

All games in the N.E.F.L. are played under NCAA Rules with the following exceptions. In the event that a Head Coach wishes to challenge the enforcement of a specific modified rule on this list, the procedure is outlined in Rule (29) CHALLENGE FLAG.

(1) DOWN BY CONTACT

IF A BALL CARRIER IS NOT DOWN BY CONTACT, HE CAN GET UP AND CONTINUE TO ADVANCE THE BALL. HE MUST BE TOUCHED BY A DEFENSIVE PLAYER.

(2) BLOCKING

NO DOWN FIELD BLOCKING BELOW THE WAIST - ONLY IN LEGAL CLIPPING AREA (THREE YARDS TO EITHER SIDE OF THE LINE OF SCRIMMAGE).

(3) HORSE-COLLAR TACKLING

A DEFENDER CANNOT TACKLE A BALL CARRIER BY PUTTING HIS HAND OR HANDS INSIDE THE BACK OF THE JERSEY COLLAR AND/OR SHOULDER PAD COLLAR OF THE BALL CARRIER, OUTSIDE OF THE LEGAL CLIPPING AREA (THREE YARDS TO EITHER SIDE OF THE LINE OF SCRIMMAGE).

(4) EXTRA POINTS AND FIELD GOALS

A KICKING TEE MAY BE USED ON ALL EXTRA POINTS AND FIELD GOALS.

(5) OFFICIAL TIME

GAMES CONSIST OF FIFTEEN MINUTE QUARTERS. ON A PASS PLAY, IF THE CLOCK HAS BEEN STOPPED ACCORDING TO RULE, THE CLOCK WILL AGAIN START WHEN THE BALL IS DECLARED READY FOR PLAY. ON A RUNNING PLAY, IF THE BALL GOES OUT OF BOUNDS, THE CLOCK WILL ALSO START ON THE READY FOR PLAY. ON A CHANGE OF POSSESSION, THE CLOCK WILL START ON THE SNAP. **GAMES SHOULD RUN ABOUT TWO AND A HALF HOURS. THE LAST FIVE MINUTES OF EACH HALF SHOULD BE REGULATION TIME WITH A TWO MINUTE WARNING GIVEN TO EACH TEAM AT THE END OF EACH HALF.**

(6) TIMEOUTS

TEAMS MAY USE THREE TIMEOUTS PER HALF.

NO MORE THAN TWO COACHES FROM EACH TEAM MAY GO ONTO THE FIELD DURING A TIMEOUT.

COACHES ON THE FIELD DURING A TIMEOUT MAY ONLY ADDRESS THEIR TEAM.

(7) KICKOFFS

KICKOFFS WILL BE FROM THE 35-YARD LINE. NO RE-KICKS ON KICKOFFS. IF BALL GOES OUT OF BOUNDS OR IF THERE IS AN OFF SIDES OR OTHER PENALTY, THE GAME OFFICIAL WILL SPOT THE BALL ACCORDINGLY AND THE RECEIVING TEAM WILL START PLAY FROM THAT SPOT OR AT THE 35-YARD LINE. IF A FAIR CATCH IS CALLED ON A KICKOFF, THE RECEIVING TEAM WILL START PLAY FROM THE SPOT OF THE FAIR CATCH.

(8) PUNTS

A PLAYER MUST BE ALLOWED THREE YARDS TO FIELD A PUNT AND THE TEAM PUNTING THE BALL MAY ONLY RELEASE THE TWO SPLIT ENDS BEFORE THE BALL IS PUNTED.

(9) LONG SNAP RULE

THE DEFENSE CANNOT POSITION A DEFENDER "HEAD-UP" ON THE LONG SNAPPER. CENTER/GUARD GAP OR OUTSIDE ONLY.

(10) PASS INTERFERENCE

IF THE OPPOSING PLAYER IS HEAD UP (IN FRONT OF YOU), YOU CAN BUMP HIM ONE TIME WITHIN THE FIRST FIVE YARDS OF THE LINE OF SCRIMMAGE, BUT ONCE THE PLAYER IS PARALLEL TO YOU, HE CANNOT BE TOUCHED.

