



RULEBOOK

2026



The battle was fierce; casualties were 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 dishonored 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 your own 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)

2026 NFHS FOOTBALL RULE CHANGES AFFECTING INFC:

9-4-7 – The committee approved new rules language that **no player** may use the hand(s) to slap the opponent's head.

1-5-3c(9) – The committee has approved the wearing of play cards on both the forearm/wrist and belt areas of the body.

1-5-1d(5)a – 4, 5 (NEW) — Mouth protectors shall not include any attachments that do not serve a purpose in protecting the teeth or mouth.

NFHS Points of Emphasis for 2026:

Flagrant and Unsportsmanlike Fouls

Aiding/Assisting the Runner

Sideline Management and Control

2026 INFC FOOTBALL RULE CHANGES:

Duplex League System

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INDIAN NATIONS FOOTBALL CONFERENCE BYLAWS

Article I 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.

Section 1: Club Membership

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

Bartlesville	Berryhill Little Chiefs	Bixby Youth Football
Broken Arrow Youth Football	Claremore Youth Football	Collinsville Youth Football
Coweta QB Club	Glenpool Youth	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: Membership Terms

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 violate 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 Nations 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 as 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 II ANNUAL DUES

Annual dues of all members may be determined annually by a majority vote of the membership. The annual dues will 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 III MEMBERSHIP GUIDELINES

Section 1: Club & Player Recruitment

No member may 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: Annual Documentation

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 including club bylaws and/or corporate governance
- The officers of their organization, along with 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: Membership Vote

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: Membership Agreement

An organization, after having been newly admitted to the INFC, will 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: Member Expulsion

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

Section 6: Conference Exclusivity

INFC member organizations must not have tackle football teams or players participate in any other conference or league. Participants may 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: Registration

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

Article IV INFC OFFICERS

Section 1: Commission

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

Section 2: Commission Officers

The Commissioner will be an employed position by 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.

Vice Commissioner: The Vice Commissioner will serve in the absence of the Commissioner and may preside at all meetings, appoint subcommittees, and administer and enforce all rules and activities of the INFC. The Vice Commissioner will have 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 such time as 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 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: The Treasurer is an elected officer and will 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 will 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 Level Directors: There will be an elected Commission officer appointed for grades 1st through 7th. Each Grade Level Director will enforce all rules of the INFC. Grade Level 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 V COMMITTEES

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 coach meetings, drafts, and championship games.

Article VI INFC MEETINGS

Section 1: Meeting Requirements

Meetings may be held at the request of the Commissioner or upon the request of any four member clubs within fourteen days of such request. These meetings will 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: Meeting Notice

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: Member Voting

Each organization will 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: Meeting Quorum

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

Section 5: Proxy Votes

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

Article VII

COACHES CERTIFICATIONS

Section 1: USA Football Certification

Each head coach and all members of each coaching staff must 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

Exceptions to USA Football certification are:

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

Section 3: Credentials

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: Coach Registration

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.

Section 5: Background Check

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

Section 6: Medical Releases

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 VIII COACHES

Section 1: Sideline Requirement

The head coach is responsible for their sideline. **Any** individual not wearing the required certification will be removed from the sideline and subject to possible disciplinary action.

Section 2: Sideline Management

The number of non-player personnel on each football team's sideline may not exceed a total of eight. This total includes coaches, managers, play counters, & water aides. Only certified coaches may instruct players and the head coach will be held accountable for their sideline personnel and all violations of this rule.

Section 3: Coach Meetings

One coach from each team must attend the mandatory coach 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: New Coach Orientation

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: Rulebook Distribution

Each member organization must provide 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 IX EQUIPMENT

Section 1: Football Size

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:

Regulation Pee-wee size or larger

6th and 7th Grades:

Regulation Junior size or larger

Section 2: Uniform

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 may 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.

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: Uniform Color

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

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

Section 5: Visors & Mouthpieces

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

Section 6: Playing Fields

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

Article X RULE VIOLATIONS

Section 1: Penalties

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

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

Section 3: Inappropriate Behavior

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: Ejections

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: Incident Reports

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 XI PROTESTS

Section 1: Protest Procedure

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 postseason 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.
- All protests must be submitted to the Conference. By submitting a protest, the member organization agrees to be invoiced a \$400.00 protest fee by the INFC. If the protest is upheld, the fee will be waived and no invoice will be issued.

The Commissioner will call for a protest committee meeting, to be composed of one member of each membership organization, to meet within 14 days. Only those parties with testimony relevant to the protest may 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 XII

PLAYER RULES & PARTICIPATION

Section 1: Player Registration

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 team's 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: Participation

The Conference expects 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 division are defined below:

3rd & 4th:	All participants are required to play 12 plays in each game, including specialty team plays.
5th, 6th, & 7th:	All participants are 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: Participation - Mercy Rule

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: Discipline

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: Failure to Report

INFC Member Clubs who fail to report a known violation of the participation rule will be subject to penalties including, but not limited to, fines or probation.

Section 6: Consequence

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 will result in a lifetime suspension from coaching with any Member Club within the INFC.

