**How to start a franchise in the MLF:**

1. The costs to join the MLF is A one-time $34,000,000 franchise fee.
2. **However, only the following ownership types are acceptable for MLF teams:**
   1. A group of no more than 32 people per franchise, with one holding a minimum 30% stake (may be a religious group and/or non-profit organization).
   2. *A publicly owned, non-profit corporation with a 7-member committee appointed by the board of directors*:
      1. No one is allowed to hold more than 200,000 shares.
      2. A share must cost at least $75 but no more than $350 2020 US dollars.
      3. All stocks do not include an equity interest, do not pay dividends, cannot be traded, and has no protection under securities law.
      4. *Shareholders receive nothing more than the following:*
         1. Voting rights:
            1. (i.e., electing 1 member of the board of directors & the team president that leads a 7-member committee & represents the team at league meetings)
            2. Only the president gets paid for his services, the other 6 committee members sits gratis.
         2. An invitation to the corporation's annual meeting.
         3. A 25% discount on official team merchandise & an opportunity to purchase exclusive shareholder-only merchandise.
         4. Some season-ticket purchasing privileges in the form of a 10% discount on all plans.
         5. This now includes the Green Bay Packers as well.
   3. *A City and/or County Government as a 501(c)(6) mutual-benefit nonprofit corporation:*
      1. A City and/or County Government that owns a MLF team can also sell shares/stocks in order to raise funds for the team.
      2. *The same rules for shares/stocks listed above* *for publicly owned/non-profit corporations will also apply, except that the governmental entity will appoint 1 member each to the 1) board of directors & 2) 7-member executive committee that does the following:*
         1. Directs corporate management.
         2. Approves major capital expenditures.
         3. Establishes board policy.
         4. Monitors the performance of management in conducting the business and affairs of the corporation.
      3. All excess revenue that is left after paying all of the players, coaches, & staff must go to funding local government agencies/programs (example = police/fire departments, public transportation, etc.)
   4. The federal government (for the following military teams only – Air Force, Army, Coast Guard, Navy, Marine Corps, Merchant Marine, & Space Force).
   5. *People are allowed to invest in the league itself in order to help bailout teams if they cannot support themselves financially:*
      1. As a result, all teams may have no more than 25% of the ownership rights go to the league.
   6. All teams are required to release their financial balance sheet every year.
3. **In addition, all MLF teams must have a stadium with all of the following:**
   1. At least *18,000* total seating capacity.
   2. A Combined Statistical Area (CSA) or Metropolitan Statistical Area (MSA) of at least *300,000*.
   3. Locker rooms with showers for both teams and officials.
   4. PA system and scoreboard.
   5. The ability to sell tickets and concession.
   6. Turf is not required, but it is encouraged.
   7. Properly lined field if not turf.
   8. The home team is also responsible for providing water and food for the visiting team, ensuring there is a trainer or doctor on-site for the match, and paying the referees fees at the end of each game.
4. **All cities can have no more than 3 MLF teams within their entire Metropolitan Statistical Area (MSA) or Combined Statistical Area (CSA):**
   1. Examples of Metropolitan Statistical Areas = [Dallas–Fort Worth metroplex](https://en.wikipedia.org/wiki/Dallas%E2%80%93Fort_Worth_metroplex), [Norfolk-Virginia Beach (Hampton Roads)](https://en.wikipedia.org/wiki/Hampton_Roads), [Riverside–San Bernardino (Inland Empire)](https://en.wikipedia.org/wiki/Inland_Empire) or [Minneapolis–Saint Paul](https://en.wikipedia.org/wiki/Minneapolis%E2%80%93Saint_Paul) ([Twin Cities](https://en.wikipedia.org/wiki/Twin_Cities)).

**Roster & Salary Rules:**

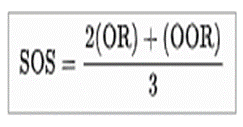
1. All players in the MLF Pyramid must be at least 21 years of age, but no more than 45.
2. 8 players on the field at any one time.
3. **Max of 25-man active roster:**
   1. All MLF teams may keep 5 alternates inactive (i.e., the “Practice Squad”), for 30 total players.
   2. All MLF teams must have at least 2 quarterbacks & 2 kickers.
   3. *All MLF Teams are required to have at least 3 players that originated from within a 120mi / 193km radius* *of the team's home town. Eligibility requirements include the following:*
      1. Being born inside the aforementioned limit.
      2. Residing in the aforementioned limit for at least 5 years after graduating from college.
      3. Playing high school football inside the aforementioned limit for at least 3 seasons.
      4. Playing college football inside the aforementioned limit for at least 1 season.
   4. *The Federal Military Teams can only have a max of 35 players from the following:*
      1. Air Force & Space Force = Air Force Academy.
      2. Army = US Military Academy.
      3. Coast Guard = Coast Guard Academy & Merchant Marine Academy.
      4. Marine Corps & Navy = Naval Academy, Merchant Marine Academy, & Virginia Military Institute.
      5. Merchant Marine = Merchant Marine Academy, Naval Academy, & Coast Guard Academy.
      6. All Federal Military Teams = The Citadel, University of North Georgia ROTC, Norwich University Corps of Cadets, Texas A&M University Corps of Cadets, Virginia Military Institute, & Virginia Tech Corps of Cadets.
4. **All MLF teams will employ 8 coaches, including the following:**
   1. A head coach (the head coach will also be the general manager).
   2. An offensive and a defensive coordinator.
   3. 4 position coaches.
   4. 1 special teams coordinator.
   5. Each team will also be assigned and limited to 8 football operations staff.
5. **Salary & Other Benefits:**
   1. With the exception of the Federal Military Teams, All MLF teams cannot give guaranteed player contracts.
   2. *All MLF players must be paid the following:*
      1. *1-way / “Specialist” active-roster players must be paid $2,222-$166,666 per game &* *$1,040**-$16,000 per bye & postseason week:*
         1. i.e., a min of $43,116 & a max of $3,095,988 per season before taxes.
      2. *2-way / “Iron man” active-roster players must earn $2,725-$200,000 per game & $1,040-20,000 per bye & postseason week:*
         1. i.e., a min of $52,170 & a max of $74,010-$3,720,000 per season before taxes.
      3. *All inactive players must earn at least $1,040, but no more than $2,222 per week:*
         1. i.e., a min of $21,840 & a max of $53,328 per season before taxes.
      4. The overall salary floor will be approximately $4 million per team, while the salary cap will be $190 million.
      5. These rates must be annually adjusted for inflation.
   3. *The overall salary floor for just coaches will be $1,850,000 per team, while the salary cap for coaches will be $18 million:*
      1. A minimum of $300,000 & a maximum of $12 million per season for head coaches/general managers.
      2. A minimum of $200,000 & a maximum of $5 million per season for coordinators.
      3. A minimum of $75,000 & a maximum of $1 million per season for position coaches.
      4. These rates must be annually adjusted for inflation.
   4. All players are not paid during the preseason.
   5. All contracts must be at least 1 year/season but no more than 16 years/seasons in length.
   6. *Signing bonuses:*
      1. Level-1 = no more than $1 million.
      2. All Lower Levels = no more than $50,000.
   7. *The* *Federal Military Teams:*
      1. All players can only play for a max of 5 years while also concurrently serving at their branches’ service academy as a tutor / teacher’s assistant in a reserve capacity (i.e.at least 1 weekend a month); after this, they must serve for at least 3 years in active duty.
      2. All players will be paid according to their rank (i.e., a W-2 playing for any of the Federal Military Teams will still earn the same pay as any other W-2).
      3. All players cannot be promoted above W-3 Chief Warrant Officer 3 until after their professional sports career is over.
6. **Player/Team Conduct & Equipment Rules:**
   1. *All teams must use the official MLF football:*
      1. *The football is the same size as an NFL football:*
         1. The ball is inflated to 12.5-13.5 psi (86-93 kPa) and weighs 14-15 oz (400-430g) beyond that, the exact dimensions vary slightly.
         2. The ball has a long axis of 11-11.25” (28-29 cm), a long circumference of 28-28.5” (71-72cm), and a short circumference of 21-21.25” (53-54cm).
      2. The ball used in games will be similar to the American Indoor Football Association (AIFA) ball, with red, white, and blue panels as opposed to the brown colored football of most leagues.
   2. *No spectators are permitted on the sideline:*
      1. Teams can only have rostered players (in uniform) and up to 5 staff members (18 or over) on their sideline.
      2. Teams must keep their sidelines clear of garbage and personal belongings such as chairs, bags and other items. If your sideline is in violation at any point in the game the referee will flag your team 15yds for unsportsmanlike conduct. Multiple infractions could result in a forfeit.
      3. Players & staff can yell but do not curse. Refs will call 15yd penalties for unsportsmanlike conduct every time it occurs.
   3. *Uniform Rules:*
      1. Regular jerseys will be used.
      2. *Numbering system:*
         1. Lineman = 0, 50–79 & 90–99 (includes Tight Ends).
         2. Backfield players = 00–49 & 80-89.
         3. However, numbers cannot be shared.
         4. Player uniforms must have numbers on the front and back of shirts.
      3. Any player can use any name or nickname on their jersey that they please (i.e. Rod Smart using “He Hate Me”) so long as it not offensive/discriminatory (i.e. racist, homophobic, ableist, etc.) in any way.
      4. All players are allowed to wear custom cleats and visors as long as they don’t say anything discriminatory (i.e. racism, sexism, homophobic, ableism, etc.) in any way.
      5. Mouthguards are mandatory for all players.
      6. Long sleeves & pants must be worn in cold weather games.
      7. *No hard pads are permitted in the MLF:*
         1. Knee, thigh, and rib pads are permitted but cannot have any hard plastic in them, they must be soft. Compression shirts with the thin foam inserts are also permitted. Thick “shock pad” type shoulder pads are not permitted.
         2. The only padded head gear that is permitted are the Skull Caps and Bands supplied by 2nd Skull. Rugby caps and thick head protection are not permitted. Baseball caps and hoodies are no permitted. If your choice of head gear is loud or offensive the official has the right to ask you to remove your head gear.
   4. *Both teams must wear their dark color uniforms during games (similar to* [*rugby*](https://www.youtube.com/watch?v=ErWI3S8tlF4) *or this* [*NAL Championship Game*](https://www.youtube.com/watch?v=5gMMdVxPCN4&feature=youtu.be)*) unless either of the following occurs (i.e. mandatory “Color Rush”):*
      1. The teams share similar colors.
      2. If someone is colorblind (i.e. teams with red or green uniforms will not participate).
      3. MLF Example = Cincinnati Bengals vs Indianapolis Colts.