(11) IN THE GRASP RULE

THE GAME OFFICIAL WILL BLOW THE WHISTLE AND STOP THE PLAY WHEN THE QUARTERBACK IS CONSIDERED NO LONGER MOBILE.

(12) OVERTIME

AT THE END OF FOUR QUARTERS, IF A GAME IS TIED, AFTER A FIVE MINUTE INTERMISSION, ANOTHER FIFTEEN MINUTES OF OFFICIAL TIME WILL BE ADDED BY THE GAME OFFICIALS ON THE FIELD. THE FIRST TEAM TO SCORE IN THIS "SUDDEN-DEATH" PERIOD, WILL WIN THE GAME. REGULAR SEASON WILL CONSIST OF ONE OVERTIME PERIOD ONLY. IF THE GAME IS STILL TIED AT THE END OF THAT PERIOD, IT IS CONSIDERED A TIE GAME. PLAYOFF OVERTIME WILL CONSIST OF ONE "SUDDEN-DEATH" PERIOD ONLY. IF ANY PLAYOFF GAME NEEDS TO GO BEYOND THE ONE "SUDDEN-DEATH" PERIOD, AFTER A FIVE MINUTE INTERMISSION PLAY WILL RESUME USING THE N.C.A.A. TIE-BREAKING SYSTEM (SEE N.C.A.A. RULES).

N.E.F.L. MODIFIED RULES, GAME POLICIES AND INFORMATION

(13) FORFEITS

EACH TEAM MUST HAVE AT LEAST TWENTY-TWO PLAYERS DRESSED FIVE MINUTES BEFORE KICKOFF. IF A TEAM DOES NOT HAVE TWENTY-TWO DRESSED PLAYERS FIVE MINUTES BEFORE KICKOFF, THEY MAY BE ALLOWED TO PLAY PROVIDING THE OPPOSING TEAM AND GAME OFFICIALS AGREE THAT AT ANY POINT DURING THE COURSE OF THE GAME, IF SAID TEAM CANNOT CONTINUE THE GAME BECAUSE THEY ARE UNABLE TO SEND ELEVEN DRESSED PLAYERS ONTO THE FIELD DUE TO INJURY OR EJECTION, THE GAME WILL BE STOPPED BY THE GAME OFFICIALS AND SAID TEAM WILL BE ISSUED A FORFEIT.

(14) EJECTIONS

ANY PLAYER OR COACH IN THE N.E.F.L. INVOLVED IN A FIGHT WILL BE SUSPENDED FOR THE REMAINDER OF THAT GAME AND MAY BE SUSPENDED FOR AN ADDITIONAL GAME OR GAMES AT THE DISCRETION OF THE GAME OFFICIALS AND N.E.F.L BOARD OF DIRECTORS.

ANY PLAYER, COACH OR AUTHORIZED TEAM PERSONNEL LEAVING THE BENCH AREA DURING A FIGHT ON THE FIELD OR IN ANY DESIGNATED SEATING AREA WILL BE SUSPENDED FOR THREE GAMES.

ANY PLAYER RECEIVING THREE PERSONAL FOULS IN ONE GAME WILL BE AUTOMATICALLY EJECTED FROM THAT GAME. ANY PLAYER OR COACH VERBALLY ABUSIVE TO A GAME OFFICIAL WILL AUTOMATICALLY BE EJECTED FROM THAT GAME.

ANY PLAYER OR COACH PHYSICALLY ABUSIVE TO A GAME OFFICIAL WILL BE SUSPENDED FROM THE LEAGUE FOR LIFE.

ANY PLAYER PENALIZED BY A GAME OFFICIAL FOR INTENTIONALLY TRYING TO INJURE ANOTHER PLAYER WILL BE SUSPENDED FROM THE LEAGUE FOR ONE FULL YEAR.

ANY PLAYER OR COACH EJECTED FROM THREE GAMES IN ONE SEASON WILL BE AUTOMATICALLY SUSPENDED FOR THE REMAINDER OF THAT SEASON.

ANY PLAYER OR COACH THAT USES ANY RACIAL, ETHNIC OR DISCRIMINATORY SLURS TOWARDS ANOTHER PLAYER, COACH OR GAME OFFICIAL WILL BE AUTOMATICALLY EJECTED FROM THAT GAME.

