (2) points for each victory in an officially sanctioned League contest (i.e., a team that has a 4-0 record will be awarded eight (8) points, a 3-1 team will be awarded six (6) points, etc.). At the end of the regular season, all teams will compare their individual records, and their League opponent’s WON/LOSS records.

c) For each regular season win, the affected team will be awarded one point for each of their regular season opponent’s win and no points for a loss.

- Two teams are 4-0 in the league at the end of the regular season
- Team A with a record of 4-0 has played teams with power ranking of 5/3/3/1 = 12 power ranking
- Team A has two points for each win 4-0 = 8
 1 point for each opponent’s wins:
 e.g. Team A 3-1 = 3
 Team B 2-2 = 2
 Team C 1-3 = 1
 Team D 0-4 = 0
 Total 6 victory points
- Point total is 12 + 8 + 6 = 26.
- Team B with a record of 4-0 has played teams with power ranking of 3/3/1/1 = 8 power ranking
- Team B has two points for each win 4-0 = 8
 1 point for each opponent’s wins:
 e.g. Team A 3-1 = 3
 Team B 2-2 = 2
 Team C 1-3 = 1

Team D 0-4 = 0

Total 6 victory points

- Point total is $8 + 8 + 6 = 24$.
 - Team A would advance to the Championship Game on power points.
6. If a determination cannot be made by the “Power Ranking System,” the League President will conduct a coin flip while on teleconference call with a representative from teams involved. The coin flip shall be video recorded, by camera or cellular phone, as to eliminate any dispute. If the League President’s team is involved, any other member of the Executive Board may be selected to conduct the coin flip.

G. NPSFL National Championship Game

1. NPSFL teams in good standing will be eligible to compete for the NPSFL National Championship Game.
2. Teams that are eligible, but do not want to play for the National Championship Game will declare this at the NPSFL League Meeting as “not competing for any championship game”. This declaration will be good for the upcoming NPSFL season only.
3. The location of the National Championship Game will be decided as follows: Years ending in odd numbers, the game will be played at the eastern most involved team’s venue. Years ending in even numbers, the game will be played at the western most involved team’s venue.
EXCEPTIONS: If the two teams involved played each other during the regular season the team winning the regular season contest will host the game. The involved teams may also choose to hold the game at a mutually agreed upon venue.
4. The two teams who played in the National Championship Game the previous year will play each other the following year. The team who hosted the National Championship Game will travel to the opposing team’s venue the following year.
5. Any team that qualifies to play for the National Championship Game under the rules above and does not fulfill the team’s commitment to play the National Championship Game for any reason, will be in violation of NPSFL league rules and will be declared a “sanctioned team” for the next season, and be ineligible for post season play.
 - a) Upon a team being held in violation of this rule, an invitation will be sent, by the NPSFL Board, to the third place National Championship eligible team and invite that team to play in the National Championship Game.
 - b) If the third place team declines to play the National Championship Game, then the team with the best record that has declared their intent to play the National Championship Game will be declared the National Champion by

the NPSFL Board. There will be no sanctions placed on the third place team if they do not play the National Championship Game.

6. The National Championship Game will not be considered a normal host/travel arrangement. All game expenses and income will be divided equally between the teams playing in the game. This includes any costs associated with the game such as advertising, field fees, referees, concessions, Championship game shirts (individual team merchandise is excluded), etc. and any income derived from the game such as ticket sales, concessions, raffles and donations. The home team will be initially responsible for all game and hotel costs (up to thirty-five rooms, double occupancy with two beds, for two-night stay). The travel team will be initially responsible for their airfare costs. Within 60 days of the game being played a full accounting of the game is to be made documenting all income and expenses for the game and payments made to whichever team is owed money. A copy of the Championship Game financial report will be forwarded to the Executive Board for review. Failure to repay any money owed by a team within 60 days will result in that team being declared a “sanctioned team” for the following season.

H. NPSFL Division II Championship Game

1. NPSFL teams in good standing and that have a power ranking from the previous season of three (3) or less will be eligible to compete for the Division II Championship Game.
2. Teams that are Division II eligible must declare at the NPSFL League Meeting whether they wish to play for the National Championship OR the Division II Championship in the upcoming NPSFL season. This declaration will be good for the upcoming season only.
3. Teams that are eligible, but do not want to play for the Division II Championship will declare this at the NPSFL League Meeting as “not competing for any championship”. This declaration will be good for the upcoming NPSFL season only.
4. The location of the Division II Championship Game will be decided as follows: Years ending in odd numbers, the game will be played at the western most involved team’s venue. Years ending in even numbers, the game will be played at the eastern most involved team’s venue. (Opposite of the National Championship Game)
EXCEPTIONS: If the two teams involved played each other during the regular season the team winning the regular season contest will host the game. The involved teams may also choose to hold the game at a mutually agreed upon venue.
5. Any team that qualifies to play for the Division II Championship Game under the rules above and does not fulfill the team’s commitment to play the Division II Game for any reason, will be in violation of NPSFL league rules

and will be declared a “sanctioned team” for the next season, and be ineligible for post season play.