Section 7: Age & Grade Requirements

The following participation guidelines for Conference participation will be as set forth below:

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

Section 8: Exceptions

With approval of their association, a player may play up one grade level only. A player may 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. Accurate proof must be provided to the INFC Commissioner.

Article XIII TEAM DRAFTS

Section 1: Roster Size

Mighty Mite may not carry more than 15 players. Teams requesting a 16-player roster must receive approval from the Conference and are required to utilize two quarterbacks throughout the game.

The maximum roster size for 3rd through 7th grade teams is 34 players. Any team exceeding 34 players must split into additional teams using a drafting method approved by the Commission. If an organization has one team in a grade and splits into two or more teams, all players must enter the draft pool, with up to four players protected. If an organization already has two or more teams in a grade and adds additional teams, existing teams may retain any or all of their current players.

Section 2: Draft Supervision

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: Protects

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.

Players eligible for protection 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: Coach Transfers

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 with 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: Registration Closing

Each organization is required to leave registration open until the Wednesday prior to the scheduled INFC Drafts; at that 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

Drafts are conducted by **division (grade)**.

Players are assigned to teams based on current roster counts while maintaining the pre-established draft order.

- The team with the fewest assigned players selects first until reaching the next lowest roster count team.
- Once two teams have the same roster count, those teams begin to alternate selections according to the pre-established draft order.
- As additional teams reach the same roster count, they join the selection sequence in the pre-established draft order.
- When three or more teams are selecting in the same round, the selection sequence follows the Snake/Ladder method until team roster counts are equal.

- Teams with roster counts greater than the current round's target count do not participate in that round.

Example

$A \rightarrow B \rightarrow C \rightarrow C \rightarrow B \rightarrow A$

The draft is complete when every eligible draftable player has been assigned.

Section 7: Redraft

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. For clubs that have only 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: Player Trades

Prior to leaving the draft table, coaches may trade only players selected during the current draft. Existing players may be traded only with the approval of the INFC Representative and the drafting clubs' representative officer. Newly protected players are not eligible to be traded.

All player trades must be approved by the INFC monitoring representative before the draft and team rosters are finalized.

Any players who register after their club's draft has concluded will be placed by the Conference.

Section 9: Draft Rules

The Commission will establish the rules for drafting and may 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: Rosters

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 that, all remaining games will be forfeited until the club is in compliance.

Section 11: Territory

A player must attend school within the organization's recruiting territory as outlined by the Commission. Unless granted a release by the INFC, pursuant to Section 14, a player's registration 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: Returning after Departure

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

Section 13: Returning after Drafted

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: Recruiting

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: Good Standing

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 XIV TRANSFERS, RELEASES, WAIVERS

Section 1: Releases

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

Decisions of the Committee may be appealed to the Commission. All appeals must be submitted to the Conference within 48 hours of the Committee's decision. By submitting an appeal, the member organization agrees to be invoiced a \$100.00 appeal fee by the INFC. If the appeal is upheld, the fee will be waived and no invoice will be issued.

The ruling of the Commission can be appealed to the Membership through the Commission Protest process. The Commissioner retains the deciding vote on release issues.

INFC Release Forms must be completed and turned in no later than July 20th 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 an organization does not offer a division, transfers or releases will be granted if notification has been submitted to INFC.

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

Section 2: Late Additions

A new player will 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: Recruiting

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: Shared Territory

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 XV FOOTBALL RULES

Section 1: Rule Governance

National Federation High School Rules (NFHS / Oklahoma) 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. Four officials will be utilized for postseason games when possible. The host site 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 a coach require further clarification of a rule or application of a rule, the following may apply:

- The head coach may ask for a time-out. The official will grant the time-out request. The coach and the officials 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 will be charged to the requesting team. Should the coach be incorrect about the rule and/or application of the rule, a penalty will 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 may tell the official he is requesting a time-out to discuss a rule. The official will grant the time-out request. Should a coach be correct about 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 will be a 5-yard penalty for delay of game against the requesting team, and it will be enforced from the succeeding spot. This penalty is enforced only if the team has no time-outs remaining.

Section 3: Practices

Dates and times will be determined annually by a majority vote. For the 2026 Fall season, organized practice or conditioning will not begin until August 3rd. 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 may players participate in drills that are designed in a manner that causes 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, at which 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, where 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 will 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 postseason 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 make the final decision.

Section 7: Length of Games

Eight-minute quarters will be utilized for all Conference play games.

The clock will 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 will 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 will 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 may have up to 25 seconds to snap the ball from the ready-for-play as marked by the referee.

Section 8: Mercy Rule

When 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

When 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 its 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: Halftime Procedure

Halftime 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 timekeeping, 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. INFC-issued 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 will be issued a Coach Pass.