(15) NUMBERING

- ALL NON ELIGIBLE OFFENSIVE POSITIONS MUST WEAR JERSEY NUMBERS 50 - 79.
  - PLAYERS WHO HAVE BOTH OFFENSIVE AND DEFENSIVE POSITIONS MUST WEAR A JERSEY NUMBER INDICATIVE OF THEIR OFFENSIVE POSITION.
  - #0 OR #00 MAY NOT BE USED.
  - NUMBERS MUST BE VISIBLE ON THE FRONT, BACK AND EITHER THE SHOULDERS OR SLEEVES OF THE JERSEY.
  - ONE EXCEPTION (MAX.) IS ALLOWED AT ANY TIME. TEAMS MAY USE AN ELIGIBLE PLAYER IN AN INELIGIBLE POSITION OR USE AN INELIGIBLE NUMBERED PLAYER IN AN ELIGIBLE POSITION.  
(AN INELIGIBLE NUMBERED PLAYER CAN PLAY IN THE BACKFIELD WITHOUT BEING AN EXCEPTION, CAN CARRY THE BALL, BUT CANNOT RECEIVE A PASS)
- TEAMS MUST ANNOUNCE THE INTENTION OF USING AN EXCEPTION TO THE REFEREE EACH TIME A PLAYER WHO IS AN EXCEPTION TO THE NUMBERING RULE ENTERS THE GAME. THE REFEREE WILL ANNOUNCE IT TO THE DEFENSIVE TEAM. TEAMS MAY CHANGE WHAT PLAYER IS AN EXCEPTION, BUT MUST ANNOUNCE THE # AND POSITION TO THE REFEREE.
- A PLAYER FAILING TO REPORT AS AN EXCEPTION WILL RESULT IN A 5 YD PENALTY AND LOSS OF DOWN.
  - HEAD COACH MAY BE ASSESSED A 15 YD UC FOR A PLAYER WHO DECEPTIVELY VIOLATES THE EXCEPTION TO THE NUMBERING RULE. (EX. A PLAYER WEARING #98 WHO IS AN EXCEPTION IN THE TACKLE POSITION IS USED AS A RECEIVER)

(16) PAYMENT TO GAME OFFICIALS

EACH TEAM WILL BE REQUIRED TO PAY THE CREW CHIEF \$250.00 BEFORE THE GAME. GAME FEE IS IN CASH ONLY. NO CHECKS ACCEPTED! THE CREW CHIEF WILL THEN PAY EACH CREW MEMBER. ALL N.E.F.L. GAMES WILL BE WORKED USING FIVE MAN CREWS AT \$100.00 PER OFFICIAL. (FEE DOES NOT INCLUDE ADDITIONAL TRAVEL EXPENSES FOR CERTAIN TEAMS IN CERTAIN AREAS. THIS ADDITIONAL EXPENSE WILL BE THE RESPONSIBILITY OF THE HOST TEAM.)

(17) ESCORTS FOR GAME OFFICIALS

HOME TEAM WILL BE REQUIRED TO PROVIDE AT LEAST TWO PLAYERS TO ESCORT THE OFFICIALS OFF THE FIELD AFTER THE GAME WHEN REQUESTED BY THE OFFICIALS.

(18) MANDATORY EQUIPMENT

REFEREES WILL HAVE EACH HEAD COACH CERTIFY THAT EACH PLAYER IS WEARING MANDATORY LEAGUE EQUIPMENT. THE MANDATORY LEAGUE EQUIPMENT CONSISTS OF A HELMET WITH A FACEMASK AND CHINSTRAP, SHOULDER PADS, THIGH PADS, KNEE PADS AND EITHER RUBBER OR PLASTIC CLEATS ONLY. IT IS THE RESPONSIBILITY OF THE HEAD COACHES TO CERTIFY THAT ALL HIS PLAYERS ARE WEARING MANDATORY LEAGUE EQUIPMENT AS MANDATED BY THE N.E.F.L.

N.E.F.L. MODIFIED RULES, GAME POLICIES AND INFORMATION

(19) CERTIFIED E.M.T.