- a. Upon a team being held in violation of this rule, an invitation will be sent, by the NPSFL Board, to the third place Division II eligible team and invite that team to play in the Division II Championship Game.
 - b. If the third place team declines to play the Division II Game, then the team with the best record that has declared their intent to play the Division II Game will be declared the Division II Champion by the NPSFL Board. There will be no sanctions placed on the third place team if they do not play the Division II Championship Game.
6. Any team that wins the Division II Championship will be ineligible for the Division II Championship Game the following season. The Division II Champion will only be eligible to compete for the National Championship the season following the win of a Division II Championship.
 7. Division II teams that did not win the Division II Championship, but earn a Power Ranking of 4 or 5, have the option to remain in Division II the next season with a Power Ranking of 3. Any team that exercises this option, agrees to play a fifth game (either host or travel) if needed to fill an opening in the NPSFL schedule. Any team assigned to play a team that needs a 4th game will have the option of either playing the assigned team as part of their regular four game schedule and count the game OR play the scheduled team as a fifth game and not count the game. This game is mandatory and failure to play this game would constitute a forfeit with all penalties applying. Teams will be assigned by the following methods (applied in the order listed below):
 - a. Volunteer
 - b. Closest teams geographically by air miles
 - c. Lottery
 8. The Division II Championship Game will not be considered a normal host/travel arrangement. All game expenses and income will be divided equally between the teams playing in the game. This includes any costs associated with the game such as advertising, field fees, referees, concessions, Championship game shirts (individual team merchandise is excluded), etc. and any income derived from the game such as ticket sales, concessions, raffles and donations. The home team will be initially responsible for all game and hotel costs (thirty-five rooms, double occupancy with two beds, for two-night stay). The travel team will be initially responsible for their airfare costs. Within 60 days of the game being played a full accounting of the game is to be made documenting all income and expenses for the game and payments made to whichever team is owed money. A copy of the Championship Game financial report will be forwarded to the Executive Board for review. Failure to repay any money owed by a team within 60 days

will result in that team being declared a “sanctioned team” for the following season.

I. NPSFL Trophies and Rings

1. The winner of the NPSFL National Championship Game will be recognized by the NPSFL Board as the NPSFL National Champions. The winner will have a National Championship trophy presented to them that is provided by the NPSFL, and will be allowed to have a championship ring commissioned, at the team’s expense, to celebrate their accomplishment.
 - a. The trophy will have the following inscription:

[Team Name]
National Public Safety Football League
[Year] National Champions
 - b. The ring will have the NPSFL logo and “National Champion(s)” placed on the top or side. Style and cost is at the discretion of the team and is the responsibility of the individual team and/or players. The NPSFL will not provide championship rings.
2. The winner of the NPSFL Division II Championship Game will be recognized by the NPSFL Board as the NPSFL Division II Champions. The winner will have a Division II Championship trophy presented to them, that is provided by the NPSFL, and will be allowed to have a championship ring commissioned, at the team’s expense, the celebrate their accomplishment.
 - a. The trophy will have the following inscription:

[Team Name]
National Public Safety Football League
[Year] Division II Champions
 - b. The ring will have the NPSFL logo and “Division II Champion(s)” on the top or side. A Division II ring will NOT have the wording “National Champions” or “NPSFL Champions” anywhere on the ring (this is reserved for the National Championship only). Style and cost is at the discretion of the team and is the responsibility of the individual team and/or players. The NPSFL will not provide championship rings.
3. All artwork designs for any NPSFL National or Division II Championship rings must be submitted to the NPSFL Executive Board for approval prior to ordering rings.