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

Pre & Regular-Season Games:		Postseason Games:		Championship Games:	
Adults	\$5.00	Adults	\$7.00	Adults	\$10.00
Students (6-18)	\$2.00	Students (6-18)	\$3.00	Students (6-18)	\$4.00
Seniors 65>	\$2.00	Seniors 65>	\$3.00	Seniors 65>	\$4.00
Children 5<	FREE	Children 5<	FREE	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: Filming

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

Section 19: Weather

The weather policies herein are intended as guidelines for extreme cases. 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 must 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 Conference. 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, may 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 XVI WEIGHT LIMITS

Section 1: Weight Limits

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

<u>Grade</u>	<u>Max Offensive Back</u>	<u>One-Striper</u>	<u>Two-Striper</u>	<u>Max Weight</u>
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 2: Maximum Weight Limit

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 maximum 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 3: 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 on 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 kickoff 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. The 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 4: 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 will be removed from the field immediately and may be banned from all INFC activities for the remaining season. Further actions may be imposed by the INFC Commission.

Section 5: 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 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 will 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 must bring three digitally typed (and not handwritten) official INFC rosters to the weigh-in (distributed to the press box, opposing coach, and weigh-in administrator). Handwritten 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 must 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 sit 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 being weighed must be at or below the 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 may 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 may also be subject to additional suspensions, fines and/or penalties.

Article XVII

LEAGUES

Classic League (1st & 3rd Grades)

Teams are divided into pools of 7 to 8 teams.

Pools are randomly assigned, adjusted to minimize travel distance and separate multiple teams from the same club.

Classic+ League (2nd & 7th Grades)

Teams are divided into pools of 7 to 8 teams.

Pools are seeded by previous season rankings, adjusted to minimize travel distance and separate multiple teams from the same club.

Champions League (4th, 5th, & 6th Grades)

Consists of the top 18 teams per grade, determined by the previous season's overall standings and final postseason bracket placement.

Pools are seeded strictly by previous season rankings. No consideration is given to geography or club affiliation.

Challenger League (4th, 5th, & 6th Grades)

Consists of all remaining teams (ranked #19 and below) per grade, determined by the previous season's overall standings and final postseason bracket placement.

Pools are seeded strictly by previous season rankings. No consideration is given to geography or club affiliation.

The ribbon method for team placement should be utilized where possible when setting pools.

Article XVIII POSTSEASON

Section 1: General Postseason Information

Postseason tournaments and games will be scheduled following the conclusion of the regular season. Postseason structures and tournament gameplay rules are subject to change on an annual basis by the Commission.

Section 2: Marginal Points

Calculation: Marginal points will be calculated for each pool gameplayed during the regular season based on the margin of victory.

Caps: Teams are awarded up to +/- eight marginal points per pool game. No team may add or subtract more than eight points for any single game.

Overtime: For pool games decided in overtime, the winning team will receive exactly +1 marginal point.

Tiebreakers:

- Two-Team Tie: If two teams are tied in marginal points, the advancer will be the team that won the head-to-head regular-season matchup.
- Three-Team Tie: If three teams remain tied in marginal points, the primary advancing team will be determined by a coin toss conducted at a time and place designated by the Commissioner.
- Remaining Tied Seeds: Any remaining placements for the teams that lose the three-team coin toss will be determined by their head-to-head regular-season results.

Section 3: Pool Tiebreakers

Two-Team Tie: If two teams have identical regular-season records, the winner of their head-to-head regular-season matchup will be awarded the higher league standing.

Multi-Team Tie (+3 Teams): If three or more teams are tied with identical records and head-to-head matchups cannot break the tie, standings will be determined by totaling the marginal points earned in all pool games. The team with the highest number of marginal points advances.

Remaining Multi-Team Seeds: Once the top team advances from a multi-team tie, any remaining spots among the remaining tied teams will revert to head-to-head regular-season records.

Section 4: Postseason Tournaments & Qualification

Bracket Limits: Up to three postseason tournament brackets will be generated for all divisions at the end of the INFC regular season, subject to team availability.

Tournament Placement Qualifications: Teams qualify for tournament brackets based on their regular-season finish.

Champions League:

- Seeds #1, #2, and #3 from each pool qualify for the Champions Tournament bracket.
- Seeds #4 and below from each pool qualify for the Challenger Tournament bracket.

Challenger League:

- Seeds #1 and #2 from each pool qualify for the Challenger Tournament bracket.
- Seeds #3 and below from each pool qualify for the Classic Tournament bracket.

Classic & Classic+ Leagues:

- Pool seeds #1 and #2 qualify for the Champions Tournament bracket.
- Pool seeds #3 and #4 qualify for the Challenger Tournament bracket.
- All remaining Pool seeds qualify for the Classic Tournament bracket.

Tournament Gameplay Rules: Games will adhere to regular-season grade-level rules for gameplay, rosters, and player participation. Teams are strictly restricted to participating only in the specific tournament bracket for which they qualify. All first-round tournament byes will be assigned randomly among the top qualifying seeds. All INFC postseason tournaments are single-elimination formats.

Bracket Seeding Systems:

- Champions & Challenger tournaments will utilize a standard pool performance seeding method in which higher-seeded pool teams will play lower-seeded opposing pool teams.
- Classic tournament teams will be seeded based on total accumulated regular-season marginal points. Teams tied with identical marginal points will be placed into a random draw.