* 1. *3 violations over the course of the season will result in a player being suspended:*
     1. This applies to anyone cutting up, cursing a ref, threatening to fight, a dirty hit, or ejection. Any pushing or shoving after the play is over or any vulgar trash talk is not permitted. After you get a warning you will get a 2-game suspension to be served immediately following the game you just played.
     2. A punch will land you a season suspension for an entire year, even if you miss. Depending on your teams actions during this type of infraction the league can suspend or fine your entire team. If that same team has another member throw a punch again that season they will be removed from the schedule with no refund. We have zero tolerance for fighting.

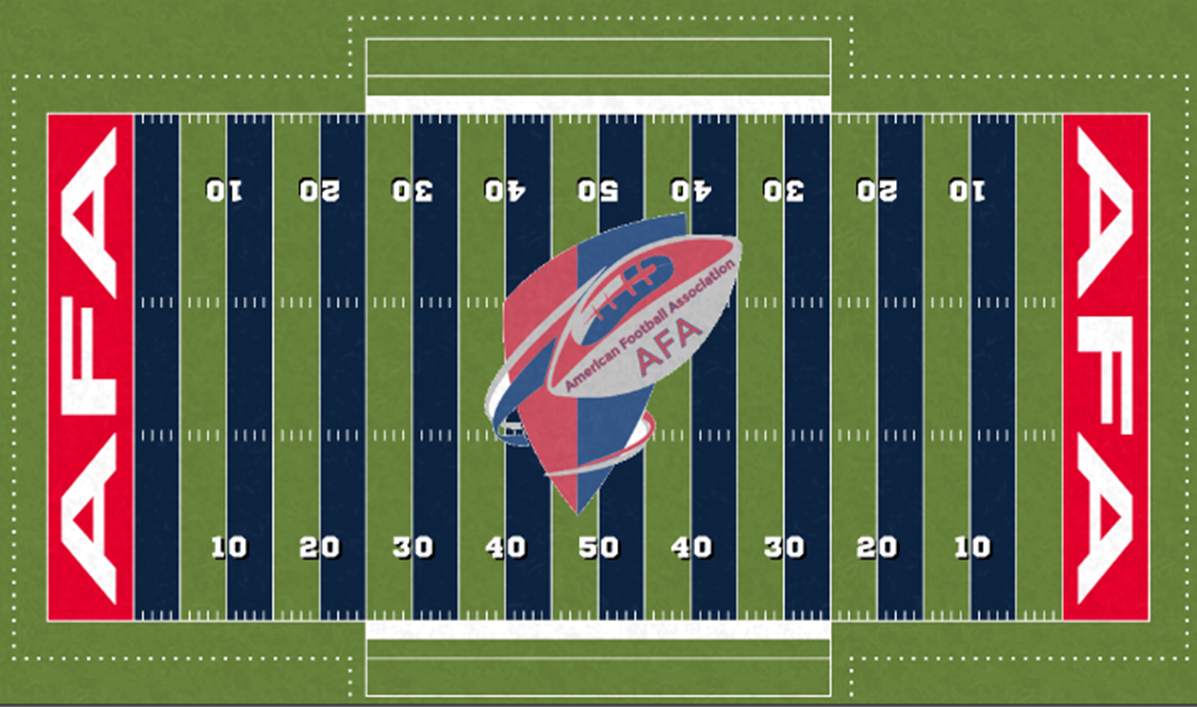
1. **All players may play on both offense & defense, except for the Quarterbacks (QB) & the Kickers (K):**
   1. *If a 2-way player enters and leaves, from the moment he leaves the player is considered "dead" and cannot return to play until the designated time is served:*
      1. “Dead time” is 2 possessions (1 offensive & 1 defensive, or 8 total plays); Exception = a "dead" player may participate on kickoffs and conversions, or as long snapper or holder.
      2. Free substitutions are allowed for 2-way players on all kickoffs & conversions.
2. **The MLF Training Camps:**
   1. There will not be any draft, like the European soccer pyramid.
   2. *All potential players must be at least 21 years old and meet the following requirements to become eligible to play in the MLF:*
      1. *Options to meet the playing requirements:*
         1. Play at least 3 years of collegiate football (either in the US and/or Canada).
         2. Play at least 3 years of professional football outside of the MLF (for foreign players & domestic players skipping college only; i.e. the spring league, the [AFL](https://en.wikipedia.org/wiki/Arena_Football_League), [CFL](https://en.wikipedia.org/wiki/Canadian_Football_League), [NGL](https://en.wikipedia.org/wiki/National_Gridiron_League_(Australia)), or [Big 6](https://en.wikipedia.org/wiki/BIG6_European_Football_League#Former_teams), etc.).
         3. At least 1 year of collegiate & 2 years of professional football either domestically or internationally.
         4. At least 2 years of collegiate & 1 year of professional football domestically or internationally; Junior college players fit into this category.
      2. All college players who declare to go professional and either 1) revoke their declaration by the end date for the signing period or 2) are not selected to go to any professional teams training camp by the beginning of May remain eligible for college football unless and/or until they sign a professional contract.
   3. *All players can only select up to a max of 3 teams’ training camps:*
      1. The signing period for which players can declare to go professional in the MLF are from the 3rd Monday of January to the last Saturday of April.
   4. *The MLF Training camps will use a territorial system:*
      1. *All teams can only recruit/invite players that meet any combination of the following requirements:*
         1. Players that are born within 300mi / 482km (A-League), or 500 mi / 804km (all other levels).
         2. Players that played college and/or MPFL football (regardless of level/division) in either 1) the same that that the professional team itself resides in and/or 2) any state that is adjacent to the state that the professional team resides in.
         3. All international players (including American players who have played abroad) can be recruited by any team.
         4. Example = the Indianapolis Colts can only sign college and MPFL players from Indiana, Ohio, Michigan, Illinois, Kentucky, & anywhere else within either 300mi like Knoxville, TN (if they are in the A-League), or 500mi like Baltimore, MD (if they are in any other level).
   5. *All teams must host an open 1-week tryout no more than 1 week prior to the start of fall training camp:*
      1. A max of 100 potential players in addition to all of the players from the previous year & a max of 10 possible free agents signed prior to training camp are allowed.
      2. The tryout for rookies & free agent signings will start on the 3rd Monday of July for all MLF teams.
      3. Players will be tested on the following:
         1. Height, Weight, Arm, Hand
         2. 40yd Dash
         3. 3 Cone
         4. Triple Broad Jump
         5. QB Pocket Movement
         6. Position-Specific Drills
         7. One-On-One Drills
      4. All positions will be evaluated in tryouts.
   6. *Registration fees:*
      1. A $170 pre-registration fee for the following types of players listed below can be applied no more than 1 day before the start of the tryouts/preseason.
      2. All of the registration fees listed above are in 2020 USD; both fees must be adjusted for inflation at least once every 5 years.