THE HOME TEAM HEAD COACH MUST VERIFY AND IDENTIFY THE CERTIFIED E.M.T. THAT IS PRESENT AND WILL BE WORKING THE GAME. THE GAME CANNOT START AND WILL NOT START WITHOUT PROPER MEDICAL PERSONNEL PRESENT.

(20) DRESSED PLAYERS

BEFORE EACH GAME, THE REFEREE AND UMPIRE WILL COUNT THE NUMBER OF PLAYERS EACH TEAM HAS DRESSED FOR THE GAME. N.E.F.L. RULES ALLOW FOR A MAXIMUM OF SIXTY PLAYERS DRESSED (AAA-COLONIAL CONFERENCE), FIFTY PLAYERS DRESSED (AA-NORTH ATLANTIC CONFERENCE), THIRTY-FIVE PLAYERS DRESSED (A-MARITIME CONFERENCE). A DELAY PENALTY (FIFTEEN YARDS) WILL BE ASSESSED ON THE OPENING KICKOFF AND THE LEAGUE OFFICE WILL BE NOTIFIED IF A TEAM IN VIOLATION MUST HAVE PLAYERS UNDRESS TO GET DOWN TO THE MANDATORY MAXIMUM LIMIT. ANY PLAYER IN FULL UNIFORM ON SIDELINE WILL BE CONSIDERED AN ACTIVE PARTICIPANT EVEN IF HE DID NOT PLAY IN THE GAME.

(21) TRAVEL SURCHARGE FEE FOR GAME OFFICIALS

HOME TEAM MAY BE RESPONSIBLE FOR AN ADDITIONAL TRAVEL SURCHARGE FEE FOR GAME OFFICIALS IN CERTAIN AREAS OF NEW ENGLAND, NEW YORK AND NEW JERSEY.

FOR TEAMS LOCATED IN THE FOLLOWING AREAS THERE WILL BE NO TRAVEL SURCHARGE FEE: THE MERRIMACK VALLEY, THE NORTH SHORE, GREATER BOSTON, SOUTHERN NEW HAMPSHIRE, YORK COUNTY MAINE, LEOMINSTER, MA.

THERE WILL BE A \$15.00 TRAVEL SURCHARGE FEE PER GAME OFFICIAL FOR TEAMS LOCATED IN THE FOLLOWING AREAS: OLD ORCHARD BEACH MAINE, WESTERN MAINE.

THERE WILL BE A \$25.00 TRAVEL SURCHARGE FEE PER GAME OFFICIAL FOR TEAMS LOCATED IN THE FOLLOWING AREAS: SOUTHERN MAINE, GREATER PORTLAND MAINE, ATTLEBORO, MA, NORTH ATTLEBORO, MA, SOUTHERN MA, RHODE ISLAND, CENTRAL AND WESTERN NEW HAMPSHIRE.

THERE WILL BE A \$50.00 TRAVEL SURCHARGE FEE PER GAME OFFICIAL FOR TEAMS LOCATED IN THE FOLLOWING AREAS: WESTERN MA, CONNECTICUT, VERMONT, CENTRAL AND NORTHERN MAINE, NEW YORK AND NEW JERSEY.

(22) GAME ASSIGNMENTS

ALL OFFICIALS WORKING N.E.F.L. GAMES ARE COORDINATED OUT OF THE N.E.F.L. DIRECTOR OF OFFICIALS OFFICE, IN ACCORDANCE WITH THE N.E.F.L. OFFICE.

N.E.F.L. TEAMS THAT DESIRE TO USE GAME OFFICIALS FROM THEIR OWN AREA TO AVOID THE TRAVEL SURCHARGE FEE MUST SUPPLY DIRECTOR OF OFFICIALS, BOB OREAL, WITH A CONTACT PERSON IN THEIR AREA WHO WILL BE RESPONSIBLE FOR ACQUIRING OFFICIALS. THE CONTACT PERSON MUST SUPPLY THE DIRECTOR OF OFFICIALS WITH A COMPLETE RESUME OF HIS ASSIGNING EXPERIENCE. INITIAL CONTACT WILL BE DONE VIA EMAIL: [BOB@LEFTYREF.COM](mailto:BOB@LEFTYREF.COM). IT IS PREFERRED THAT OFFICIALS WORKING N.E.F.L. GAMES HAVE COLLEGE OFFICIATING EXPERIENCE. HOWEVER, OFFICIALS WITH TOP HIGH SCHOOL SCHEDULES OR PRIOR EXPERIENCE AT THE SEMI-PRO LEVEL MAY BE USED.