II. ELIGIBILITY

A. Players

As outlined in the NPSFL By-Laws (current edition), all players/athletes on NPSFL member teams will be:

1. Full Time employees of a Law Enforcement Agency or Fire Department: Approved List of Positions:

- a) City, County, and State Sworn Law Enforcement Officers
 - 1. Police Officer
 - 2. Deputy Sheriff
 - 3. Deputy Constable
 - 4. Deputy Marshal
 - 5. Trooper and other Sworn State Officers (Game Warden, Office of the Attorney General, etc.)
 - 6. Other Sworn Peace Officers
- b) Federal Agents (FBI, ATF, DEA, US Marshal, etc.)
- c) City, County, State, and Federal Corrections Officers / Detention Officers (Certified)
- d) City, County, State, and Federal Probation / Parole Officers (Certified)
- e) Firefighter
- f) EMT / Paramedic
 - 1. Any Municipal employee
 - 2. Private employees where the company that employs the EMT / Paramedic is contracted to respond to 911 emergency calls in place of, or in addition to, the municipal fire department. A letter from the municipal agency must accompany the Player Biography and Waiver to verify the private company's contract as emergency first responders. In addition a letter must be submitted from the private EMT company stating that the employee works full time and his main work responsibility is responding to 911 emergency calls for the listed municipality. This documentation must be re-submitted each year for approval. A maximum of 5 private EMT / Paramedic players will be allowed on a team's roster. Players in this category are considered ineligible to play until reviewed by the Eligibility Committee and approved in conjunction with the Executive Board.
- 2. Full Time Private Security Officers of Public Safety Agencies that are granted powers of arrest by a City, State, or Federal Law Enforcement Agency and are allowed to act as "Police" for a specific area. (Player Biography must be accompanied with a letter signed by the Chief of the Law Enforcement Agency that is granting these powers to the Security Officer) Example: USC Campus Police – LAPD.
- 3. Full Time New York City Sanitation Public Safety Personnel.
- 4. Active Duty (**not reserves**) members of the Armed Forces of the United States whose primary M.O.S. is Military Police or Military Firefighter or Medic. Their duty cannot be an ancillary duty, but a primary duty. Active Duty Officers that are charged with overseeing/commanding a specific unit made up of entirely Military Police, Military Firefighters and or Combat Medics within a branch of the armed services will be considered (by the Eligibility Committee) on a case by case basis dependent on their overall role and responsibility. Each specific M.O.S. must be verified by Eligibility Committee as to fitting the role of Military Law Enforcement, Military Firefighter or Combat Medic. If a member of a team in the NPSFL leaves an M.O.S. covered by this rule, he must notify his respective team of the change; he must cease playing in the current season and cannot play in the NPSFL in the following season unless he returns to an M.O.S. covered in Rule #3 or falls under Rule #4

as a retired player. Military personnel must have their Player Biography and Waiver accompanied by a letter confirming their M.O.S. signed by their commanding officer, typed out and on official letterhead of the Branch of Service/Unit of Assignment for which they serve. A maximum of 5 military players will be allowed on a team's roster. Players in this category are considered ineligible to play until reviewed by the Eligibility Committee and approved in conjunction with the Executive Board.

5. Retired Public Safety Officials as outlined in parts 1, 2, 3 and 5 will be allowed to play for a team in the NPSFL if they played for a NPSFL team for 2 seasons and were in good standing with the League when they stopped playing for their respective team. Public Safety Officials who have retired or vested must be separated from their respective Department/Agency in good standing and not under investigation, dishonorably discharged or fired from said Department/Agency. Players in this category are considered ineligible to play until reviewed by the Eligibility Committee and approved in conjunction with the Executive Board.
6. Public Safety employees, not specifically outlined above, that teams feel meet the "Public Safety" standard, can be individually submitted for consideration to the NPSFL "Eligibility Committee". The Eligibility Committee will rule on a player's eligibility on a case-by-case basis and the decision of the Eligibility Committee in conjunction with the NPSFL Executive Board is final.
7. Any player that the Vice President feels is not clearly eligible for NPSFL league play may be sent to the Eligibility Committee for a ruling at any time. The team will be notified by e-mail that an investigation is being conducted and the player will be considered an ineligible player and will not be eligible to play in any League Contest until a final ruling of both the Eligibility Committee and the NPSFL Executive Board is given.
8. Rulings on player's eligibility by the Eligibility Committee, in conjunction with the NPSFL Executive Board, are final.
9. Teams submitting paperwork for player eligibility get 2 chances to submit the correct paperwork. After a second submission is determined to be lacking required information any further applications for that player will not be considered until the next season. It is encouraged that if submitting a player from outside a Law enforcement agency or full time municipal Fire Department that consultation with the League Vice-President or the Eligibility Committee Chairman would be helpful.

Note: The player eligibility rules do not apply to Coaches, Support Staff, Board Members, or other personnel assisting with team operations.

It is the responsibility of every team to verify the eligibility of their players. If there is a question of a player's eligibility then that player's info should be forwarded to the Eligibility Committee to determine whether or not that player meets the League's eligibility requirements. If at any time a team is found to have used an ineligible player that team will be immediately found in violation with appropriate disciplinary actions taken.