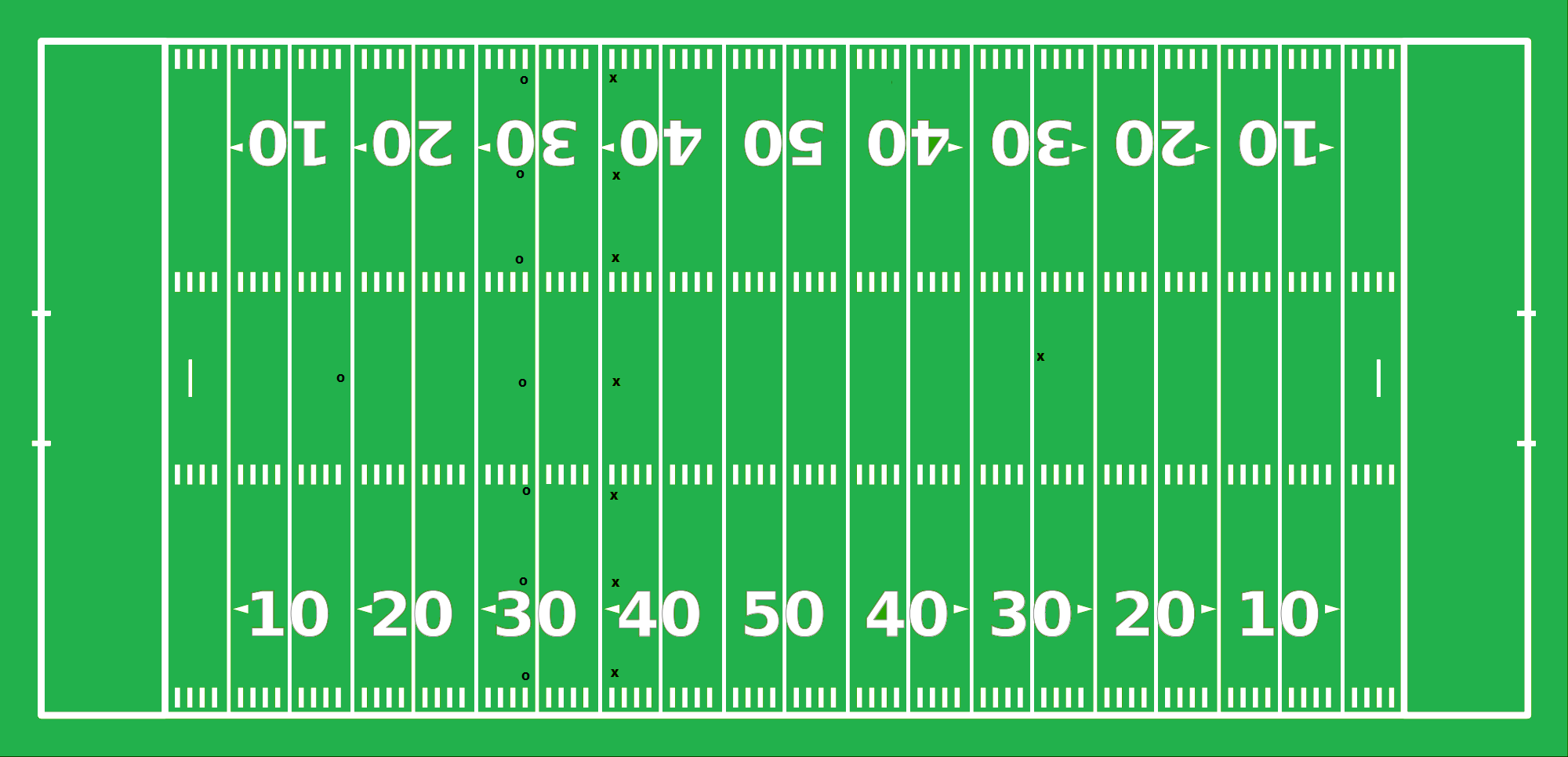
**Season Structure:**

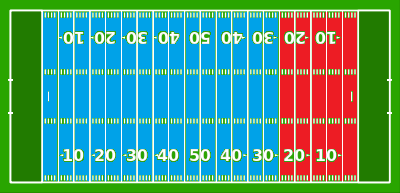
1. **The MLF uses a fall-to-winter season format, similar to the National Football League (NFL):**
   1. *Each team plays 2 preseason games (1h/1a) beginning on the second Thursday of August and ending one week later (i.e., Super Bowl Champion & Runner-up will play 3 preseason games):*
      1. *Teams can only play against the following (example = Indianapolis Colts):*
         1. The conference teams.
         2. Other in-state teams.
         3. Out of state teams from the conference of the same name in the other levels (i.e., East levels 2-4) within 700mi / 1126km.
      2. The Hall of Fame Game will be played at Tom Benson Hall of Fame Stadium *(23,000)* in Canton, OH& will take place on the 1st Sunday of August.
      3. *If a player enters and leaves, from the moment he leaves the player is considered "dead" and cannot return to play until the designated time is served, or if a player is injured.*
         1. “Dead time” is 2 possessions (1 offensive & 1 defensive); Exception = a "dead" player may participate on kickoffs and conversions, or as long snapper or holder.
         2. All players are required to play in every game unless an injury occurs; Each player must play a minimum of 2 possessions (or 8 plays).
   2. *All teams play a 21-week schedule with 18 total regular-season games with 3 bye weeks:*
      1. *The MLF Conference Format:*
         1. The Eastern Conference = teams east of the Mississippi River.
         2. The Western Conference = teams west of the Mississippi River.
      2. *The MLF Divisional Format:*
         1. The Northern Division = teams north of Kentucky’s southern border.
         2. The Southern Division = teams south of Kentucky’s southern border.
      3. *The MLF Schedule Format:*
         1. All teams play the other 8 divisional teams twice (1h/1a) (16 games).
         2. Each team plays 2 games (either 1h/1a, 1h/1n, or 1n/1a, or 2n) against 1 team from the other in-conference division based on the final division standings from the prior season (i.e., East North #1 plays East South #1, etc.) (2 games).
         3. All non-divisional games will either be played at any of the following:
            1. One of the team's stadiums.
            2. A neutral site in the US with no professional football team with 700mi / 1126km of either franchise (especially for testing new cities for an expansion franchise in the MLF and/or lowering travel costs).
            3. An approved international stadium for the MLF International Series.
      4. *The regular-season runs from the fourth Sunday of August and ends on the Monday after the 2nd Sunday of January**:*
         1. 2020-21 Example = August 29, 2020 to January 11, 2021.
      5. *The postseason runs from the on the 3rd Sunday of January, & will end on the 2nd Sunday of February with the Super Bowl / MLF Lower-Level Championships:*
         1. 2020-21 Example = January 17, 2021 to February 14, 2021.
         2. There will 2 bye weeks in between the conference championships & the Super Bowl / MLF Lower-Level Championships; the Pro Bowl will occur 1 week before the Super Bowl / MLF Lower-Level Championships.
      6. *All MLF games must be scheduled on the following:*
         1. Saturday afternoons & evenings.
         2. Sunday afternoons
         3. Monday & Thursday evenings (however, teams can only have 1 Thursday game per season).
         4. All teams can have no more than 1 game per week.
         5. All teams are required to have an off day after a game.
   3. *The top 2 teams from each of the league's four divisions at each level qualify for the playoffs based on total points earned using the bonus points system:*
      1. At each level, all teams will be seated 1 through 4 per conference based on the number of bonus points that they have, & will never be reseeded.
      2. 1st Round (Conference Semifinals) = 2v3 & 1v4.
      3. 2nd Round (Conference Championships). = 1/4 vs 2/3.
      4. 3rd Round = the Super Bowl / MLF Lower Level Championships.
   4. *The Pro Bowl Weekend:*
      1. The Pro Bowl will be played the weekend before the Super Bowl & MLF Lower-Level Championships.
      2. All MLF players are voted into the Pro Bowl respectively by the coaches, the players themselves, and the fans.
      3. Players from the two teams competing in the Super Bowl & MLF Lower-Level Championships will not participate.
      4. The Pro Bowl uses an East-West format in which jerseys/pants/socks are all one uniform color (red for the West, blue for the East).
      5. *The Pro Bowl has different rules from other MLF games to make the game safer:*
         1. No motion or shifting by the offense.
         2. Intentional grounding is legal.
         3. Defense must run a 3-2-3 at all times, though the Cover 2 and press coverage are allowed.
         4. No blitz; DEs and tackles can rush on passing plays, provided they are on same side of ball.
         5. No blindside or below the waist blocks.
         6. Cannot rush punts, PATs or FG attempts.
         7. 38-second play clock to run plays.
         8. Deep middle safety must be aligned within hash marks.
         9. Replay reviews are allowed.
         10. 44-player roster per team.
         11. Coin toss determines who receives first; loser receives to start 3rd period.
         12. Offense must have a running back and tight end in all formations.
         13. Kickoffs are eliminated (including free kicks); Teams will start on their own 25-yard line after any score or at the start of each half/odd overtime.
      6. *Players are paid for participating in the game with the winning team receiving a larger payout:*
         1. Winners earn $32,000, while the losers earn $16,000.
      7. *The Pro Bowl Skills Challenge:*
         1. [Epic Pro Bowl Dodgeball](https://www.youtube.com/watch?v=ugQcgUdOUOQ): Pro Bowlers will compete in a game of dodgeball (EFC vs WFC; at least 1 player from each level).
         2. [Drone Drop](https://www.youtube.com/watch?v=bgIn8Gz4hyA): A drone flies high into the air, and drops a football for a receiver to catch (4 receivers from each conference).
         3. [Kick-Tac-Toe](https://www.youtube.com/watch?v=py8Bnr6t_2I): 2 players from each team get 6 kicks (2 45yd kicks, then 2 35yd kicks, and then 2 25yd kicks (EFC vs WFC).
         4. [Precision Passing](https://www.youtube.com/watch?v=05uReJae96Q): 4 players on each team (EFC and WFC) will battle it out, trying to hit moving targets of varying size and distance.
         5. [Gridiron Gauntlet](https://www.youtube.com/watch?v=A6T-SMKHGRk): 5 team members will compete in a timed relay race  
            or [Power Relay Challenge](https://www.youtube.com/watch?v=PaVFa5DWIVU): 4 team members will compete in a timed relay race
         6. [Best Hands](https://www.youtube.com/watch?v=Zajn9DzVh8k): Quarterback and wide receiver duos from each team will show off their skills, connecting on as many pass attempts as possible before time runs out (2 EFC, & 2 WFC duos only).
2. **All teams must host an open 2-day tryout no more than 1 week prior to the start of fall training camp:**
   1. A max of 100 potential players in addition to all of the players from the previous year & the players recently drafted (MLF only) are allowed.
   2. Players will be tested on their 40-yard dash time and short shuttle with other position-specific drills and one-on-one drills to follow.
   3. All positions will be evaluated in tryouts.
   4. All tryouts must take place on Saturday & Sunday.
   5. *Registration fees:*
      1. A $130 pre-registration fee for the following types of players listed below can be applied no more than 1 day before the start of the tryouts/preseason.
      2. Registration after that time and the day of will require an $170 application fee of the following for the following types of players.
      3. All of the registration fees listed above are in 2020 USD; both fees must be adjusted for inflation at least once every 5 years.
3. **Bonus Points System:**
   1. 4 points for winning a game in regulation.
   2. 3 points for winning a game in overtime.
   3. 2 points for drawing a game
   4. 0 points for losing a game
   5. 1 bonus point for losing by 8 points (or fewer) or in overtime.
   6. 1 bonus point for scoring at least 4 touchdowns.
   7. 1 bonus point for winning while scoring at least 3 more touchdowns than the opponent.
   8. *At the end of the regular-season, the team with the best regular-season record (i.e. highest point total) at each level regardless of conference is awarded either the* *MLF Level Supporter’s Trophy:*
      1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best record is the champion, like the Supporter’s Shield in MLS.
      2. The Trophy winners are guaranteed home-field advantage in all rounds of the playoffs they compete in (excluding the Super Bowl & MLF Lower Level Championships).
      3. The MLF Level Supporter’s Trophy can just be a certificate in a frame.
      4. Regular-season rankings will be based on the amount of bonus points that each team has.
   9. *Tie-breaker - If only two teams are level on league points:*
      1. Most wins.
      2. *The team that won the head-to-head match (if applicable) is ranked first:*
         1. For divisional rivals, this becomes the teams with the higher aggregate score (i.e. The combined score from both games).
         2. If this game was a draw, then the team with the more wins is ranked first.
      3. Point difference (PD) = is the number of goals (or points) scored in all league matches minus the number of points conceded.
      4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
      5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
      6. Fewest disciplinary actions.
      7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
      8. Total number of points scored on the road.
      9. Road point difference.
      10. Total number of points scored @ home.
      11. Home point difference.
      12. If still identical, a play-off is required.
      13. Coin toss (2 teams) or drawing of lots (at least 3 teams).
4. **All MLF playoff games will be played at the higher ranked team’s stadium, except for all of the MLF & MILF Championship Games:**
5. MLF = The locations of the Super Bowl & MLF Lower Level Championships chosen by the PMLF 3-5 years before the game.
6. *Any of the following can host the MLF Championships:*
7. The Super Bowl = any MLF or NCAA division 1 college team with a stadium capacity of at least *70,000* (including club and fixed suite seating).
8. The MLF Lower Level Championships = any MLF or NCAA division 1 college team with a stadium capacity of at least *30,000* (including club and fixed suite seating).
9. Stadiums may include temporary seating for the Super Bowl & MLF Pro Lower Level Championships but seating must be approved by the league.
10. Stadiums where the average game day temperature is below 50° Fahrenheit must either have a roof or a waiver given by the league.
11. There must be a minimum of 3,000 within one mile of the stadium.
12. The host stadium must have space for the Gameday Experience, a large pregame entertainment area, within walking distance of the stadium.
13. The host city for the Super Bowl must have space for the MLF Experience, the interactive football theme park which is operated the week prior to the Super Bowl. An indoor venue for the event must have a minimum of 850,000 square feet, and an outdoor venue must have a minimum of 1,000,000 square feet.
14. Additionally, there must be space nearby for the Media Center, and space for all other events involved in the Super Bowl week, including golf courses and bowling alleys.
15. The necessary infrastructure must be in place around the stadium and other Super Bowl facilities, including parking, security, electrical needs, media needs, communication needs, and transportation needs.
16. There must be a minimum number of hotel spaces within one hour's drive of the stadium equaling 35% of the stadium's capacity, along with hotels for the teams, officials, media, and other dignitaries.
17. There must be practice space of equal and comparable quality for both teams within a 20-minute drive of the team hotels, and rehearsal space for all events within a reasonable distance to the stadium.
18. The practice facilities must have one field (turf or grass) for each team.
19. All MLF League 1 games will be broadcast live on the MLF Network.
20. **Promotion & Relegation:**
21. The top 3 teams in each division (i.e., 6 per conference / 12 per league) in MLF League 2 (based on points) will be promoted to MLF League 1 / The A-League.
22. The bottom 3 teams in each division (i.e., 3 per conference / 12 per league) in MLF League 1 (based on points) will be relegated to MLF League 2 / The B-League.
23. The same thing will apply to the lower leagues as well.