N.E.F.L. TEAMS USING OFFICIALS FROM THEIR OWN AREA WILL PAY THE STANDARD N.E.F.L. FEE OF \$100.00 PER GAME OFFICIAL. HOWEVER, SHOULD OFFICIALS FROM AN OUTSIDE AREA NEED TO BE SENT IN TO WORK A GAME, A TRAVEL SURCHARGE FEE WILL BE ADDED DEPENDING ON THE AMOUNT OF TRAVEL.

ALL OFFICIALS WORKING N.E.F.L. GAMES MUST BE WILLING TO TRAVEL. CIRCUMSTANCES DO ARISE NECESSITATING THAT CREWS TRAVEL TO ANOTHER AREA. SHOULD THIS BE NECESSARY, OFFICIALS WILL BE COMPENSATED VIA THE TRAVEL SURCHARGE FEE FOR THEIR ADDITIONAL EFFORTS.

N.E.F.L. TEAMS USING OFFICIALS FROM THEIR OWN AREA MUST HAVE ALL MEMBERS OF THE OFFICIATING CREW VIEW THE N.E.F.L. GAME RULES VIDEO BY DIRECTOR OF OFFICIALS, BOB OREAL, WHICH GIVES A DESCRIPTION AND EXPLANATION OF N.E.F.L. RULES AND REGULATIONS.

(23) GAME CLOCK (SCOREBOARD)

THE FIELD OR STADIUM SCOREBOARD WILL BE ALLOWED TO OPERATE AT THE DISCRETION OF THE GAME OFFICIALS, PROVIDING THEY FEEL THAT THE CLOCK OPERATOR IS QUALIFIED TO DO SO. IF AT THEIR DISCRETION THERE IS NO ONE ADEQUATELY QUALIFIED, THE GAME CLOCK (SCOREBOARD) WILL BE SHUT OFF AND OFFICIAL TIME WILL ONLY BE KEPT ON THE FIELD. HOME TEAMS WISHING TO USE AN OFFICIAL GAME CLOCK "SCOREBOARD" OPERATOR WILL PAY A MANDATORY \$75.00 FEE.

(24) GOALPOSTS

GOALPOSTS CAN BE HIGH SCHOOL OR COLLEGE WIDTH.

(25) CELL PHONES

NO CELL PHONES WILL BE USED BY ANYONE EXCEPT THE CERTIFIED E.M.T. AND GAME OFFICIALS ON OR AROUND THE FIELD OF PLAY DURING AN N.E.F.L. GAME. THIS INCLUDES, BUT IS NOT LIMITED TO, PLAYERS, COACHES, TRAINERS OR ANY OTHER TEAM PERSONNEL, AS WELL AS CHAIN CREWS OR ANY OTHER AUTHORIZED FIELD PERSONNEL. IF THE GAME OFFICIALS SEE A CELL PHONE IN USE BY ANY UNAUTHORIZED PERSONNEL ON A TEAM'S SIDELINE, ONE WARNING TO DISCONTINUE USE WILL BE GIVEN TO SAID TEAM. IF SAID TEAM IS FOUND IN VIOLATION A SECOND TIME, THE GAME WILL BE STOPPED AND A DELAY OF GAME PENALTY WILL BE ISSUED TO SAID TEAM, AND SAID PERSON(S) MAY BE REMOVED FROM THE SIDELINE AT THE GAME OFFICIALS DISCRETION.