It is the responsibility of every team to ensure that no player or coach with a felony conviction (defined as an offense so designated by law or punishable by confinement in a penitentiary) be allowed to play or coach on any NPSFL team. Checking the criminal background of personnel is the responsibility of each member team. Any team found to have a player or coach with a felony conviction will face disciplinary action up to and including termination from the League.

B. Eligibility Committee

The Eligibility Committee will consist of five (5) regular members plus one (1) alternate member appointed by the League Executive Board each year. The alternate will serve on the committee in the absence of any regularly appointed member of the committee or if a member is excused due to a conflict of interest. The Eligibility Committee will investigate requests for player eligibility on a case-by-case basis. All submissions of supporting documentation to the Eligibility Committee concerning a player's eligibility must be on official letterhead or be stamped with an official agency seal. The Eligibility Committee, will make a determination as to a player's eligibility. Upon approval from the Eligibility Committee, a player will be deemed eligible. If a player is deemed ineligible by the Eligibility Committee, the applying team may appeal the decision to the League Executive Board. The League Executive Board will make the final determination regarding player eligibility when an appeal is filed.

C. Rosters

1. Each NPSFL member team will maintain an up to date typed team roster of their players and staff. The roster will be complete, identifying: Players name, jersey number(s) position, agency/department, height & weight (optional).
2. A full team roster including all players, coaches and team staff must be filed with the Vice President one week prior to a team's first League contest. Any changes or updates to the roster during the season must be forwarded to the Vice President as outlined below. Each team must also post their roster on their team website. Players whose names cannot be listed publicly due to their assignment may be omitted from the website roster, but must appear on the official roster sent to the Vice President.
3. An updated/current team roster will be furnished to an opposing team not later than two weeks prior to a League contest. Additions to the roster may be made not later than one week prior to the contest.
 - a. For a player to be added to the roster and be eligible to play, that player must have his NPSFL Player Biography and NPSFL Player Waiver signed and in the office of the NPSFL Vice President one week prior to the start of the League contest.
4. No substitutions will be accepted less than one week prior to a league contest.
5. If a team adds to their roster and uses a player who has not complied with the above regulation, it will be considered the same as using an Ineligible Player and will result in the forfeit of the game by the team using the "Add On Player".

6. If a player changes jersey number from what is listed on the roster or changes jersey from one league game to the next prior to an official roster being submitted, the opposing team will be notified. Additionally all subsequent league opponents for the remainder of the season will be notified.

D. Player Fees

1. Each player will pay a \$25 fee to the League to play each season. The money will be due to the League when a team submits their Team Roster for the season along with their Player Bios and Waivers. The team should send a check made payable to the NPSFL for the number of players on their roster times \$25. Any addition of players to a team's roster must be accompanied by an additional player fee for each player added.
2. This fee only applies to players. Coaches and staff will not pay any fee.
3. The player fee will also not apply for players on first year Probationary Teams.
4. The funds generated from this fee will be applied to offset the cost of the Championship Games. The total amount of money collected will be split and applied equally to the National and Division II Championship Game costs.
5. Any NPSFL player, that plays in any NPSFL League Contest, that has not paid their Player Fee, will be considered an ineligible player. The player and the player's team will be subject to punishment under Section G (Use of Unauthorized Players).
6. If a player pays his Player Fee but does not play in any games the Player Fee may be refunded provided an updated roster is submitted with the player in question removed.

E. Verification of employment/certification

1. All NPSFL players must have a signed NPSFL Player Waiver Form and a completed NPSFL Player Biography on file with the League Vice President.
2. If a player's eligibility is questioned and said player cannot produce appropriate identification then the player must submit a signed NPSFL Authorization for Verification of Employment Form to prove his eligibility. Failure to submit this form will cause the player to be declared "ineligible".
3. A copy of the current team roster must accompany the forms.
4. All of the listed "REQUIRED NPSFL" forms and rosters must be received in the office of the NPSFL Vice President one week prior to the first League contest. If adding players during the season, then forms and updated rosters must be received one week prior to the next League contest.
5. Failure to comply with Rule 4 above will result in a fine to the team of \$50.00 per week until the forms are presented or said team plays its last game of the season. Also, the results of any "League Contest" will not be valid and will not count toward the team "Overall" record for consideration for participation in the NPSFL Championship Game until all of the listed forms are received by the NPSFL Vice President.

F. Player Books

1. All player books (team roster, bio's, waivers, and player fees) will be sent via United States Postal Service "Certified, Return Receipt Requested" or by electronic means via email to the Vice President. The player book must be received one week before a team's first League contest. For players that are added during the season, the player's bio and waiver may be faxed or e-mailed one week before the League contest along with an updated roster; however, the player's League Fee MUST be sent by United States Postal Service "Certified, Return Receipt Requested" and must be received before the player is eligible to play. Any package that is sent to the Post Office for pickup will be counted received on the date that the first delivery attempt is made. Any player that plays in a League contest without a bio and waiver on file, his player fee paid, and on an updated team roster, will be considered an ineligible player.