**Gameplay Rules:**

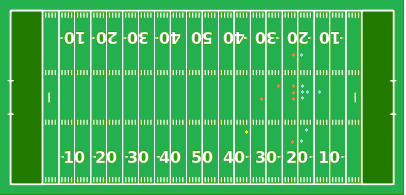
1. **Field Rules:**
   1. Field size = 100yds (91.4m) long and 53 1⁄3yds (48.8 m) wide, with two 10yd (9.1m) endzones at each end (i.e. a full-size field).



1. **Clock & Timing Rules:**
   1. *Four 15-minute quarters with a 15-minute period at half-time & 2-minute periods between quarters:*
      1. *The official time clock runs continuously unless stopped by any of the following:*
         1. Plays in which a touchdown or safety is scored (which must be automatically reviewed).
         2. When a time out is called by either team.
         3. Official reviews of penalties (including coaches challenges; instant replay reviews will be limited to 30 seconds).
         4. PAT conversion plays after a touchdown.
         5. The referee stops play to allow opposing teams to align properly after a play.
         6. The mandatory play stoppage with 2 minutes remaining in each half.
         7. After the two-minute warning, the game clock is run only from the snap of the ball to when the referee declares that play dead (i.e. the clock stops after every play after the 2-minute warning).
   2. A 30 second play clock will start winding once the official has spotted the ball, blown the whistle and signaled for the clock to wind. A play clock will wind in regular game play, conversions, and kickoffs.
   3. There is a 2-minute warning at the end of the 2nd and fourth quarter.
   4. Incomplete pass or if a player runs out of bounds (under 2 minutes at the end of the 2nd and 4th quarter) stops the clock
   5. All teams have no more than 2 timeouts per half.
   6. During regulation the clock will stop during penalties or change of possession. Once the ball is spotted by the official the game and play clock will start.
   7. [*Overtime Format*](https://youtu.be/BxRb01zvs9k)*:*
      1. *If a game is tied after 4 quarters, the teams will play a max of 3 extra periods (no limits for postseason games):*
         1. Teams will meet at the 50-yard line for another coin flip to determine the possession of the first extra period.
         2. The visiting team picks heads or tails.
         3. Whichever team has more points in the first extra period wins.
         4. If it's still tied after one period, they play up to 2 more (regular-season) or until one team wins (post-season).
         5. The MLF pre-season games will no longer have any overtime periods (i.e. be declared ties).
      2. *Each period consists of one possession for each team, the order of which is decided by a pre-overtime coin toss:*
         1. The overtime period begins at the 30-yard line, with the chance to drive down the field for a field goal or touchdown.
         2. First possession is determined by a coin flip, and the teams then rotate starting possession in each overtime.
         3. The 2-point try is required for every touchdown scored in overtime.
         4. If the score is tied after an OT period, the two teams will move to the next overtime until a winner is declared.
         5. Each team has 1 timeout per period.
2. **Prior To The Snap:**
   1. *Line of Scrimmage & Offside Rules:*
      1. 5 players are eligible to touch the ball on offense while the other 3 are required to line up in the center of the formation as linemen.
      2. *The line of scrimmage is set by the referee before the start of each play with a flat cone:*
         1. The cone will represent the line of scrimmage and no body part from either team can be over any part of the cone.
         2. The 3 offensive linemen must be on the line of scrimmage with a split no wider than 1yd.
         3. The defensive line (there must be at least 2) must line up at least 11” away.
         4. All lineman (except for the center) must line up in a 2-point stance, unless either 1) the offense needs 5 yards or less to obtain a 1st down and/or b) the offense is inside the 25yd line (in which case they can line up I either a 3-point or 4-point stance).
      3. *Common Formations:*
         1. Offensive formations include the T, I, Spread, Shotgun, Pro set, & Pistol.
         2. Defensive formations include a 2-3-3, 3-3-2, 3-2-3, 4-3-1, 3-4-1, 4-2-2, 5-3, and a 6-2 goal-line.
      4. *If either an offensive or defensive player is lined up offsides when the ball is hiked it will be a 5-yard penalty:*
         1. The play will be a free play for the offense unless the defender has a clear path to the QB because of his offsides, then it will be blown dead.
         2. If any offensive player other than the quarterback moves early the play will be blown dead and the ref will call for a “reset”. The play clock will continue to wind when a reset is called. If a defensive player jumps early, the whistle will blow, the play clock will pause, and we will instantly reset. A ref can give a warning for defensive and offensive offsides and opt to throw a flag on each infraction after the warning. The idea is to keep the game moving, prevent long discussions and explanations about offsides, and prevent the offense from having to re-huddle.
   2. *QB Cadence & Positioning:*
      1. The QB can start from the Shotgun or behind the center.
      2. The QB cannot be deeper than 5 yards from the line of scrimmage when in the shotgun.
      3. If the QB moves early (rolls before cadence) it’s a 5-yard penalty.
      4. *The QB must be set just like the Offensive Line and receivers. All QB cadences must consist of 3 sounds and the offense can move on any of the 3 sounds:*
         1. For example, if your cadence is Down, Set, Go you can go on either Down, Set, or go but there is no going on 2 or trying to draw the defense offsides.
      5. If the QB needs to audible and has already started his cadence he must stand up and point both arms to each sideline while yelling “CHECK”. Once the audible is complete the QB must get set again and restart his entire cadence.
   3. North-south handoffs are allowed.
   4. *Rules for Wide Receivers (WR) and Defensive Backs (DB):*
      1. Any eligible receiver lining up near an offensive lineman on the line of scrimmage must raise their hand and declare themselves a Tight End.
      2. There are no formation rules for receivers and backs, only the QB and 3 down linemen have to be in a set position.
      3. No more than 2 offensive players can be in motion at one time.
      4. DBs cannot lead with their head on open field tackles.
      5. DBs cannot launch themselves into a defenseless receiver without attempting to wrap up and make a good form tackle.
      6. Players cannot lead with an elbow to make a tackle. You must attempt to wrap up on the secondary.
      7. DBs may blitz but must obey the Pass Rushing Rules listed below.
      8. *All 8 players are eligible to touch the ball on offense:*
         1. The player to whom the ball is snapped cannot advance the ball past the line of scrimmage (thus eliminating such plays as the bootleg or scramble)
         2. However, if the ball is tossed to another player, that player can run or throw the ball and the player to whom the ball was snapped is still an eligible receiver.
         3. All forward passes to the player who snapped the ball (center) must travel at least 1 yard (1 m) in flight.
         4. Teams are able to attempt two forward passes on the same play, so long as the ball never crosses the line of scrimmage before the second pass.
3. **All MLF league games will include kickoffs, field goals, and punts:**
   1. *The MLF leagues will implement a revised version of the XFL kickoff (1 kicker, 7 gunners, 7 defenders and 1 receiver):*
      1. To start each half and after every score, the defending team will kick (i.e. place kick or punt) the ball off from their own 30yd line. The player kicking the ball can get a running start but cannot pass the 30yd line.
      2. *Formation Rules:*
         1. The 7 gunners must be set on the receiving team's 35yd line and cannot move until the ball is caught.
         2. The 7 defenders will line up on their 30yd line & also cannot move until the ball is caught.
         3. The receiver must line up inside the 20yd line.
      3. The ball must travel a minimum of 40 yards (to the receiving team’s 25yd line) and stay inbounds.
      4. If the ball passes the back of the end zone on the fly it will be a touchback/rouge (i.e. 1 point will be awarded to the kicking team and the ball will be spotted on the receiving team’s 25yd line).
      5. If the ball lands in the end zone and has NOT been touched by the returner and has traveled the minimum distance the returner may down the ball in the end zone or choose to return it, but it is a live ball.
      6. Kickoffs that go out of bounds froth the sidelines and/or fall short of the receiving team's 25-yard line will come to the receiving team’s 35yd line.
      7. All players are prohibited from leading with the crowns of their heads.
4. **Advancing the ball:**
   1. *Teams will be given 4 downs to make 15 yards:*
      1. Teams with the lead and possession of the ball have to gain positive yards on a play from scrimmage or the clock will be stopped until the next snap.
      2. *Teams are required to go for it on 4th down if they are inside the 25yd line:*
         1. Punting on 4th down is not allowed inside the 25yd line unless the defense punts the ball out of desperation, similar to what happened in this [CFL play](https://www.cfl.ca/2017/08/26/internet-loving-bombers-als-punt-off/).
         2. However, teams may punt the ball if the ball is snapped from the 25yd line.