Field Assignments:

- Champions & Challenger Brackets: Hosting privileges and home-field advantage are awarded to the higher-seeded team. If two identical seeds play, the team positioned on the bottom line of the tournament bracket will be designated as the home team.
- Classic Bracket: All games will be played at neutral host locations. The team positioned on the bottom line of the tournament bracket will be designated as the home team.

Exceptional Circumstances: The Commission, or a specially convened committee, retains the authority to rule on any exceptional tournament circumstances resulting from team participation numbers or external factors.

Section 5: Championships & Tournament Finals

Venue Selection: Tournament finals for all postseason brackets will be played at a host facility determined exclusively by the INFC Commission.

Article XIX

RULES GOVERNING OVERTIME

Section 1: Overtime (Tiebreaker for INFC Postseason Games)

National Federation High School Rules (NFHS / Oklahoma) will be utilized in overtime play.

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, and 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 XX

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 3rd & 4th GRADE DIVISIONS

Section 1: Participation

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

Section 2: Center Protected

In the 3rd & 4th Grade divisions, the defense will not be allowed to make contact with the center on a deep snap, including shotgun offense, until such time as the ball makes contact with the 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 divisions, one coach will be allowed on the field on offense and defense for 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; 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 15-yard penalty assessment on the kickoff. 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.

ADDITIONAL INFC RULES PERTAINING TO MIGHTY MITE FOOTBALL 1st & 2nd GRADE DIVISIONS

The purpose of the INFC Mighty Mite Football Program is to educate football players on the fundamentals of football.

Section 1: Division

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

Section 2: Practices

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

Section 3: On Field Coaching

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

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.

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

Section 4: Age & Grade Requirements

The Mighty Mites will be classified into two divisions. One is the 2nd-Grade division, consisting of teams of all 2nd graders or a combination of 1st and 2nd graders. To participate in the 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 1st grade and cannot turn 8 years old prior to September 1st.

Section 5: Rosters

Teams may not carry more than 15 players. Teams requesting a 16-player roster must receive approval from the Conference and are required to utilize two quarterbacks throughout the game.

Section 6: 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 weigh-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 time-out 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 an illegal substitution on the MM participation roster will 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 will not be charged.
 - If unconfirmed, the challenge will be denied, the head coach will be assessed a 15-yard unsportsmanlike penalty & charged a time-out.

Section 7: Mighty Mite Striped Players

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 players 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 players must adhere to all INFC Mighty Mite Striped Participant rules.
- A two-striper must be a lineman in a down position, in a three- or four-point stance, on offense or defense.
- No more than two 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 8: Mighty Mite Game Rules

National Federation High School Rules (NFHS / Oklahoma) will be utilized in addition to Mighty Mite rules.

Field Size: The field width will be reduced to no less than 35 yards and 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, injuries, and extra points.
- A team is allowed 35 seconds between each play. Time starts at the placement of the ball by the official.

- Two-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 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 should 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 or 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.

Mighty Mite Overtime

- Regular Season: No overtime will be played. Games tied at the end of regulation will result in a draw.
- Postseason: Games adhere to 3rd through 7th regular-season overtime advancement rules.

