

APPENDIX B

DEFINITIONS

1. An ASSOCIATION: Is an organization of adults banded together to sponsor and administer one or more non-school youth football teams.
2. ASSOCIATION MEMBER: A parent or guardian who's child participated, or an individual who participated in the Association during the current calendar year's football season.
3. A BOOSTER CLUB: Is an organization of adults banded together to support the activities of one or more non-school youth football teams. An Association can perform the functions of a Booster Club. A Booster Club cannot perform the functions of an Association.
4. A BYE GAME: Is inter-conference or intra-conference, has no bearing on the current calendar year conference standings and is scheduled to be played subsequent to the first game and prior to the last game that has no bearing on the determination of the calendar conference championship.
5. A CHAMPIONSHIP GAME: See KERNON D. GRIFFEN MEMORIAL TOURNAMENT.
6. A COACH: Is an individual who instructs or assists in instructing players in the fundamentals of a sport and directs or assists in directing the team's strategy for all games.
7. A CONFERENCE: Is an organization of Associations banded together to coordinate the activities of two or more teams within a registered geographical area. The teams need not be of the same division. A Conference may administrate the operations of its members Associations and/or teams, in whole or in part.
8. A DIVISION: Is a classification of players by ages and weights.
9. AN EXHIBITION GAME: Is inter-conference or intra-conference, has no bearing on conference standings and is played primarily for the purpose of publicizing youth football.
10. FORFEIT GAME: If a game is a forfeit and acknowledged by both head coaches, the two teams may play a regular game, however, the score shall have no bearing on the win-loss for either team. The loss will go to the team that caused the forfeit by not having the required number of players and the win will automatically go to the other team. Both head coaches must agree to play the games strictly as an exhibition.

11. INTER-CONFERENCE GAME: Is a "Non-Conference" game between two teams of different Conferences.
12. INTRA-CONFERENCE GAME: Is a "Conference" game between two teams of the same conference.
13. JAMBOREE: Is the "opening activity" of the season when all divisions of each conference scrimmage each other at the conference Jamboree. Traditionally held on the Third Saturday of August. Hosting Jamboree is rotated Yearly between Associations within the Conference.
14. LEAGUE: All the Associations of NORCALFED make up the NORCALFED FOOTBALL LEAGUE.
15. MEMBER IN GOOD STANDING: Is an Association with all Fees or Fines paid.
16. PLAYOFF GAMES: Are a series of games which the participants in the NORCALFED championship game are determined.
17. A POST SEASON GAME: Is inter-conference or intra-conference, has no bearing on the current calendar year standings and is scheduled to be played subsequent to the last game that has a bearing on the determination of the calendar year conference championship. A host conference may not advertise a post-season game as a bowl game.
18. A PRE-SEASON GAME: Is inter-conference or intra-conference, has no bearing on the current calendar year standings and is scheduled to be played prior to the first game that has a bearing on the determination of the calendar year championship.
19. A REGULAR SEASON GAME: Is intra-conference and has a bearing on the current calendar year standings and the determination of the calendar year championship.
20. A SECTION: Is a portion of a Conference organized to compete in a schedule designed to determine a section champion. A Conference is limited to two (2) sections. A section is organized and administered by the Conference. A section may not administer the operations of its member teams in whole or in part. The sections will be referred to as **DIV.I** and **DIV.II** teams.
21. A SCOUT: Is an individual who observes a game of a future opponent in order to obtain information as to the style or method of play. A scout is considered to be a part of the team's coaching staff, and must abide by all rules applicable to coaches.
22. A SPONSOR: Is a civic club, fraternal organization, service club or similar community minded local organizations. All such sponsors shall be referred to as "CIVIC SPONSORS". Sponsorship of individuals by business enterprises shall be referred to as "BUSINESS SPONSORS".

23. A TEAM: Is a group of players of the same division banded together to play football. Team is held to include the coaches, managers, and scouts thereof.
24. REDUCED PRACTICE SCHEDULE: Is not more than three (3) two (2) hour practice sessions per week, ending no later than 8:00 p.m.
25. PHYSICAL CONTACT: Is any contact between players or players and coaches.
26. VETERAN: A player having completed the previous season on a NORCALFED Team.