G. Inspection

1. Each member team will also keep an identical set of NPSFL Player Biographies, NPSFL Player Waivers and a current Player Roster for each player and make that record available for inspection by the opposing team's staff.
2. The coach of an opposing team has the right to inspect the roster and identification card of any participant in a League contest by making a written request to the opposing coach or responsible staff member at least 24 hours in advance of game starting time. This inspection should occur when team arrives at field prior to team warm-ups so as not to interfere with normal game preparation.

H. Use of Unauthorized Players

1. If a team is found to have played an unauthorized athlete during a League contest, the team playing that athlete will forfeit the contest.
2. The team that is found to have played an unauthorized player will forfeit every game that the player has played in during the current season and will forfeit the ability to compete for any Championship Game in the current season that the athlete has played in. It is irrelevant when the violation is discovered and a team's book may be reviewed by an Executive Board member at any time.
3. A team found to have played an unauthorized athlete will be expelled from the League for the next two seasons. Said team will be able to rejoin the League after two seasons as a new Probationary Team.
4. In an effort to allow for games to be settled on the field as much as possible, any violation under this section that is due to late paperwork or player fees may be treated as a late paperwork violation provided that the violating team promptly takes action before their next League Contest upon notification of a violation and satisfactorily corrects the violation.
5. The League Executive Board, along with the Player Eligibility Committee, will serve as the hearing authority in all such cases and will be the ultimate decision making body.

I. Disputed Use of Unauthorized Players

1. Whenever there is an allegation of the use of an **“Unauthorized Player”**, the team making the allegation **MUST** supply the NPSFL Vice President with a written protest outlining the alleged violation. The protest will contain the Name and Jersey Number of the disputed player, the Agency or Company the player works for, and a copy of the Game Film showing the use of the disputed player.
2. The team being accused of using an **“Unauthorized Player”** **MUST** supply the NPSFL Vice President with a written response to the protest, a current copy of the disputed player’s I.D. Card, the name of the Agency the player works for, and a signed NPSFL Authorization for Verification of Employment Form to prove his eligibility.
3. The accusing team must notify the NPSFL Vice President via telephone or e-mail of the alleged violation within two days of the discovery of the violation and must forward the above listed documentation of the violation within one week of the discovery of the violation.
4. The team being accused of the violation must forward the listed documents to the NPSFL Vice President within one week of being notified of the alleged violation.
5. Failure of the accusing team to forward the documentation will result in nullification of the protest.
6. Failure of the accused team to forward the listed documentation will result in a sustained violation and forfeiture of the contested game.
7. If any member of the Executive Board becomes aware of an allegation of any team using an **“Unauthorized Player”**, that Board Member may request an investigation by the Eligibility Committee on the player in question without any specific protest by any team and at any time.

J. Players Changing Teams

1. A player can change from one League team to another League team only prior to the start of the current season and only with notification and concurrence of both Presidents of the involved teams. February 1st of the current season will be considered the date the notification must be made by.
2. If concurrence of the Presidents cannot be obtained, then the player can change teams after sitting out one season prior to changing teams.

K. Players Eligible for Post Season Play

- 1 The only players who are eligible to play in a sanctioned NPSFL Championship contest are:
 - a) Players who have all their proper documents submitted to the League office within the time frame as specified in the NPSFL Rules and By-Laws.

- b) Players who were listed to represent the team in question on at least one official Game Roster of an NPSFL League contest for that particular season.

III. CONDUCT

A. Ejections

1. All players, coaches and staff are responsible for their own conduct on and off of the playing field during League Events. Physical violence not directly related to the art of playing the game of football (fighting and/or flagrant personal fouls/individual attacks) will not be tolerated.
2. In the event that players, coaches or staff are found to be guilty of repeat offenses of poor sportsmanship or conduct unbecoming of the League, the Executive Board, upon review, may take action including reprimands, expulsions or sanctions against the said individual and/or team.
3. The penalty for being ejected by an official for any infraction (not to include an ejection due to a call of targeting) during a League Event shall be immediate ejection from the League Event and the facility where the game is being played, and a one game suspension from League play. Should the violation take place during the last contest of the season, that individual will be suspended from the first contest of the following season. Any ejection due to targeting will follow current NCAA rules.
4. A team can file an appeal with the Competition Committee to overturn the next game suspension. The Competition Committee shall review the Head Referee's Incident Report regarding a player(s) ejection, along with any additional statements, video or any other supporting evidence. The Competition Committee will determine if the conduct leading to the player's ejection warrants an additional (1) one game suspension from League play.
5. For subsequent violations, the involved individual(s) will receive additional suspensions, up to termination from League Events.
6. The effected team may appeal the Competition Committee's decision to the League Executive Board. The League Executive Board will make the final determination in all player suspensions in case of appeal.
7. The Executive Board may ask the Competition Committee with council of an NCAA Game Official to review game film at the request of a team for an alleged flagrant foul, whether it was called by an official or not, and has the power to impose penalties if the conduct is found to be dangerous and/or otherwise inappropriate. Punishment may include, but is not limited to, fine, game suspension, and/or expulsion from the League.