* 1. *Fair Catch / No-Yards Rules:*
     1. Like in the CFL, punts & kicks are allowed at any point of time in the game (i.e. any player can kick the ball at any time, including kickoffs).
     2. *All punt or kickoff coverage teams must give a 5yd empty zone around the opposing receiver until he has received the ball:*
        1. A returner cannot opt for a fair catch on all throw-offs by clearly waiving his hand side to side above his head (i.e. [Fair catches](https://en.wikipedia.org/wiki/Fair_catch)are not recognized).
        2. All of the players offside at the time of the kick may neither touch the ball nor be within 5yds of the member of the receiving team who fields the kick.
        3. The penalty for no-yards is 15yds (if the ball is in flight) or 5yds (if the ball has been grounded).
        4. For punts, the ball must go at least 10 yards before it can be recovered by the kicking team.
     3. *Any unhandled ball from any place kick or punt may be legally recovered by the kicker or any player behind the kicker at the time of the kick so long as the ball travels at least 10 yards:*
        1. The ball doesn't have to be touched by the receiving team in order for the possession to count.
        2. In such a case, the kicker is exempt from the No-Yards rule. Thus, a player from Team A may punt or kick the ball 40 yards, chase the ball upfield, then recover an untouched ball for a Team A first down. Such instances are rare since the player would have to elude plenty of blocking to reach the ball. When it does happen, this play is highly exciting.
        3. Examples = [Montreal at Toronto - Wild Ending - October 29, 2010](https://www.youtube.com/watch?v=d5BFaykcxGg), [Montreal Alouettes Perfect Fake Field Goal vs. Lions Wk. 11 2012](https://www.youtube.com/watch?v=oDOpTXqKGSI).
     4. *With the exception of a rouge, kicking/punting the ball out of bounds is a 10yd penalty:*
        1. Coffin corner punts would be treated as touchbacks and brought to the receiving team’s 35yd line.
  2. *Passing Rules:*
     1. 2 feet in for in bounds and TDs. If a player would have landed in bounds but is pushed out, he is still in.
     2. *A "defenseless player" now includes receivers tracking the quarterback or looking back for the ball, including inside the legal contact (10 yards from the line of scrimmage) zone:*
        1. Bump and run coverage (i.e. defensive backs being allowed to hit wide receivers any time before the quarterback releases the ball as long as the hit comes from the front and/or the side) is only allowed within the first 10yds from the line of scrimmage.
     3. *Teams are allowed to throw a forward pass twice on any given play as long as the ball does not pass the original line of scrimmage before the second pass:*
        1. All players behind the line of scrimmage will be eligible receivers, including those on the offensive line (i.e. this eliminates the "illegal touching of a forward pass" penalty).
        2. Offensive linemen would still be prohibited from advancing downfield before a forward pass that crosses the line of scrimmage is in the air.
     4. No "Tuck Rule" = If a passer brings his arm forward in a passing motion and then loses possession of the ball as he is attempting to tuck it back toward his body, it is considered a fumble.
     5. *Pass Interference Rules:*
        1. Team A’s ball at the spot of the foul, first down (if the foul occurs fewer than 10 yards beyond the previous spot).
        2. Team A’s ball, first down, 10 yards from the previous spot (if the foul occurs 10 or more yards beyond the previous spot).

1. **Pass Rushing Rules:**
   1. *No more than 4 defenders (or 5 with the DH) can rush the passer:*
      1. The penalty for violating this rule is illegal defense (signaled as unsportsmanlike conduct), with a 10-yard penalty and a first down.
      2. Any player who aligns on the line of scrimmage either prior to or at the snap is designated as one of the five players regardless of whether he rushes.
   2. The defensive line can only hold up or block a receiver within 5 yards of the line of scrimmage.
   3. *No contact after 5 yards is allowed when a player doesn’t have the ball:*
      1. Violations will result in a 5-yard penalty, but not an automatic first down
      2. Defensive holding (DB holding receiver) will result in 5-yard penalty, but not an automatic first down.
      3. Contact on a receiver during a pass that is ruled catchable, is a spot found and called pass interference.
   4. No late hits on the QB or any ball carrier.
   5. If a player has a blind side shot on the QB, they must hit him high. They cannot lower their shoulder into the QBs back or legs if they can’t see you.
   6. Players may rush as many guys as they like and blitz whenever they want.
2. **Having full-contact practices twice in the same day is prohibited during the preseason, regular-season, & postseason:**
   1. *All teams are allowed no more than 2 full-contact practices each week during the regular season & post-season:*
      1. However, all teams must have a 1-day break in between practice & a game.
      2. While players still wear helmets, they no longer wear shoulder pads and other protective gear in in non-contact practices.
      3. There are no limits for practices with robotic tackling dummies.
   2. All teams can still have 2-a-days, but the extra session has to be either film study, weight lifting, or a [walkthrough](https://www.youtube.com/watch?v=wGsDlxdYU58).
   3. No conditioning can take place at the walkthrough, and players can’t be in helmets or shoulder pads unless the tackling involves [robotic tacking dummies](https://www.youtube.com/watch?v=TRdH6s1dxnI).
3. **Tackling & Contact Rules:**
4. *A 15yd penalty is awarded against the team who commits either of the following:*
   * 1. *Both types of fouls are called “targeting” fouls:*
        1. Any “forcible contact” to the head or neck area of a “defenseless” opponent. Example of a “defenseless” player are players who:
           1. are in the act of, or having just thrown, a pass (or has just thrown a pick).
           2. are catching a pass or kick (or trying to) and hasn’t had time to become a “ball carrier.”
           3. are in the act of kicking, or has just kicked.
           4. are on the ground, or a player out of the play.
           5. gets blocked from his blind side.
           6. has the ball and has had his forward progress stopped.
           7. has the ball and is sliding or giving himself up.
        2. Leading with the crown of the head to make “forcible contact” anywhere (i.e. a head-down hit or spearing).
     2. “Inadvertent” head contact won’t be treated as a penalty.
5. *Tackles must be made by attempting to wrap up:* 
   * 1. The only time it is acceptable to not wrap is when forcing a player out of bounds.
     2. *All players must tackle in between the shoulders & the knees:*
        1. Tackling below the knees is only permitted if you are the first available tackler and you attempt to wrap up. If you are the second tackler you must hit above the waste and you must attempt to wrap up.
        2. Players are not permitted to throw a shoulder or elbow to try and knock someone down you must attempt to wrap up!
        3. No head hunting or close lining. Do not wrap around a player’s neck or head, doing so will result in the player being suspended for 1 quarter and a 15-yard penalty will be enforced.
        4. To make a safe tackle keep your eyes to the sky get your butt low, hit and wrap up. Guys tackling with their heads down or throwing their body at the ballcarriers’ legs with no attempt to wrap up will be flagged 15 yards.
6. *The Designated Hitter (DH) Rules:*
   * 1. *The Designated Hitter (DH) is an extra defensive back that has to start the play at least 15 yards away from the line of scrimmage:*
        1. i.e. an additional 9th player on the field for the defense (the yellow player on the diagram).
        2. The DH must be in either a 3-point or 4-point stance prior to the snap.
        3. They are not allowed unlimited motion prior to the snap like the other offensive & defensive backfielders.
        4. They can only blitz the QB unless they pass and/or hand off the ball to another player.
        5. Only defensive backs (i.e. safeties & cornerbacks) can be designated as the DH.
     2. *They can only be played on 3rd downs, & no one’s allowed to block them until any of the following occurs:*
        1. They reach the original line of scrimmage.
        2. The QB leaves the pocket.
        3. The QB passes and/or hands off the ball to another player.
        4. The QB fumbles the ball.
7. *Blocking Rules:*
   * 1. No holding at all, not even inside the jersey. The penalty for holding will be 10 yards from the original line of scrimmage and the offense will repeat the down.
     2. Clipping (blocking behind the back) will result in a 15-yard penalty from the original line of scrimmage. Blocking in the back is only permitted inside the tackle box behind the line of scrimmage while a defender is being pass blocked.
     3. Blocking below the waist is not allowed; this will result in a 15-yard penalty from the original line of scrimmage.
     4. No intentional hands to the face. Penalty will be 15 yards from the original line of scrimmage.
     5. Do not blind side a defender that has no chance in making the play. If you blind side someone that is 10 yards away from the play you will receive a 15-yard penalty. It is also a judgment call by the referee to eject a player for this penalty depending on it severity.
8. Defensive players are prohibited from leaping over or hurdling the offensive line in an attempt to block field goal or extra point attempts.
9. The nameplate area of the jersey has been added to the current horse-collar tackle rule.
10. When a runner now slides feet first, the runner is considered defenseless, and a hit on the runner will result in a targeting penalty (i.e. meaning a 15-yard personal foul will be enforced and the player will be ejected for at least the remainder of the game after the second offense).
11. No pile-ons. If the player is down and you jump on the pile you will be ejected.
12. If a player forward progress is stopped the play will be whistled dead by the ref.
13. Players must sit out at least 1 game after sustaining a concussion.
14. *No leg whipping or tripping:*
    * 1. Defenders can no longer trip the runner to bring him to the ground.
      2. However, this rule does not include defenders attempting to tackle a ball carrier below the waist.
15. All players who leave the tackle box are prohibited from blocking below the waist toward the initial position of the ball.
16. **All players (both offensive & defensive) get a max of 4 fouls (i.e. flags) per game:**
    1. *The Card System:*
       1. 1st = warning (Blue Card).
       2. 2nd = sent off the field for the next 4 plays or the end of the current possession (whichever comes first) with a substitute (Yellow Card).
       3. 3rd = sent off the field for the next 8 plays or the end of the current possession (whichever comes first) without a substitute (Black Card).
       4. 4th = sent off the field for the rest of the game without a substitute for next 12 plays or the end of the current quarter/overtime period (whichever comes first) (Red Card).
    2. *Referees are required to announce how many penalties each player has committed, & keep notes on which players have committed fouls (preferably on a little notebook):*
       1. Example = “Pass Interference. Defense #40. That is his 1st/2nd/3rd/4th foul. The ball will be placed at the spot of the foul, automatic first down”.
    3. *All players sent off the field are still eligible to start in the next game, unless the player either a) committed a targeting foul and/or b) has 3 straight games of receiving red cards:*
       1. In such a case of committing a targeting foul, such players are ineligible to start the first half of the next game regardless of whether they got ejected for targeting before or after halftime.
    4. *All targeting fouls (see above) are still automatic ejections (i.e. red cards) in addition to the 15yd penalty:*
       1. All targeting penalties must be subject to video review. If the hit is not deemed to be targeting by the video review, the player must be allowed to stay in the game and the yardage penalties will not be enforced.
    5. *Reviews:*
       1. Instant replay reviews will be limited to 90 seconds.
       2. The sky judge (i.e. an additional official in the press booth for the sole purpose of reviewing on-field decision) swill conduct all reviews.
    6. Penalty yardage will be assigned using the NFL system.
17. **Coaching Challenges:**
    1. *Each team gets at least 1 challenge per half:*
       1. However, coaches will have unlimited challenges if they keep winning them.
       2. The only time he loses the right to challenge a play is if they get one of their challenges wrong.
    2. *Coaches can challenge anything, including uncalled penalties:*
       1. However, coaches are required to specifically call out the penalty and players involved when challenging uncalled penalties.
18. **Referee Rules:**
    1. *A ref must have the following at all times:*
       1. A penalty flag.
       2. Whistle
       3. Stop Watch
       4. Knowledge of the PMLF rules and access to printed or digital rule book.
       5. Proper referee attire.
19. **Scoring Rules:**
    1. 6 points for a touchdown (TD).
    2. *Conversions or Points After Touchdown (C or PAT):*
       1. 1 point for a kicked (i.e. from a tee without a long snapper) convert (or PAT) kicked from the 25yd line; All kicked converts must be kicked from a tee.
       2. 2 points for a passed or rushed conversion (2yds).
       3. 3 points for a passed or rushed conversion (5yds).
       4. All teams can waive "unnecessary" extra point attempts at the end of the game.
       5. All defensive players are prohibited from leaping or hurdling over offensive linemen on field goal or PAT attempts.
       6. On a convert attempt after a touchdown, the defending team may return a missed kick convert to the kicking team's end zone for 1 point, or if the convert was a rush or pass play may return a fumble or interception for 2 points.
       7. *The team being awarded the touchdown has the option of either:*
          1. Scrimmaging from their own 20-yard line (but must gain at least 15yds in order to retain possession), or
          2. Kicking the ball off from their own 25-yard line (can punt, drop kick, or place kick the ball).
    3. *Field Goals (FG):*
       1. 3 points for a field goal under 50 yards.
       2. 4 points for a field goal 50+ yards (the 40yd line must be painted dark gray to symbolize a 4-point line).
       3. If the field goal is missed, but the ball is not returnable after crossing the end line, then it constitutes a rouge/single as long as the attempt was at least 50yds.
       4. On a field goal attempt, the defending team may return a missed field goal to the kicking team's end zone for a Touchdown.
       5. Any punt that [goes through the uprights](https://www.youtube.com/watch?v=NLJZVWkbzEM) will also count as a field goal.
    4. *2 for a Safety Touch (St):*
       1. *A safety is scored when any of the following conditions occur:*
          1. The ball becomes dead in the goal area of the team in possession of the ball, except for an incomplete forward pass. (Examples = ball-carrier runs out of bounds, ball-carrier is tackled/takes a knee, & the ball is fumbled out of bounds).
          2. The ball touches or crosses the dead line or a sideline in goal after having been directed from the field of play into the Goal Area by the team scored against or as the direct result of a blocked scrimmage kick.
          3. The offense commits a foul in its own end zone (examples = the ball carrier is penalized for intentional grounding or an offside pass in his own goal area).
       2. *The team being awarded the 2 points has the option of either:*
          1. Scrimmaging from their own 25-yard line, or
          2. Kicking the ball off from their own 25-yard line (can punt, drop kick, or place kick the ball), or
          3. Having the opposing team kick off the ball from their own 20-yard line (can punt, drop kick, or place kick the ball).
       3. *However, the team that conceded the safety also has the option of running an option play from their own 25yd line that must go at least 15 yards in order to retain possession, but only under the following circumstances:*
          1. Option #1 = if they are down by at least 14 points.
          2. Option #2 = the game is in the final 5 minutes.
          3. If the play succeeds, then the next possession starts on the 45yd line.
          4. If the play fails, then the team that scored the safety will start their possession on their own 35yd line.
       4. This is different from a Rouge/Single (see below) in that the team scored against begins with possession of the ball & loses possession after the score occurs.
    5. *1 for a Rouge or Single (Ro or Si):*
       1. *A rouge is awarded to a kicking or punting team (Team A) if an opposing player (Team B) either:* 
          1. Catches or recovers a punt or missed field goal in their own end zone but is prevented by Team A from returning the ball back out onto the field of play,
          2. Elects to drop to one knee while still in the end zone before having returned the ball to the field of play, or
          3. Elects to run with the ball from the end zone out of bounds rather than enter the field of play.
       2. *A rouge is also awarded to a kicking or punting team when any of the following scenarios occurs:*
          1. A field goal attempt at least 50yds or longer that goes out of the end zone through the endline.
          2. A [punt](https://youtu.be/6CjYWtf_jqE) at least 50yds or longer that goes out of the end zone through the endline.
          3. A kickoff goes that either a) [goes through the uprights](https://www.youtube.com/watch?v=rYx7l8yASTw), b) lands in and bounces out of the end-zone, or c) goes out of the end zone on the full regardless of whether it is touched or not.
       3. *A rouge is also awarded to a defense (Team A) if they either:*
          1. Force an interception,
          2. Recover a fumble,
          3. Block a field goal, or
          4. Force a turnover on downs (unless the turnover happens inside the 20yd line).
       4. *A rouge is not awarded in the following situations:*
          1. If a ball is downed in the end zone after being intercepted in the end zone.
          2. If a ball is fumbled outside the end zone.
          3. If the kicked ball hits the goalposts.
          4. Kicks that pass out the sidelines of the end zone (punts & field goal attempts only).
       5. After a rouge, the team conceding the score is given possession of the ball on their 25-yard line (i.e. the touchback rule).
       6. This is different from a Safety (see above) in that team scored against receives possession of the ball after the score.
    6. *Mercy Rule:*
       1. If a team has at least a 42-point lead at the start of the 4th quarter, the game is automatically called as a win for the team with the lead.

