

73 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

GAME TIME: All games will start at the designated BGYFL start times as displayed on the official web site (www.bgyfl.org). Any changes to the web site will be conveyed from the BGYFL executive board to the head coaches in reasonable time frame.

PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

GAME BALL: The ball used in this division is a fully inflated and new Wilson K-2. Footballs can be used multiple times at the discretion of the game official.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may "roam" between the 25 Yard-Lines at all levels providing that they are NOT coaching on the Field of Play. At the 73 & 83lb Level, one (1) Coach is allowed on the Playing Field. All Coaches on the Playing Field MUST refrain from Coaching once the Offensive Huddle breaks.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. Kicking for a PAT or a Field Goal is not allowed at the 73, 83 and 93 pound level.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

FREE PUNT: This division has a free punt. The punting team must declare whether they are punting or going for the first down. This will be declared by a player or head coach to an official so that he may notify the opposing head coach. **BOTH TEAMS MUST HOLD A MINIMUM OF SEVEN (7) MEN ON THE LINE OF SCRIMMAGE UNTIL THE BALL HAS BEEN KICKED.** The snap must be between the center's legs and the punter must kick the ball within a normal 3-4 seconds. The kicker cannot move laterally farther than the right guard or left guard. If the snap goes over the punter's head then he must kick the ball from wherever he takes control of the ball. If the kicker tries to advance the ball and not punt it then the ball is blown dead by the official and the kicker will return to the spot of control and punt the ball from there immediately. Once the ball is punted play continues as regular play.

SCORE: There will be no scores kept at 73Lb games. There will be no scores reported to the BGYFL and standings will not be kept. There will be no post season playoffs or Super Bowl of any kind.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

83 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

GAME TIME: All games will start at the designated BGYFL start times as displayed on the official web site (www.bgyfl.org). Any changes to the web site will be conveyed from the BGYFL executive board to the head coaches in reasonable time frame.

PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

GAME BALL: The ball used in this division is a fully inflated and new Wilson K-2. Footballs at the discretion of the game official can be used for multiple games.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may "roam" between the 25 Yard-Lines at all levels providing that they are NOT coaching on the Field of Play. At the 73 & 83lb Level, one (1) Coach is allowed on the Playing Field. All Coaches on the Playing Field MUST refrain from Coaching once the Offensive Huddle breaks.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick. Kicking for a PAT or a Field Goal is not allowed at the 73, 83 and 93 pound level.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

FREE PUNT: This division has a free punt. The punting team must declare whether they are punting or going for the first down. This will be declared by a player or head coach to an official so that he may notify the opposing head coach. **BOTH TEAMS MUST HOLD A MINIMUM OF SEVEN (7) MEN ON THE LINE OF SCRIMMAGE UNTIL THE BALL HAS BEEN KICKED.** The snap must be between the center's legs and the punter must kick the ball within a normal 3-4 seconds. The kicker cannot move laterally farther than the right guard or left guard. If the snap goes over the punter's head then he must kick the ball from wherever he takes control of the ball. If the kicker tries to advance the ball and not punt it then the ball is blown dead by the official and the kicker will return to the spot of control and punt the ball from there immediately. Once the ball is punted play continues as regular play.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

COURTESY RULE: A 21 point deficit (or greater) at the start or during the 4th quarter will trigger the courtesy running clock. The clock will continue to run all the time EXCEPT on injuries, scores, and called timeouts. All head coaches that win by 21 or more points may and will be asked to submit a written explanation of the game scenario and what they attempted to do in order to keep the game score in control. If it is found that the head coach intentionally ran up the score than further disciplinary action will be taken by the BGYFL executive board at their discretion.

STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind at the level. If one of the teams does not have eleven non-striper then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non striper then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

93 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

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PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

PLAYING FIELD: A 100 yard field will be used for this division.

GAME BALL: The ball used in this division is a fully inflated and new Wilson TDJ. Game Footballs can be used multiple times at the discretion of the game official.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may "roam" between the 25 Yard-Lines at all levels providing that they are NOT coaching on the Field of Play. At the 73 & 83lb Level, one (1) Coach is allowed on the Playing Field. All Coaches on the Playing Field MUST refrain from Coaching once the Offensive Huddle breaks.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick. Kicking for a PAT or a Field Goal is not allowed at the 73, 83 and 93 pound level.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

FREE PUNT: This division has a free punt. The punting team must declare whether they are punting or going for the first down. This will be declared by a player or head coach to an official so that he may notify the opposing head coach. BOTH TEAMS MUST HOLD A MINIMUM OF SEVEN (7) MEN ON THE LINE OF SCRIMMAGE UNTIL THE BALL HAS BEEN KICKED. The snap must be between the center's legs and the punter must kick the ball within a normal 3-4 seconds. If the snap goes over the punter's head then he must kick the ball from wherever he takes control of the ball. If the kicker tries to advance the ball and not punt it then the ball is blown dead by the official and the kicker will return to the spot of control and punt the ball from there immediately. Once the ball is punted play continues as regular play.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

COURTESY RULE: A 21 point deficit (or greater) at the start or during the 4th quarter will trigger the courtesy running clock. The clock will continue to run all the time EXCEPT on injuries, scores, and called timeouts. All head coaches that win by 21 or more points may and will be asked to submit a written explanation of the game scenario and what they attempted to do in order to keep the game score in control. If it is found that the head coach intentionally ran up the score than further disciplinary action will be taken by the BGYFL executive board at their discretion.

STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind. If one of the teams does not have eleven non-strippers then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non stripers then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

103 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

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PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

PLAYING FIELD: A 100 yard field will be used for this division.

GAME BALL: The ball used in this division is a fully inflated and new Wilson TDJ. Game Footballs at the discretion of the game official can be used multiple times.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may roam on the sidelines between the 25 yard lines. Only the head coach may address and or speak to an official.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

COURTESY RULE: A 21 point deficit (or greater) at the start or during the 4th quarter will trigger the courtesy running clock. The clock will continue to run all the time EXCEPT on injuries, scores, and called timeouts. All head coaches that win by 21 or more points may and will be asked to submit a written explanation of the game scenario and what they attempted to do in order to keep the game score in control. If it is found that the head coach intentionally ran up the score than further disciplinary action will be taken by the BGYFL executive board at their discretion.

STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind. If one of the teams does not have eleven non-strippers then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non stripers then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

118 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

GAME TIME: All games will start at the designated BGYFL start times as displayed on the official web site (www.bgyfl.org). Any changes to the web site will be conveyed from the BGYFL executive board to the head coaches in reasonable time frame.

PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

PLAYING FIELD: A 100 yard field will be used for this division.

GAME BALL: The ball used in this division is a fully inflated and new Wilson TDY. Game footballs can be used multiple times at the discretion of the game official.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may roam on the sidelines between the 25 yard lines. Only the head coach may address and or speak to an official.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

COURTESY RULE: A 21 point deficit (or greater) at the start or during the 4th quarter will trigger the courtesy running clock. The clock will continue to run all the time EXCEPT on injuries, scores, and called timeouts. All head coaches that win by 21 or more points may and will be asked to submit a written explanation of the game scenario and what they attempted to do in order to keep the game score in control. If it is found that the head coach intentionally ran up the score than further disciplinary action will be taken by the BGYFL executive board at their discretion.

STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind. If one of the teams does not have eleven non-striper then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non striper then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

133 LB. WEIGHT CLASS 2012 B.G.Y.F.L. GAME CARD

GAME TIME: All games will start at the designated BGYFL start times as displayed on the official web site (www.bgyfl.org). Any changes to the web site will be conveyed from the BGYFL executive board to the head coaches in reasonable time frame.

PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

PLAYING FIELD: A 100 yard field will be used for this division.

GAME BALL: The ball used in this division is a fully inflated and new Wilson TDY. Game Footballs at the discretion of the game official can be used for multiple games.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may roam on the sidelines between the 25 yard lines. Only the head coach may address and or speak to an official.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

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STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind. If one of the teams does not have eleven non-striper then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non striper then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).

VARSITY DIVISION 2012 B.G.Y.F.L. GAME CARD

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PLAYING RULES: Illinois High School Association rules are followed except otherwise noted on this game card or in the BGYFL by-laws.

PLAYING FIELD: A 100 yard field will be used for this division.

GAME BALL: The ball used in this division is a fully inflated and new Wilson TDY. Game Footballs can be used multiple times at the discretion of the game official.

GAME OFFICIALS: Two (2) officials shall be required to play a league game. The option to play with one (1) official will be recognized only by the league if both head coaches agree prior to kickoff. If they do not agree then the game will not be played.

COACHES: Coaches may roam on the sidelines between the 25 yard lines. Only the head coach may address and or speak to an official.

EXTRA POINTS: Extra point by run or pass will be from the three (3) yard line; one (1) point for run, two (2) points for kick and pass. A legal forward pass for two (2) extra points is defined as a pass that is thrown forward from the hand to the receiver and may be caught behind the line of scrimmage as long as it was thrown forward. If the winning team has more than a 21 point lead then the extra point is worth one (1) point regardless of run, pass or kick.

PENALTIES: All penalties follow the same procedures as used by the Illinois High School Association.

TIME OF QUARTERS: Each quarter will have a ten (10) minute stopped clock.

CHANGE OF POSSESSION: After any change of possession the official will spot the ball, wait for the chains to be set and then the game clock will be started on his chop signal.

TIME OUTS: Each team in this division is allowed three (3) timeouts per half.

INTERMISSIONS: All intermissions will be ten (10) minutes in length.

TIE AT END OF REGULATION: Regular season games that end in ties will go to a "Kansas City" shootout Each Team is given a series of four Downs from the Ten-yard Line, once each. Turnovers end the series immediately. One (1) timeout is given to each team during the shootout. Time outs do not carry over. If the game remains tied after each team has taken their series of downs then the game is declared a tie and each team receives ½ point for standings and playoff criteria.

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STRIPER RULES: A striper player is anyone designated to play only offensive line or defensive line. All stripers must be in the IHSA defined tackle box and have (1) one or (2) two hands on the ground at the snap. The maximum amount of stripers a team can have on the field at a time is (5) five. At no time may a striper advance the football and if such a player ever gains possession of the football the play will immediately be blown dead. Stripers will not be allowed to punt or kick and they are not allowed on kick or kick receiving team.

KICKOFFS: No striper is allowed to participate in a kick-off of any kind. If one of the teams does not have eleven non-strippers then there will be no kick off and the receiving team will get the ball at their 35 yard line. A team does NOT get the choice to take the ball at the 35 yard line. If they have eleven dressed, non stripers then they must participate in a live kick off.

MANDATORY PLAY: All rostered players in the BGYFL shall play a minimum of 10 plays in each official league sanctioned game. Upon review by the Executive Board a Franchise may be subject to Franchise or Head Coach disciplinary action, which include, but not limited to, game suspension (s).