NOTE: League Events constitute activities at the League game as well as any Pre-game, Post-game, or other event related to the League game.

IV. HOSPITALITY/RESPONSIBILITY OF HOST AND VISITING TEAMS

The Board of Directors has adopted the following rules to encourage fair play and insure fair and equitable treatment of traveling teams.

A. Game Facilities

1. The host team is responsible for securing an appropriate contest facility. The facility (stadium) will minimally have the following:
 - a) A football field that is appropriately lined and marked for football game.
 - b) Locker rooms with showers for each team.
 - c) Stands to accommodate spectators.
 - d) A working score board and game clock.
 - e) A public address system.
 - f) Benches on the side lines for each team.
 - g) Water and ice on the side lines for each team.

B. Transportation

1. Host teams will be responsible for the transportation (as a group) of the visiting teams who visit a foreign city for a League contest (flyaway/cross country contests).
2. Transportation for airport-hotel, hotel-practice, hotel-stadium, stadium-post game function and hotel-airport will be afforded to the visiting team.
3. Charter buses, agency transportation or organized group transportation are acceptable methods of transportation
4. While it may not be necessary for the host team to incur the cost of hiring a bus to transport the visiting team, the use of agency transportation, donated buses and even hotel transportation may be used, provided that the transportation will arrive, pick-up and leave the airport and/or hotel on the visiting team's schedule as a group.

C. Arrival/Departure Agent(s)

1. A representative of the host team will meet and escort the visiting team from their place of arrival to the host accommodations and from the host accommodations to their place of departure at the times requested and reported by the affected airline and visiting team representative.

D. Practice Facilities

1. The host team will provide the visiting team with a football field or suitable facility for the visiting team for practice prior to the contest, following the visiting team's arrival in the Host City.
2. The use of an unlined meadow or pasture will not be acceptable, as it will not allow teams to work on their timing, kicking and placement for the pending contest. (legitimate football style practice fields with sidelines, goalposts, etc. half field OK)

3. The field will be made available for use by the visiting team during normal hours at the mutual agreement by the staffs of the visiting and host teams. *This is especially important for flyaway or cross-country contests where teams change time zones or fly for extended periods of time.*

E. Lodging Accommodations/ Minimum Stays

1. For all League contests, the visiting team will be responsible for securing their own hotel.
2. The host team will offer at least two suggestions of hotels to the visiting team, however, all arrangements will be made by the visiting team.
3. All travel and hotel arrangements shall be made no less than 30-60 days prior to the contest. If arrangements have not been made by 30 days prior to the contest, the League Vice President will be notified via email or phone call.

F. Post-Game Functions

1. The host team must provide an organized post-game function (party, meal, etc.) for the visiting and host teams.
2. The event will be held to encourage camaraderie, sportsmanship and fair play.
3. Food should be provided to the visiting team. The food served should constitute a complete meal (not solely finger foods or appetizers). The host team may arrange for the visiting team to assist with the additional cost of the provided food.
 - a) A “Tail Gate Party” is not considered a proper after game function unless it is agreed upon by both teams prior to the event.
4. Attendance at the post-game event is mandatory for all players and coaches. (Special circumstances could allow a player or coach not to attend the event)
5. Modifications can be made between regional opponents for their pre / post-game event. These modifications must be in place at least one week prior to the event.

G. Reasonable Requests

1. The Host organization(s) are encouraged to grant any reasonable request made by a visiting team while that team is in the host city.
2. Nothing within this section shall prohibit any two teams from making individual agreements that call for less/more inclusive arrangements or accommodations.
3. Consideration for such agreements may be based upon travel distance, individual tastes, needs and prior commitments.

H. Visiting Team Responsibility

1. All visiting teams will be responsible to arrange and secure travel and lodging for their players and staff.

2. Visiting teams will provide the host teams with flight information and special needs when requested (at least 30 days prior to the date of travel).
3. Visiting team will also provide the host team with a list of "tag-alongs" (fans and interested traveling parties) to assist with the securing of travel accommodations (at fan's cost).