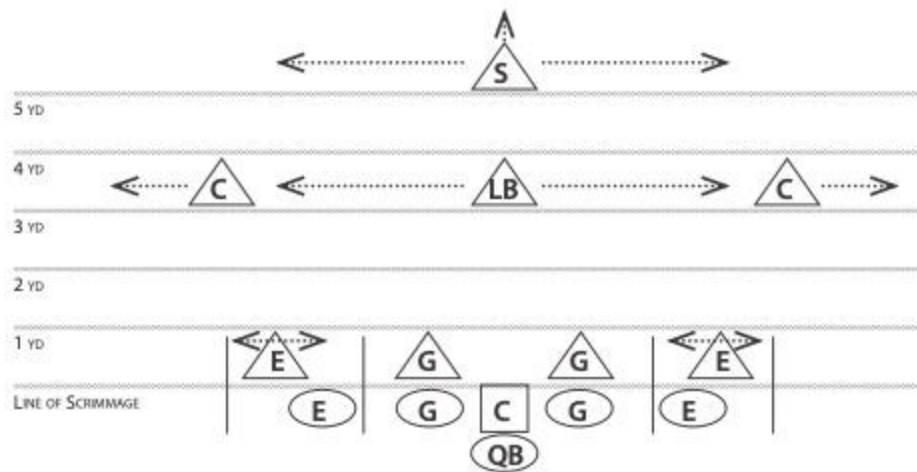
Section 9: Mighty Mite Defense

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

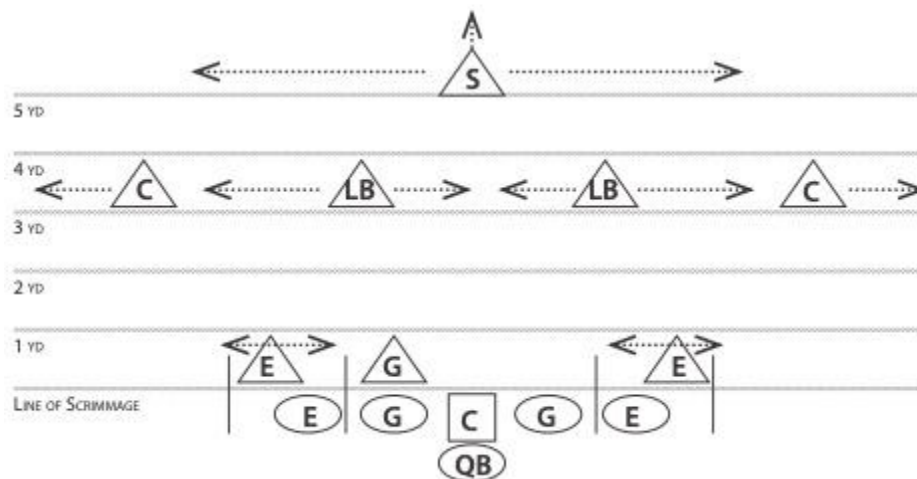
- Offensive Centers are protected; opposing players must attempt to avoid contact unless engaged.
- Upon the snap of the ball, the defense must be frozen. Adjustments are not permitted once the offensive line becomes set.

- Teams may only use a three- or four-lineman defensive scheme at any point of the contest.
 - A Defensive Guard must line up head up with an opposing Offensive Guard, may not line up in the gaps, and must begin play in a down position.
 - Defensive Ends may line up head up or shade the outside shoulder of an Offensive End.
 - All linemen must line up in a down position (3- or 4-point stance).
 - Two-stripe players must play on the line of scrimmage.
- Teams may only use either a one- or two-linebacker scheme (opposite the lineman scheme).
 - Linebackers may line up no closer than 3 yards from the line of scrimmage.
 - Linebackers may move laterally between the center & the end.
 - If two linebackers are present, they must line up on opposite sides of the ball.
- Cornerbacks may line up no closer than 3 yards from any Offensive End, must be positioned 3 yards off the line of scrimmage & set at the snap of the ball.
- A Safety may line up no closer than 5 yards from the line of scrimmage & can move laterally.
- Inside the 5-yard line the defense is permitted to move the Linebacker(s) & Corners to within one yard of the line of scrimmage. The middle linebacker may line up over the Center but must attempt to avoid contact with the Center. A Safety may move to within 3 yards of the line of scrimmage.

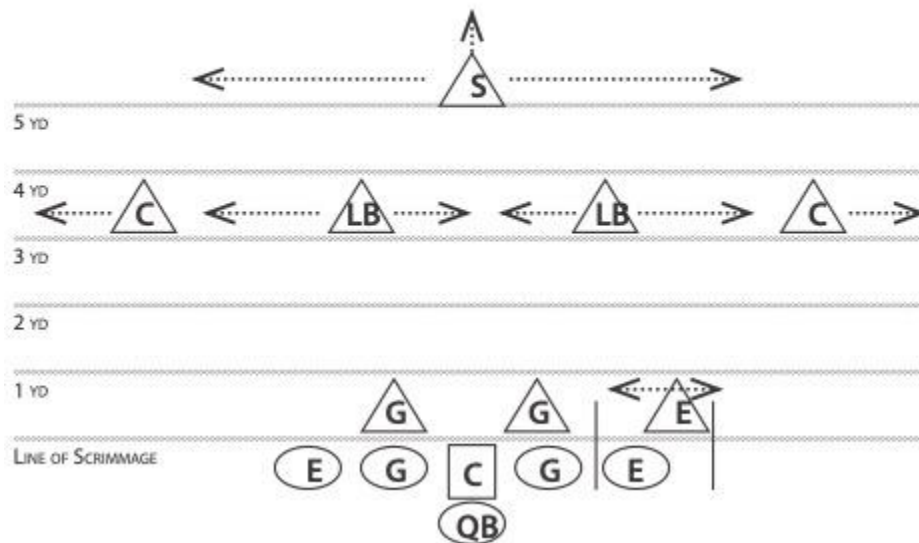
Defense — 1 Linebacker



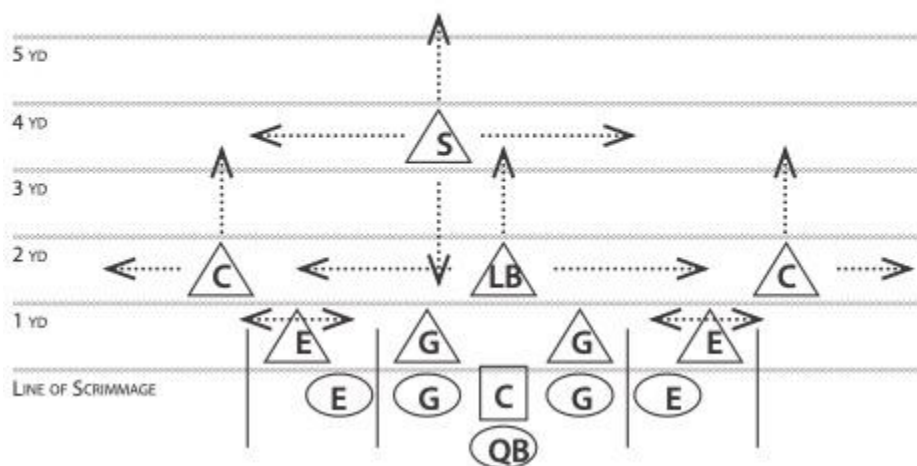
Defense — 2 Linebackers; 1 Guard (either Guard can be utilized)