## Penalties:

|  |  |  |  |
| --- | --- | --- | --- |
| **Foul:** | **Description:** | **Signal** | **Penalty Yardage:** |
| *Blocking below the waist* | An illegal block, from any direction, below the waist by any defensive player or by an offensive player under certain situations, by any player after change of possession, by any player in high school with certain exceptions. Sometimes incorrectly referred to as a "chop block". | Both hands brought down, wrists turned inward, in a chopping motion across the front of the thighs | 15 yards; automatic first down if committed by the defense |
| *Block in the back (offense, defense, or special teams)* | A blocker contacting a non-ball carrying member of the opposing team from behind and above the waist. Called an "illegal block" in the CFL. | One arm extended horizontally in front of the body, palm facing outward. The other hand grasps the first hand's wrist and pushes outward | 10 yards |
| *Chop block ("high-low" block; offense)* | An offensive player tries to [cut block](https://en.wikipedia.org/wiki/Cut_block) a defensive player that is already being blocked by another offensive player. The second block may need to be below the thigh or knee, depending on the code. | Arms extended alongside the body, palms facing outward, then moving in to the upper thigh in a chopping motion. | 15 yards (if it is in the end zone the play will be ruled a safety); automatic first down if committed by defense (penalty also counts regardless of how many yards the offense gained). |
| *Clipping (offense, defense, or special teams)* | A blocker contacting a non-ball carrying opponent from behind and at or below the waist | Chopping the back of one thigh with the hand. | 15 yards; automatic first down if committed by defense |
| *Delay of game (offense, defense, or special teams)* | Any action which delays the next play. In American football, on offense, this includes failing to snap the ball before the [play clock](https://en.wikipedia.org/wiki/Play_clock) reaches zero. (In the CFL, that action is a [*time count violation*](https://en.wikipedia.org/wiki/Penalty_(gridiron_football)#Time_count_violation).) It may also include spiking the ball. On defense, it occurs when a player hinders the offense in hurrying to make the next snap. This happens most often in the last two minutes of a half when the offense is trying to go down the field in a hurry. The defense can also be flagged for a delay of game if a player spikes the ball after the end of a play. On special teams, it happens when the return team runs after signaling for a fair catch, or the defense does not unpile in a timely manner after the play ends. | Upper arms extended out from the body, forearms bent toward the opposite arm, such that the arms lie on top of one another or that each arm touches the opposite shoulder. | 5 yards |
| *Encroachment (defense)* | Before the snap, a defensive player illegally crosses the line of scrimmage and makes contact with an opponent or has a clear path to the quarterback. In high school, this includes any crossing of the neutral zone by either team, whether contact is made or not. The play is not allowed to begin. In the CFL, this is considered an offside foul. | Two hands placed on the hips | 5 yards |
| *Equipment violation* | Any player in the game without necessary safety equipment (mouthpiece, pads), without chin straps properly fastened or in violation of certain clothing rules (e.g. sock requirements in college). | One hand placed on the back of the head | — |
| *Face mask (offense, defense, or special teams)* | Grasping the face mask of another player while attempting to block or tackle him. In the NFL, the grasping and pulling/twisting must be intentional to be penalized. Under NCAA rules, it is a foul to grasp and twist the face mask. Under high school rules, any grasping of the face mask, any helmet opening, or the chin strap is a foul, though grasping and twisting carries a more severe penalty than "incidental" grasping without any twisting. | One arm in front of the body, forearm extended vertically. The hand is closed into a fist in front of the face and pulled downward | 15 yards; automatic first down if committed by defense |
| *False start (offense)* | An offensive player illegally moves after lining up for—but prior to—the snap. Since the ball is dead, the down does not begin.  Any player who moves after he has gotten in his set position before the snap in a way that simulates the start of the play. | Two arms in front of chest horizontally with closed fists "rolling" around each other (same signal that basketball referees use to signal traveling). | 5 yards |
| *Helping the runner* | When a member of the offensive or receiving team pushes, pulls, grasps or [lifts a person in possession of the ball](https://en.wikipedia.org/wiki/Spectacular_mark). | Arms at sides, the forearms are pulled upward perpendicular to the torso. | 10 yards |
| *Holding (offense or defense)* | Illegally grasping or pulling an opponent other than the ball carrier while attempting to ward off a block or cover a receiver. One of the most commonly called penalties. If a penalty for holding that occurred in the offense's end zone is accepted, a safety results. | Raising one arm in front of the body (forearm is roughly vertical with elbow at bottom) and grabbing its wrist with the opposite hand | Offense, 10 yards. If it is called in the end zone by the offense, it's an automatic safety; defense, 5 yards and automatic first down. |
| *Horse-collar tackle* | Illegally tackling another player by grabbing the inside of the ball carrier's shoulder pads or jersey from behind and yanking the player down. | Raising one arm to the side of the body with the elbow bent, so that the closed fist is located near the neck. The fist is then pulled away, horizontally, from the neck. | 15 yards, automatic first down if committed by defense (penalty also counts regardless of how many yards the offense gained). |
| *Illegal batting (offense)* | Any intentional batting of a loose ball or ball in player possession. Batting is legal in certain limited situations, such as blocking a kick or deflecting a forward pass (any eligible player may bat a forward pass in any direction). | Both arms extended the side, with the fingertips brought up to the shoulder of the respective arms. | 10 yards |
| *Illegal contact (defense)* | Making significant contact with a receiver after the receiver has advanced five yards beyond the line of scrimmage. The illegal contact is called only if the quarterback is still in pocket and the ball is still in his hands. This rule was adopted in 1978, and its enactment is regarded as contributing to the increase in passing efficiency the NFL has witnessed since that time. | One arm in front of the body with palm out and fingers up, moved in a pushing motion out | 5 yards and an automatic first down |
| *Illegal formation* | Fewer than 7 players line up on the line of scrimmage (NFL/High School/CFL); more than four players in the backfield (NCAA only); eligible receivers fail to line up as the leftmost and rightmost players on the line (NFL/CFL); or when five properly numbered ineligible players fail to line up on the line. Announced as "[illegal] procedure" or "procedure, no end" in the CFL. | Two arms in front of chest with closed fists "rolling" around each other (same signal that basketball referees use to signal traveling) | 5 yards |
| *Illegal forward pass (offense)* | A forward pass is thrown from past the line of scrimmage. Also, a second forward pass is thrown on the same play or a forward pass is thrown after change of possession | One hand, flat, waved behind the small of the back | 5 yards from the spot of the foul and loss of down |
| *Illegal hands to the face* | Pushing or hitting a player on offense in the head or helmet | One open fist in a pushing motion to the referee's chin | 10 yards if committed by offense; 5 yards and automatic first down if committed by defense |
| *Illegal kick* | Any ball not kicked in accordance with the rules, for instance:   * When an attempted [drop kick](https://en.wikipedia.org/wiki/Drop_kick) bounces more than once before being kicked * When a player kicks the ball after a turnover or receiving an opponent's kick (the "return kick") * When a player kicks the ball after having advanced the ball past the line of scrimmage   All of the above kicks are legal in Canadian football. One is illegal in CFL.   * A player kicks the ball after the opponent fumbles it, without securing possession (also illegal in Canadian football) | Right arm is curled so that the hand touches the shoulder. | 15 yards |
| *Illegal kickoff (special teams)* | The ball, after a kickoff, heads out of bounds between both goal lines without touching any player on either team. | Two arms in front of chest with closed fists "rolling" around each other (same signal that basketball referees use to signal traveling). (Canadian) Same signal, plus a swinging motion of the leg to simulate a kick | Receiving team awarded possession 25 yards from spot of kickoff, or at spot out of bounds, whichever is more advantageous. |
| *Illegal motion (offense)* | A player in motion is moving forward at the time of the snap. | One arm in front of chest, palm open and down, with the elbow out to the side, moved away from chest. | 5 yards |
| *Illegal participation/Too many players* | 9+ players participate during the play, because the extra players either are not detected before the snap or enter during the play. Once the down begins, no further players may enter the field and participate, even if there are fewer than 8 players. Illegal participation is also called when an offensive player goes out of bounds (unless forced out by contact by the defense) and returns during the play. | Two hands, palms down, touching the top of the head, with an elbow out to each side |  |
| *Illegal shift* | A player is not in motion but is not set before the snap; more than one player is in motion at the snap; or after more than one player was moving (shifting), all eleven players have not been motionless for one second. | Two arms in front of chest, palms open and down, with the elbows out to the side, moved away from chest | 5 yards |
| *Illegal substitution/Substitution infraction/Too many players in the formation* | The offense has 9 or more players in the huddle for a period of 3–5 seconds; or twelve or more players are in the formation before a play; or a player is attempting to leave the field as the ball is snapped; or an offensive player entering the field fails to step at least nine yards from the sideline (inside the field's yardage numbers) before the snap; or a player who has been suspended or disqualified attempts to enter the field of play. | Two hands, palms down, touching the top of the head, with an elbow out to each side | 5 yards |
| *Illegal touching of a forward pass (offense)* | A forward pass first touches an *ineligible receiver* (an offensive lineman). If the ball is touched by the defenders first, any player may touch it. | Two hands held up to shoulders, fingertips touching the shoulders. | 5 yards and a loss of down |
| *Illegal touching of a free kick (special teams)* | The ball, after the free kick, first touches a member of the kicking team prior to travelling 10 yards. This is most often seen on an onside kick where a member of the kicking team prematurely comes in contact with the ball in an attempt to recover it. Like illegal touching of a forward pass, if a defender (member of the receiving team) first touches the ball, any player may touch it. Note: in NFHS it is called 'first touching', not 'illegal touching'.  It is also illegal touching for a kicking team player to touch a free kick after going out of bounds, unless the kick is touched by the receiving team. | One hand held up to shoulder, fingertips touching the shoulder; (NFL) two hands held up to shoulders, fingertips touching the shoulders. | 5 yards, unless the illegal touching occurs inside the receiving team's 5-yard line. In that case, it is ruled a touchback. |
