

## Mandatory Play Rule Policy (3-4<sup>th</sup> Grade)



**Overview** To ensure all eligible players (3-4<sup>th</sup> grade) get to participate in half of each game.

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**Policy** All eligible players (3-4<sup>th</sup> Grade) shall participate in a minimum of half of each game.

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### Policy Guidelines

**Eligibility** A 3-4<sup>th</sup> grade eligible player is a player that exhibits, at a minimum, all of the following criteria:

- Participated in a minimum of 5 practices (10 hours) including 3 practices (6 hours) helmets only prior to their first game.
- No more than 1 excused/unexcused absence from practices during the week prior to each game.
- Absences during the week prior to the game:
  - 1 absence (excused or unexcused) = the player is not eligible to be a starter.
  - More than 1 absence (excused or unexcused) = the players minimum play time decreases to 1/3 of the next game.
- Scholastics (grades): if a players' school grade is less than a 1.8 GPA, the players minimum play count decreases to 5 active plays.
  - A progress report from the players' school shall be submitted to the Team Manager each week.
  - If the players grades improve to greater than or equal to the 1.8 GPA, their minimum play time will change back to half the game.

Note: Teams may have additional criteria that **must** be provided, in writing, to the players and parents at the beginning of the season. A copy should be included in the team book for reference.

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- Rules**
1. Plays must be from the line of scrimmage.
  2. The play must be an active, forward moving play.
  3. The following **DO NOT** count towards a players' play count:
    - a. Plays that result in a penalty, which cause the down to be replayed
    - b. Quarterback intentionally spiking the ball
  4. If a player is injured before completing half the game, it should be noted on the MPR form that they became injured.
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Policy No. 004  
Issue No. 1  
Date 7/17/18

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### Tracking

- MPR monitors must be 18 years of age or older, cannot be part of the teams coaching staff, and are assigned by the Team Manager.
- Prior to the start of each game, 2 MPR monitors need to be identified.
  - Monitor 1 will tally the plays on the MPR form.
  - Monitor 2 will relay to Monitor 1 what players are on the field.
- At no time shall any member of the teams coaching staff take the MPR form away from the MPR monitors during the game.
- The Head Coach is accountable for compliance with all MPR rules.
- The Team Manager is responsible for the MPR form.

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### Consequences

- The following are the consequences for coaches not adhering to this MPR policy.
  - 1<sup>st</sup> Occurrence: If player(s) does not to play half of the game, the head coach will be notified by the Executive Board.
  - 2<sup>nd</sup> Occurrence: The head coach will be suspended for the next game.
  - 3<sup>rd</sup> Occurrence: The head coach will be removed from his head coaching duties for the year.
- For all violations listed above, player(s) that do not get their MPR plays in a game, will start the next game and their play time increases to  $\frac{3}{4}$  of the game.

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### Reporting

After each game, the completed MPR form shall be emailed to the PFJT&C Player Agent and the hard copy inserted into the Team Book.

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### Associated Policies, Procedures, and Forms

Mandatory Play Form (3-4<sup>th</sup> Grade) – To be developed.  
[Player Attendance Log](#)

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### Approving Authority

PFJT&C Executive Board

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### Responsible Party

Team Level – Team Manager  
Organization Level – PFJT&C Player Agent, PFJT&C Executive Board