

MANDATORY PLAY RULE

The NHYFSC utilizes the Mandatory Play Rule (MPR) in all divisions of play at ALL games except the Middle School level. The purpose of the MPR rule is to ensure that all players, regardless of playing ability, have an equal opportunity to participate.

ALL players are entitled to play in ALL games, regardless of ability level. This simply means that all will play, without regard for win-loss records, closeness of game etc. The following applies to all levels of play except the Middle School level.

1. The plays must be from the line of scrimmage. Kickoffs, extra points, and free kicks do **not count** toward fulfilling MPR requirement.
2. Plays or Downs that are called back by the referees **do not count**. The ensuing "replay" of that down does count toward MPR of participants.
3. All players shall be provided their MPR by participation in "active" plays. No intent to minimize the action or integrity of plays is allowed. Plays such as, but not limited to, having the center snap the ball to the quarterback, and then the QB falling to the ground, while subs play the other positions, shall NOT be considered as active plays.
4. The number of players eligible and ready to play at the beginning of the game will determine roster size for the MPR of that game.
5. All players will be made aware of the MPR rule.
6. The only exceptions to the MPR will be for injuries or for discipline reasons (such as unexcused absence from practices or other local rules, which are thoroughly understood by players, cheerleaders, and parents, and rules, which are applied equally to players of all abilities. Any player held out for reasons such as these should not participate and an explanation must be present on the MPR sheet. Any player not eligible to play must remove shoulder pads and wear jersey only. Cheerleaders also have the right to cheer at their games except for reasons as stated.
7. At the end of the third quarter, all players who have not yet completed their MPR will enter the game to start the fourth quarter. These players will remain in the game until their plays have been met (or longer) - This includes plays that do not count towards the fulfillment of their MPRs (such as kickoffs, free kicks, and extra points - THEY STAY IN!)
8. Each team must provide (2) monitors at every game to insure compliance with NHYFSC MPR. The opposing team's monitor will record your team's MPR on your sideline with your monitor spotting for him/her and vice versa. Any disciplinary action extending to two or more games may be investigated. Coaches should inquire about MPR status for their team only. MPR status may be viewed by the referees, the team president (Only their team), and the NHYFSC State staff. MPRs are not subject to review by any other persons.

Once MPR requirements have been met for all eligible players this MPR certification sheet must be signed by the Head Coach and both monitors on that sideline and sent to the NHYFSC Director assigned to that Association within (7) days. Failure to comply with this seven-day rule will result in a \$25.00 fine. A player who fails to meet his/her MPR is required to start the next game and complete twice the usual number of MPRs (as determined by the roster size on the day of the game MPR was missed). (Further action for failure to allow a player to meet MPR may be determined by NHYFSC Executive Board and will include, but not be limited to a \$100.00 fine, probation, and game suspension for Head Coach... consequences will double with each subsequent offense.). Failure to provide (2) monitors at each game will result in a \$25.00 fine. Monitors should remain on the field until end of game to record final score.

LOPSIDED SCORE RULE

Both the winning and losing team must continue the game and abide by these rules.

1. When the score reaches the point differential of 28 points a mandatory midfield conference will be held, including both Head Coaches and the Head Official. At this time, quickly go over the slaughter rule.
2. The score is recorded and this will be the final score of the game.
3. The game clock will become a running clock, and will continue to run. The only time the game clock will stop is in the event of an injury time, or the game officials ask to stop the clock due to rules or regulation questions.
4. ****All players that have not completed their MPR's must have all their MPR's completed by the end of the 3rd quarter, no exceptions. Any player that has not met their MPR's by the end of the 3rd quarter will enter the game at the start of the fourth quarter and not be removed until they are complete. (Offense, Defense, and Special Teams).**
5. There will be no Defensive Blitzing
6. The winning team will keep the ball on the ground, there will be no passing, no pitches, no laterals, no designer plays
7. If the ball is turned over on a fumble the play will be whistled dead and offense will take over. There will be no defensive scoring.