| *Illegal touching of a scrimmage kick (special teams)* | The ball, during the scrimmage kick, is touched by a kicking team player, unless the kick is touched by the receiving team or another member of the kicking team. | One hand held up to shoulder, fingertips touching the shoulder |  |
| *Illegal use of hands* | Illegal use of the hands against a player on offense while attempting to ward off a block, cover a receiver, or tackle a ball carrier. There are several restrictions on how a defender may initiate contact. | One forearm vertically held in front of the body with an open fist facing away from the referee's chest (closed fist for a HS referee); the other hand grasping the first arm's wrist | 10 yards if committed by offense; 5 yards and automatic first down if committed by defense |
| *Ineligible receiver downfield (offense)* | An ineligible receiver is past the line of scrimmage prior to a forward pass. Ineligible receivers must wait until the pass is thrown beyond the line of scrimmage (or touched) before moving past the line of scrimmage. This exception has been added to accommodate the screen pass, where a receiver (most often a back, but sometimes a tight end or wide receiver) catches a ball behind the line of scrimmage behind a "screen" of offensive linemen. | One palm touching the top of the head with the elbow out to the side. | 5 yards |
| *Intentional grounding (offense)* | A forward pass is thrown intentionally incomplete so that the passer avoids loss of yardage or to conserve time. Not assessed if the ball is [spiked](https://en.wikipedia.org/wiki/Spike_(gridiron_football)). If the quarterback has moved outside of the area between his offensive tackles (the [tackle box](https://en.wikipedia.org/wiki/Tackle_box_(American_football)) or more commonly called "the [pocket](https://en.wikipedia.org/wiki/Passing_pocket)"), there is no foul for grounding the ball if the quarterback throws the ball past the line of scrimmage. High school is more restrictive: spiking the ball is only allowed if the quarterback is under center, and the quarterback may not legally throw the ball away when outside the "tackle box." | Both hands held out flat, facing each other, in front of the referee, moving down together diagonally roughly from one shoulder to the opposite hip. | 10 yards or spot of foul, whichever is farther from the original line of scrimmage, and loss of down. If the foul occurs in the end zone, the play is ruled a safety. |
| *Leaping (defense)* | A defender at least one yard in front of the line of scrimmage running forward and leaping in an attempt to block a field goal or a point-after try lands on other players on either team. The penalty is not called if the defender was within one yard of the line of scrimmage at the time of the snap.[[18]](https://en.wikipedia.org/wiki/Penalty_(gridiron_football)#cite_note-18) | Same as Unsportsmanlike conduct, it is a subset of that penalty | 15 yard penalty; automatic first down if committed by defense (penalty also counts regardless of how many yards the offense gained). |
| *Leverage (defense)* | A defensive player jumping or standing on a teammate or an opponent to block or attempt to block an opponent's kick.[[20]](https://en.wikipedia.org/wiki/Penalty_(gridiron_football)#cite_note-20) | Same as Unsportsmanlike conduct, it is a subset of that penalty | 15 yard penalty and automatic first down |
| *Neutral Zone Infraction (defense)* | Before the snap, a defensive player (most often a lineman) jumps into the neutral zone and "startles" an offensive player, causing him to false start. | Same as encroachment/offsides | 5 yards |
| *No yards (special teams) (Canadian)* | During a scrimmage kick, a member of the kicking team, other than the kicker or a player even with or behind the kicker at the time of the kick, is the first to touch a kicked ball or is within a five-yard radius of the receiving player who is first to touch the ball. | Upper arms extended out from the body, forearms bent toward the opposite arm, such that the arms lie on top of one another or that each arm touches the opposite elbow. | *see Kick catching interference or Illegal touching of a scrimmage kick* |
| *Objectionable conduct (Canadian)* |  |  |  |
| *Offside (offense or defense)* | A player is on the wrong side of the line of scrimmage (or in the neutral zone) when the ball is snapped. This foul occurs simultaneously with the snap. Unlike offensive players, defensive players are not compelled to come to a set position before the snap. If a defender jumps across the line but gets back to his side before the snap, there is no foul. In the case of an offside foul, play is not stopped, and the foul is announced at the conclusion of the play. Media covering the games call it a "free play" for the offense, as the non-offending team may decline the penalty and take the yardage gained on the play (and when the play works against them, like a turnover to the opposing team, the non-offending team can accept the penalty and retake possession of the ball) - unlike in the case of a false start foul against the offense, whereupon the play is immediately stopped by the officials.  This foul is almost always committed by the defense (any offensive player that moves into the neutral zone after setting would be charged with a false start). However, it is possible for the offense to commit this foul. If an offensive player lines up in the neutral zone, an offside foul will be called against the offense. | Two hands placed on the hips | 5 yards |
| *Offside pass* | Any act to direct the ball forward (toward the opponent's dead/end line) other than a kick or a forward pass. This includes batting the ball and forward passes after change of possession. | One arm in front of chest, palm open and down, with the elbow out to the side, moved away from chest | *see Illegal batting or Illegal forward pass, above* |
| *Pass interference (offense or defense)* | Making physical contact with an intended receiver (intentional physical contact in NFL), after the ball has been thrown and before it has been touched by another player, in order to hinder or prevent him from catching a forward pass. (On offense, the restriction begins at the snap and continues until the ball is touched in order to prevent receivers from blocking defenders away from a passed ball.) | Both arms extended in front of the body, palms upright, in a pushing motion | Offense, 10 yards; defense, spot of foul (or placement on the 1-yard line if the foul occurs in the end zone) and automatic first down |
| *Personal foul (offense or defense)* | A conduct- or safety-related infraction. Includes unnecessary roughness, such as hitting a ball carrier after he is already out of bounds, "piling on" a ball carrier who is already down, or violent contact with an opponent who is away from and out of the play. In American football, if the officials decide that the action was particularly flagrant, the player in question can be [ejected](https://en.wikipedia.org/wiki/Ejection_(sports)) from the game. | One arm extended from the body and bent at the elbow; the forearm is tilted at an angle, so the wrist is roughly in front of the collarbone but at a distance from the body. The other arm is brought down in a chopping motion, striking the first arm wrist-to-wrist. (Canadian) One arm extended to the side of the body in a pumping motion | 15 yards; automatic first down if committed by defense (penalty also counts regardless of how many yards the offense gained). |
| *Punt out of bounds in flight (special teams)* | A scrimmage kick goes out of bounds in flight untouched by the receiving team between the 20-yard lines. |  | 10 yards from the previous line of scrimmage and the down replayed |
| *Roughing the passer (defense)* | A defender continues an effort to tackle or "hit" a passer after the passer has already thrown a pass. (In the NFL, a defender is allowed to take one step after the ball is thrown; a defender is penalized if he hits the passer having taken two or more steps after the ball leaves the passer's hand, or if the passer is hit above the shoulders, or if the passer is targeted using the crown of the helmet.) | Open-fist arm extended above same-side shoulder, brought diagonally downward towards the opposite side waist. | 15 yards and an automatic first down (penalty also counts regardless of how many yards the offense gained). |
| *Roughing the kicker (special teams)* | A defender, having missed an attempt to block a kick, tackles the kicker or otherwise runs into the kicker in a way that might injure the kicker or his vulnerable extended kicking leg. This protection is also extended to the holder of a place kick. | Leg moved in a kicking motion preceded by the personal foul signal. | 15 yards and an automatic first down if committed by defense |
| *Roughing the snapper (special teams)* | On a punt or field goal attempt, the [long snapper](https://en.wikipedia.org/wiki/Long_snapper) is allowed to regain his balance and assume a protective position before he is contacted by the defense. |  | 15 yards and an automatic first down |
| *Running into the kicker (special teams)* | On a kicking play where the defense fails to touch ("block") the kicked ball, the defense runs into the kicker/punter. If such an act occurs but is not intentional, this foul is assessed. If intentional, the personal foul of [roughing the kicker](https://en.wikipedia.org/wiki/Penalty_(gridiron_football)#Roughing_the_Kicker) is assessed instead (see above). | Extending one leg, straight, up to about a 20-degree angle in front of the body. If the penalty is roughing the kicker, preceded by the personal foul signal. | 5 yards |
| *Sideline infraction* | A player is outside of the team box, a coach is outside the coaches' box (along the sideline in front of the team box), or too many coaches are in the coaches' box. (In high school, the penalty for a coach on the field of play is unsportsmanlike conduct, not a sideline infraction.) | Arms bent and extended to both sides, hands waved forward and backward in a pushing motion. Interference (NFHS): Both hands placed behind the back. | N/A |
| *Spearing (offense or defense)* | Tackling or otherwise contacting an opponent with one's head. | Arm extended, bent at the elbow, touching the side of his head with a closed fist | 15 yards; automatic first down if committed by defense. Penalty also counts regardless of how many yards the offense gained. |
| *Targeting* | A defensive player tackles with the crown of his helmet, by initiating contact to the opponent's head above the player's neck, or makes helmet-to-helmet collision. | Personal Foul, one arm bent to form a triangle, fist pointing at head. | 15 yards and automatic ejection. Penalty subject to video review. If hit is not deemed to be targeting by the video review, player allowed to stay in the game and yardage not enforced.[[22]](https://en.wikipedia.org/wiki/Penalty_(gridiron_football)#cite_note-22) |
| *Tripping* | A player trips another player with the lower leg. | One foot kicks the ankle of the other leg from behind | 10 yards, automatic first down if committed by defense. |
| *Unsportsmanlike conduct* | Any person (usually a player but occasionally a coach and very rarely one or more spectators) acts or speaks in a manner deemed to be intentionally harmful or especially objectionable by the game officials, or by rule. Unsportsmanlike conduct is a non-contact foul; if contact is involved it becomes a personal foul. | Both arms extended to the sides perpendicular to the body with open fists, palms down. | 15 yards, automatic first down if committed by defense (penalty also counts regardless of how many yards the offense gained). |