(26) AUTHORIZED FIELD/SIDELINE PASSES

THE N.E.F.L. WILL ISSUE TWELVE AUTHORIZED FIELD/SIDELINE PASSES TO EACH TEAM. THESE PASSES WILL BE USED FOR COACHES, TRAINERS, SPONSORS, OR ANY OTHER PERSON(S) AT SAID TEAM'S DISCRETION. ANY INDIVIDUAL NOT POSSESSING AN AUTHORIZED FIELD/SIDELINE PASS WILL NOT BE ALLOWED ON SAID TEAM'S SIDELINE. IF THE GAME OFFICIALS SEE AN UNAUTHORIZED PERSON(S) ON A TEAM'S SIDELINE, ONE WARNING WILL BE GIVEN TO REMOVE SAID PERSON(S) FROM THE SIDELINE. IF SAID TEAM IS FOUND IN VIOLATION A SECOND TIME, THE GAME WILL BE STOPPED AND A DELAY OF GAME PENALTY WILL BE ISSUED TO SAID TEAM, AND THE GAME WILL NOT CONTINUE UNTIL SAID PERSON(S) ARE REMOVED FROM THE SIDELINE.

(27) PRESS BOX

IF STADIUM OR FIELD HAS A PRESS BOX THAT THE HOME TEAM HAS ACCESS TO FOR ITS COACHES, THE HOME TEAM MUST ALSO MAKE IT ACCESSIBLE TO COACHES FROM THE VISITING TEAM AS WELL, OR DISCIPLINARY ACTION WILL BE TAKEN BY THE OFFICERS OF THE N.E.F.L. INCLUDING FINE, PROBATION AND/OR FORFEIT IF ACCESS IS DENIED TO THE VISITING TEAM AND GAME OFFICIALS WILL NOT ALLOW COACHES OF HOME TEAM ACCESS TO THE PRESS BOX.

(28) HOME/AWAY JERSEYS

THE HOME TEAM SHALL WEAR DARK COLOR JERSEYS AND THE VISITING TEAM LIGHT COLOR JERSEYS WITH THE FOLLOWING EXCEPTIONS:

- a) HOME TEAM MAY CHOOSE TO WEAR LIGHT COLOR JERSEYS WHILE VISITING TEAM WOULD WEAR DARK COLOR JERSEYS, BY NOTIFYING THE OPPOSING TEAM, LEAGUE OFFICE, AND COMPETITION COMMITTEE DIRECTOR VIA EMAIL AT LEAST 2 WEEKS PRIOR TO A REGULAR SEASON GAME, OR BY 12PM ON THE MONDAY PRIOR TO A POSTSEASON GAME.
- b) THE NEFL BOARD OF DIRECTORS MAY AT ITS DISCRETION AUTHORIZE AN EXCEPTION WITH AMPLE NOTICE.
- c) FAILURE TO COMPLY WILL RESULT IN A 15 YARD PENALTY AT THE START OF THE GAME AND A \$200 FINE, PAYABLE BEFORE THE NEXT GAME.

(29) CHALLENGE FLAG

IN THE EVENT A HEAD COACH WISHES TO CHALLENGE THE ENFORCEMENT OF A MODIFIED RULE, THE FOLLOWING APPLY:

EACH COACH MUST HAVE A RED CHALLENGE FLAG/BEANBAG ON HIS PERSON. TEAM WILL HAVE 1 CHALLENGE PER HALF. SHOULD THE COACH WISH TO CHALLENGE ENFORCEMENT OF A MODIFIED RULE, HE THROWS THE FLAG NEAR THE SIDELINE OFFICIAL BEFORE THE NEXT SNAP. THE OFFICIAL UPON SEEING THE FLAG WILL IMMEDIATELY STOP PLAY AND NOTIFY THE REFEREE THAT A RULE HAS BEEN CHALLENGED. REFEREE WILL THEN DISCUSS THE CHALLENGE WITH THE HEAD COACH.

- SHOULD THE CHALLENGE BE UPHELD, THE CORRECT RULING WILL BE ENFORCED. GAME WILL THEN PROCEED AT THE POINT OF INTERRUPTION. COACH WILL RETAIN HIS CHALLENGE.
- SHOULD THE CHALLENGE BE TURNED DOWN, THE HEAD COACH WILL BE CHARGED WITH A TIME OUT AND HAVE NO REMAINING CHALLENGES FOR THAT HALF.