



MARIMN
HEALTH

CMAFL Youth Football Mandatory Play Form

Eligible Players are those able to participate at the start of the game. All Players receive their mandatory plays by the end of the 3rd quarter or they must enter the game at the start of the 4th quarter and remain in the game until they have received their required # of plays. Extra Point kicks, automatic punts/kicks, QB spiking the ball/Kneels, replayed downs (if the play was called dead in 3 sec or less) & Penalties do not count towards active plays.

Division I = 12 plays

Division II = 7 plays

Date of Game: _____

Opponent: _____

Team Name: _____

Your Score: _____

Division: I II

Opponent Score: _____

FINAL SCORE

List Players Numerically			Starters		Number of Active Plays												Reason Code
JER. #	Players Name	Striper	OFF	DEF	1	2	3	4	5	6	7	8	9	10	11	12	
1		I II															
2		I II															
3		I II															
4		I II															
5		I II															
6		I II															
7		I II															
8		I II															
9		I II															
10		I II															
11		I II															
12		I II															
13		I II															
14		I II															
15		I II															
16		I II															
17		I II															
18		I II															
19		I II															
20		I II															
21		I II															
22		I II															
23		I II															
24		I II															
25		I II															
26		I II															
27		I II															
28		I II															

Play Count Trackers Name

Check the following Game Status:

Print Name: _____

Completed

Not Completed - Forfeit/Cancellation

Reason Key:

W - Over Weight Limit

A - Absent

E - Ejected

MW - Missed Weigh-in

I - Injured/Sick

D - Discipline

DNWP - Did not want to play

L - Lightning/Inclement Weather

TPR - Team Min. Practice Requirement Not Met

Met