I. Medical Requirements

1. The following are minimally required for each League game:
 - a) Adequate area for pre-game taping.
 - b) Adequate water and ice for each team.
 - c) Sideline tables for water, ice, and supplies.
 - d) Sideline evaluation / treatment tables.
 - e) On-Field injury transport (Sports Chair, golf cart, etc.).
 - f) Emergency transportation to local hospital.
 - g) Maps to the local hospital provided to the necessary persons.
2. The trainers / medical staff should contact each other one week prior to the contest.
 - a) Special team needs should be addressed and handled at that time
 - b) Host team should have an EMT, Paramedic, or Medical Doctor on the field.

J. Penalty

1. Failure of the host team or the visiting team to comply with their individual requirements can result in one or all of the following:
 - a) Forfeiture of the league contest
 - b) Payment to the other team for additional costs incurred
 - c) Fine of \$50.00 to be paid to the NPSFL General Fund
 - d) Suspension from league participation

K. Mutual Agreements

1. Teams may mutually agree to modify the game requirements listed above. Any modifications to the requirements listed above must be put in writing and signed by a representative from each team. Email communications outlining the modifications and acknowledged by both teams will constitute a valid agreement. A copy of any such agreements will be forwarded to the Director of Communications. If agreements are not documented in writing and disputes arise then the rules will be applied as written with appropriate penalties being issued by the Executive Board.

V. VIDEO

A. Host Responsibility

The host team is responsible for insuring that each home League contest is videotaped. Host team must forward the game video to the visiting team within 2 days after the contest has been played.

B. Video Scouting

1. In order to encourage fair play and an entertaining football contest, each NPSFL member team will provide each League opponent with video of their MOST recent League contest. The video must be made by a professional person or Company, who is schooled in and knows how to film and produce Sporting Video (football) for High School or College teams.
2. The video will not be older than the team's last contest from the previous season.
3. In the event that the team is new to the League and has not participated in a League contest, the team will provide video from their most recent football contest to aid their next opponent in preparation of the league contest.
4. Hudl.com will be the required method of film exchange for the League. All teams will be required to open an account with Hudl.com for this purpose. This account must be opened no later than February 1 of each season. Failure to do so will result in an immediate fine of \$1,000 payable to the League plus \$100 for every week thereafter that the account is not opened.
5. In the event that a team is playing back to back games (2 games in 2 weeks), they may send their most recent current season game tape to the team to be played on the second week if the tape of the first back to back game can not be made available.
6. Scouting tape MUST be provided to the opposing team no later than one week before the scheduled league contest (i.e.: If the game is Friday then the tape must be in the hands of the responsible party on the Friday before the contest).
7. The league board will maintain a Hudl account. When a team shares game video by the above rules with an opposing team they will also share it with the league board also.

C. Penalty

1. For NPSFL teams which do not comply with the video scouting rule, the League establishes a penalty, whereas;
2. A team found to be in violation of the video rule will be fined \$300.00 for each violation. The fine will be divided as follows:
 - a \$150.00 to the League
 - b \$150.00 to the team owed the videotape or DVD
3. The League-imposed fine will be placed in the League general account.
4. Disputes on violations of the League Scouting Tape Rule will be handled by the NPSFL Vice President.
 - a) For protesting the failure to produce a tape, a written protest must be filed with the NPSFL Vice President no later than two days before the scheduled League contest. (The protest may be faxed prior to being sent in the mail)

- b) For protesting the quality of the tape, a copy of the tape must be accompanied with a letter of protest and sent to the NPSFL Vice President no later than three days before the scheduled contest. (the protest letter may be faxed prior to sending the tape and official letter in the mail)
5. When a team fails to provide the necessary game film because their previous opponent failed to supply them with the required film then the previous opponent will be responsible for paying the \$300 fine.

VI. ASSESSED LEAGUE PENALTIES

A. Payment of Assessed League Penalties

1. Any member team assessed a penalty by the League **MUST** pay said penalty in the timeframe ordered by the Executive Board and no later than the beginning of the Annual League Meeting.
2. Failure to do so will result in the member team being suspended from League Events and/or additional monetary assessments.
3. The NPSFL Executive Board will have jurisdiction over adjudication of any disputed League Assessments or Orders.

VII. LEAGUE DUES

A. Payment of League Dues

1. League dues in the amount of \$1,100 will be paid to the League at the Annual League Meeting. League dues include a base \$500 membership fee, a \$500 fee for the League Insurance and a \$100 fee for AFA Membership.
2. Teams not paying their League Dues at the League Meeting will not be given a schedule for the upcoming season.