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



Defense — Inside 5 yard line

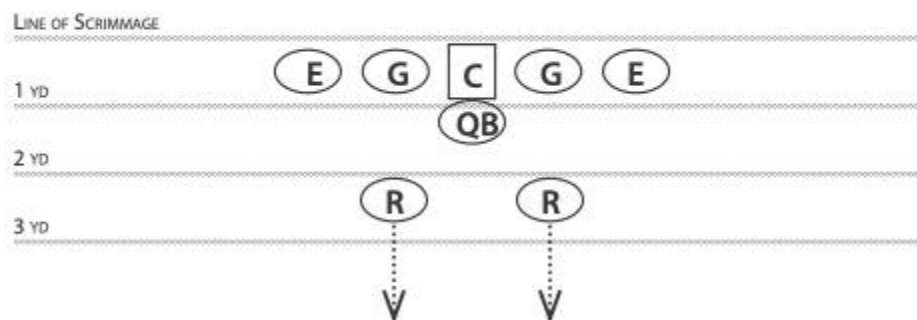


Section 10: Mighty Mite Offense

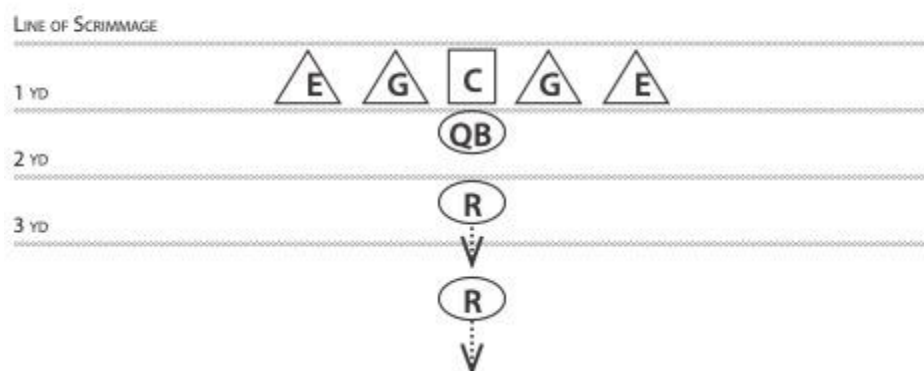
All teams must run the same offense as designed by the diagrams until the snap of the ball. NO EXCEPTIONS.

- Teams must have five players on the line of scrimmage, all in the down position at the snap.
- Maximum splits on the line are fingertip to fingertip of the lineman.
- Ends must not exceed maximum splits from the Guards.
 - Unstriped Ends are eligible (for a pass) after the snap.
 - Two-stripe players may play End, must begin in a down position & are not eligible.
- The quarterback must be positioned directly behind the center.
 - In the Shotgun Formation: Quarterbacks may be positioned no farther than two yards directly behind the center.
- Teams must maintain two Offensive Backs in the backfield.
 - Backs may line up no closer than 2 yards from the line of scrimmage.
 - In the Split Formation: Backs must line up behind the Offensive Guards.
 - In the I-Formation: Backs must line up behind the Center.
 - Offset I-Formations are not permitted.
- No Offensive player should be in motion before the snap of the ball.
- Teams are allotted 35 seconds from the (official) spot of the ball until the snap before a delay.