**Pricing Minimums (on a “per person” basis):**

All ticket prices are in 2017 US$ & must be adjusted for inflation.

All current servicemembers (including ROTC & Service Academy students) & veterans will receive a 50% discount for all games associated with the Federal Military Teams, regardless of branch; All revenue from each game will directly fund that specific branch of the military.

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| Type: | Individual: | Full-Season: | Group (1 game): |
| Adults (18-64) | Upper Sections/Endzones = $8  Middle Sections = $20  Lower Sections = $30  Club & Suites = $75 | Upper Sections/Endzones = $63  Middle Sections = $135  Lower Sections = $180  Club & Suites = $315 | Upper Sections/Endzones = $5  Middle Sections = $12.50  Lower Sections = $22.50  Club & Suites = $56.25 |
| Children (5-17; 4 & under are free), College Students (if sharing stadium),  & Seniors (ages 65+) | Upper Sections/Endzones = $5  Middle Sections = $12.50  Lower Sections = $22.50  Club & Suites = $56.25 | Upper Sections/Endzones = $40  Middle Sections = $120  Lower Sections = $170  Club = $245  Suites = $405 | Upper Sections/Endzones = $3  Middle Sections = $8  Lower Sections = $12.50  Club = $22.50  Suites = $33.75 |
|  | Includes only a single game | Includes all 9 home games | The group must include at least 5 people, regardless of their ages |

## Concessions:

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| --- | --- | --- | --- |
| Item: | Main Professional Pyramid Price: | Semi-Professional Pyramid Price: | CSL Pyramid Price: |
| Hot Dog | No more than $3.83 | No more than $3.15 | No more than $2.99 |
| Soda | No more than $3.43 | No more than $3.18 | No more than $2.79 |
| Beer | No more than $5.81 | No more than $5.33 | No more than $4.72 |
| Programs | No more than 83¢ | | |
| Parking | No more than $4.47 | No more than $2.50 | No more than $1.63 |

# **Broadcasting & Miscellaneous Rules:**

1. Game-day inactive players must be announced at the same time for all MLF games regardless of when they kick off, unless an injury occurs during practice.
2. **Player Celebrations:**
   1. *All player celebrations (individual or group) for scoring are permitted only in the end zones or the bench areas:*
      1. However, the ball cannot be thrown or spiked into the fans as a celebration of a score because the ball is embedded with RFID tracking chips, allowing fans to “discover the speed, spin rate and trajectory” of the football.
      2. Doing so will result in a 15yd unsportsmanlike conduct penalty.
   2. *Referees can no longer penalize players for celebrations as long as the following rules are adhered to:*
      1. Celebrations are not excessively long (i.e. more than 2 minutes in the end zone; no restrictions for bench areas).
      2. Celebrations are not obscene in any manner (examples = overtly racist, flashing genitals, etc.).
      3. So, if a player like Antonio Brown wants to twerk, let him. If Tajae Sharpe pretends to sleep, allow it. If Josh Norman wants to shoot a bow and arrow after a pick, allow it.
3. **Each end zone and 50-yard line will be decorated with either of the following:**
   1. The team logo.
   2. The MLF logo (preferably for teams that share stadiums).
   3. The logo of the “main” host team (preferably for teams that share stadiums with either high school and/or college teams).
4. **National Anthem Policy:**
   1. Personnel who choose not to stand for the Anthem may stay in the locker room or in a similar location off the field until after the Anthem has been performed.
   2. All players and team personnel present on the sideline “shall stand and show respect for the flag and the Anthem.”
   3. Each franchise may develop its own work rules, consistent with the above principles, regarding its personnel who do not stand and show respect for the flag and the Anthem.
   4. *All MLF teams must donate at least $100,000 (in 2017 USD) toward LOCAL social justice initiatives (i.e. no national organizations) every fiscal year:*
      1. Half of the donation must come from the owners, with the other half coming from the players.
      2. This rate must be adjusted for inflation every year.
   5. *The leagues have the power to fine any player & their respective franchise that has representatives who do not stand or "show respect" while present on the sideline for the anthem:*
      1. These rates must be annually adjusted for inflation.
      2. The minimum fine is 2017 US $10,000 per player & $15,000 for per franchise which will double for each offense.
      3. Each individual player(s) will no longer eligible to play in any games after their 4th offense, but they will still be paid (if they are a paid player).