VIII. TEAM STATUS LEVELS

A. Team in Good Standing

1. A team in “Good Standing” is any NPSFL team that has successfully completed a probationary season, complied with all NPSFL Rules and By-Laws and has not been deemed a “Sanctioned Team” for any reason.
2. A team in “Good Standing” for at least two full seasons that is having difficulties for whatever reason may opt at the Annual League Meeting to not take on a schedule the following season. The team opting out will still have to pay their League Fee to cover said team for the AFA Membership and Insurance so they would be able to play games as needed. The team would still be considered in “Good Standing” and could come back the following season without penalty. This option may only be used for one season. If the

team is unable to play the second season after this option is exercised, the team will need to drop out of the League. If the team opting out would be a “Sanctioned Team” for the season they are opting out of, they would have to serve out their sanctioned season(s) upon returning to the League.

B. Probationary Team

1. A “Probationary Team” is any new team competing in the NPSFL for the first time or a former NPSFL team forced to suspend its participation in the League for the previous season(s) and returning to the League. New teams will not be given a schedule and games against them count for no one. For their first probationary year these teams must travel on their own to play an opponent at their own expense. They must pay for everything the traveling team would pay for, plus what the host team pays. They will travel to a team in good standing with the League, who has no major complaints against them when it comes to hosting. The host team will use all of their resources to keep costs down for the new team and make this a pleasant learning experience (i.e., less expensive hotel rooms, work with them to book the rooms). Host team will pay for game expenses such as field and refs. Cost of after-party to be split between both teams unless otherwise agreed to.
2. A “Probationary Team” may play as many other games as they are comfortable with to fill out their season but must successfully complete their assigned travel game to satisfy their first season probation requirements.
3. Once a team has successfully completed their first probationary season, they will be allowed to petition to be admitted into the NPSFL the following season and assigned a power ranking of “2” for that season. The team will have all privileges of a full member team, but will serve a second year of probation to prove to the League that they are able to meet all of the requirements of the League. Any violations of NPSFL rules during the two year probationary period will be cause for the team to be placed on an additional probationary year(s) or be removed from the NPSFL. Once a team has successfully completed two years of probation, they will be allowed to petition the League for full membership. A candidate team for full membership must receive a two-thirds vote from the member teams to be allowed full membership in the League. This vote will be taken during the last teleconference prior to the League Meeting and the team that is seeking full membership will be notified of the vote and whether or not to attend the League Meeting.
4. A new team seeking admittance to the NPSFL (beginning with the 2010 season and future seasons thereafter) MAY NOT use a team name (i.e., Enforcers, Defenders, Bravest, etc.) of an existing NPSFL team. As a team leaves the NPSFL that may have had a duplicate team name prior to the 2010 season, the remaining team with the duplicate name shall have exclusivity to that team name. In addition, beginning with the 2011 season, new teams MAY NOT use a market name (i.e., Atlanta, Charlotte, Dallas, etc.) of an existing NPSFL team.

C. Sanctioned Team

1. A “Sanctioned Team” is an existing NPSFL team that has violated the Rules and/or By-Laws of the League and is being penalized during the following season for such violations as determined by the NPSFL Executive Board under the Rules and/or By-Laws.
2. A “Sanctioned Team” will continue to play a full NPSFL schedule and be assigned the appropriate power ranking based on their schedule for their season of sanction.
3. A “Sanctioned Team” will have no vote on issues during their season of sanction and will be ineligible for Championship play for that season as well.
4. Once a “Sanctioned Team” has successfully completed their season of sanction, said team will be eligible to return to the League the following season as a team in “Good Standing”.

D. Removal of a Team (other than by disciplinary action by the Executive Board)

1. Any Member, Probationary, and/or Sanctioned team in the NPSFL may be removed from the League by a three-fourths vote of the member teams in good standing, if it is believed that the team to be removed is not in the best interest of the League as a whole and/or does not represent the spirit intended by the NPSFL.
2. Any Executive Board Member or Representative of an NPSFL team in good standing may request that a team be removed from the League.
3. A hearing before the entire League will be held and the team that is considered for removal will be allowed an opportunity to defend itself against removal.
4. The decision of the League member teams will be final.

E. Teams Leaving the NPSFL

1. If an NPSFL team leaves the League for any reason, that team must petition to re-enter the League as a "Probationary Team" and will be treated as a “new” team. The team must serve the required two (2) year probation for new teams.
2. All fines and fees owed must be paid before the team is allowed to reenter the League.
3. If a team is on sanctions when they leave the League, the team must serve out the sanction in the first season that they would be eligible for post season play.
4. New teams that form out of a team that left the NPSFL “not in good standing” will only be allowed to petition to come in as a new team if none of the members of the administrative staff of the team not in good standing are involved in any way with the new team.