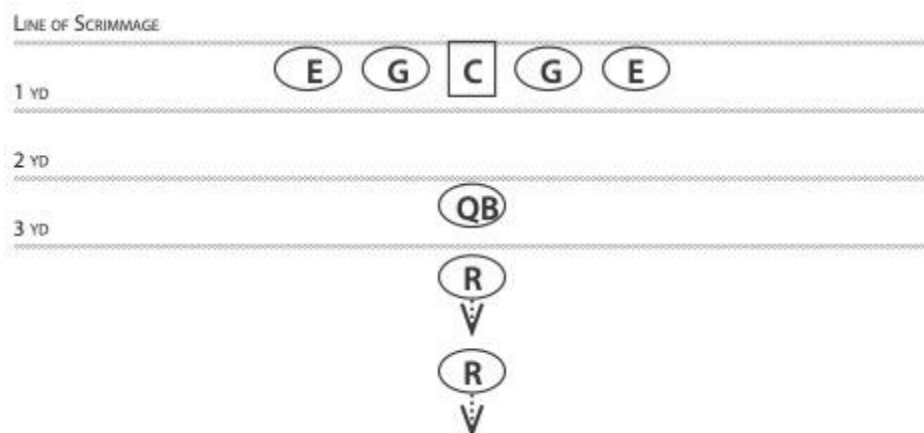
Split Back Formation



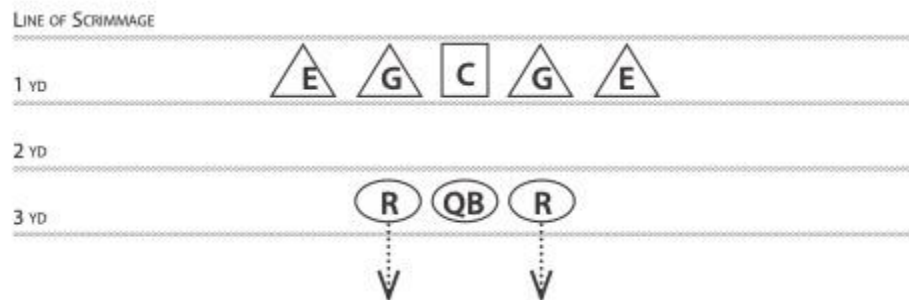
I - Formation



Shotgun / I - Formation



Shotgun / Split Back Formation



INDIAN NATIONS FOOTBALL CONFERENCE MEMBERSHIP

BARTLESVILLE

Director | Matt Dyer
931-607-5652
dyerma@bps-ok.org

BERRYHILL

President | Jordan Springwater
918-378-1412
bhlittlechiefs@gmail.com

BIXBY

President | Will Franklin
918-406-7283
bixbyyouthtackle@gmail.com

BROKEN ARROW

Director | Britt Maughan
918-317-1123
bmaughan@youthfootball.com

COLLINSVILLE

President | Tyler Mashburn
918-695-9709
cyfl850@yahoo.com

CLAREMORE

President | Rusty Drake
918-283-2932
info@claremoreyouthfootball.org

COWETA

President | Randy Roberts
918-695-8237
shooters21@gmail.com

GLENPOOL

Communications | Amber Bain
918-807-1977
Ambermmbain@gmail.com

JENKS

President | Scott Seybold
501-554-0693
scott_seybold@concentra.com

JUNIOR COMETS

President | Chris Jacobi
918-812-6847
chris@acctknowledge.com

KIEFER

President | Blake Shadowens
918-809-6261
kllfootball22@gmail.com

LINCOLN CHRISTIAN

Director | Zachary Fullingim
918-892-2876
zfullingim@lincolnchristianschool.com

McALESTER

President | Josh Ohls
479-459-3396
mcalesteryouthfootball@yahoo.com

METRO CHRISTIAN

Director | Connor Dilley
918-863-9810
cdilley@metroca.com

MUSKOGEE

President | Prentiss McNac
918-781-2970
prentiss.mcnac@roughers.net

NOAH

Athletic Director | Scott Reeves
(918) 260-2761
sreeves@noahjags.com

OWASSO

Director | Steven Eaton
9183714188
owassoyouthsports.football@gmail.com

REJOICE CHRISTIAN

AD | Tim Billingsley
303-549-2311
tbillingsley@rejoiceschool.com

SAND SPRINGS

President | Dustin Little
918-640-0892
coachouryouth@gmail.com

SAPULPA

President | Ashley Cole
918-219-3415
Sapulpayouthfootball@outlook.com

SKIATOOK

President | Emily Waller
918-440-5336
sbfa2022@gmail.com

STILLWATER

President | Derrick Davies
405-385-4125
ddavies@osugiving.com

TYAA

President | Kelly Goff
918-951-2295
Goffkelly11@yahoo.com

UNION

President | Mark Farquhar
918-289-8916
msfarquharjr@yahoo.com

INDIAN NATIONS FOOTBALL CONFERENCE INFC OFFICERS

COMMISSIONER

Chad Lott
918-251-1015
chad@youthfootball.com

VICE COMMISSIONER

Brad Westmoreland
918-231-7853
bwestmor@yahoo.com

SECRETARY

Adam Taylor
918-576-1335
ataylor@metroca.com

TREASURER

Eric Munden
918-269-3937
infc@claremoreyouthfootball.org

GRADE DIRECTOR (Mighty Mite)

Mac McLaughlin
918-688-3336
hlmclaughlinjr@yahoo.com

GRADE DIRECTOR (5th & 6th)

Dustin Little
918-640-0892
coachouryouth@gmail.com

GRADE DIRECTOR (3rd & 4th)

John Naugle
918-812-3990
bwspaartans@gmail.com

GRADE DIRECTOR (7th)

James Dugger
918-629-8393
jdugger@americanbankok.com

INFC DIRECTOR

Sterling Ramsey II
918-317-1120
sramsey@inyouthsports.com

INFC OPERATIONS DIRECTOR

Amy Nielsen
918-317-1126
amy@inyouthsports.com

INFC SPIRIT DIRECTOR

infccheer@youthfootball.com

**INDIAN NATIONS FOOTBALL CONFERENCE
INYS OFFICERS**

BASKETBALL DIRECTOR

Amy Nielsen
918-317-1126
amy@inyouthsports.com

LACROSSE DIRECTOR

Jason Armstrong
918-317-1121
jason.armstrong@inyouthsports.com

ACCOUNTING

Tiffany Lott
918-317-1122
tiffany@youthfootball.com

OFFICE MANAGER

Natalie Hernandez
918-317-1128
natalie@youthfootball.com

DIRECTOR OF OFFICIALS

Bobby Kelley
918-607-2055
bkelleyok@gmail.com

LEGAL COUNSEL

Thomas M. Askew
918-587-3161
taskew@riggsabney.com

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
- Can't 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 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.
2. 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.
3. Ensure that the athlete is evaluated immediately by an appropriate health care professional.
 - a. Do not try to judge the severity of the injury yourself.
 - b. Coaches recording the following can help a health care professional in assessing the athlete:
 - i. The cause of the injury and the force of the hit or blow to the head.
 - ii. Any loss of consciousness, and if so, for how long.
 - iii. Any memory loss or seizures immediately following the injury.
 - iv. Number of previous concussions (if any).
4. Inform the athlete's parents/guardians of the possible concussion and give them the concussion fact sheet for parents found on usafootball.com.
 - a. Ensure that parents know the athlete must be seen by an appropriate healthcare professional.
 - b. Provide formal documentation of the injury and notify the INFC Commissioner.
5. 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:

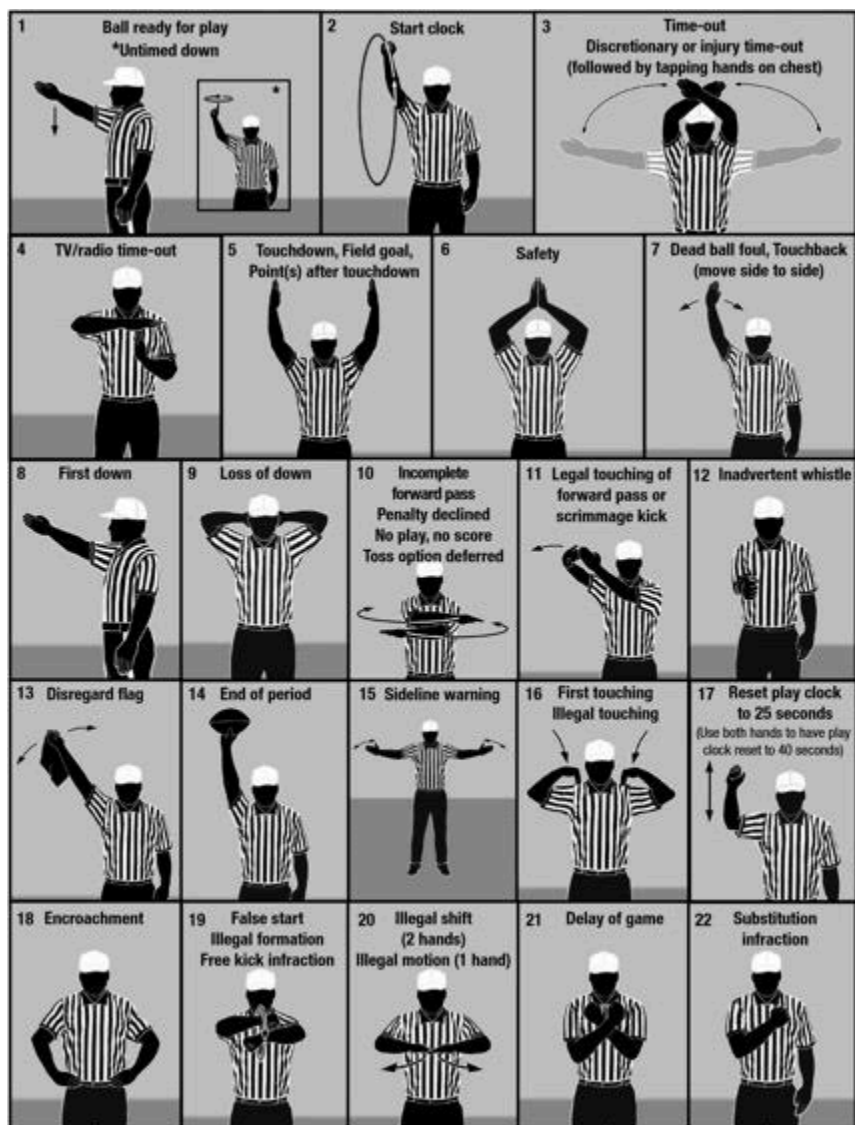
- Fine up to \$500.00.
- Suspension from a game or games.
- Lifetime suspension from any INFC football event or game.
- Probation.
- An action deemed appropriate by the INFC Commission

PARENT CODE OF ETHICS

- I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by following this Parent 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.



NFHS OFFICIAL FOOTBALL SIGNALS



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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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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.



TACKLE FOOTBALL FLAG BASKETBALL LACROSSE SPIRIT

INYS
918.215.1015
1005 S. Main
Broken Arrow, OK
74012
inyouthsports.com