



League Teams

- Bishop McCort Youth Football**
- Cambria Heights Youth Football**
- Central Cambria Youth Football**
- Forrest Hills Youth Football**
- Greater Johnstown Youth Football**
- Mainline Youth Football**
- Richland Youth Football**
- Somerset Youth Football**
- Area Youth Football**



National Federation of State
High School Associations





Laurel Highlands Developmental Football League



2016 League Rules

Introduction

1. The Laurel Highlands Developmental Football League (LHDFL) was formed to inspire participation and to ensure a positive experience for all youth, through football. It seeks to improve how football is taught, how football is organized and delivered in the communities and how parents and players perceive and experience the sport. LHDFL is focused on safety, athletic development and how the game's fundamentals and values are taught to players. It also works to promote an inclusive culture in football. It wants all players to have a positive experience that teaches sportsmanship, builds character, and helps each player be the best he/she can be.
2. There are differences between the rules of every level of football in our league. They are necessary because the age and skill level of the players vary greatly. In an effort to help simplify the game for, players, parents, coaches and officials, LHDFL administrative members have approved the following rules and game modifications to make a safer playing environment and more enjoyable playing experience for all who participate.
3. All Head Coaches from each division, or a team representative, from each organization will attend an annual Laurel Highlands Developmental Football League Rules Meeting prior to the start of camp (8 August @ Richland HS).
4. Home teams must provide for, at least, three (3) certified PIAA officials and on duty medical personnel for each game.

1. Fouls

1.1 Contact Fouls

1. All facemask fouls result in a 15 yard penalty (there is no 5 yard option for grasping but not twisting or pulling the facemask).
2. All blocking below the waist, blocking in the back and clipping is illegal. There is no "Free Blocking Zone". The penalty for clipping and blocking below the waist is 15 yards; the penalty for blocking in the back is 10 yards.
3. The penalties for defensive pass interference, facemask fouls and any personal fouls by the defensive team are 15 yards and a first down.

RATIONALE: *The reason some of these rules are more severe is we want to encourage players to learn and employ proper techniques.*

1.2 Other Fouls

1. The penalties for illegal forward pass and illegal touching by ineligible receivers are 5 yards only (no loss of down). *There is no loss of down for offensive pass interference.*



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RATIONALE: *The loss of a down in addition to the loss of yardage is too much for youth offenses to overcome.*

1.3 Live-Ball Fouls

2. The penalty for a live-ball foul BEHIND the Line Of Scrimmage (LOS) by either team when the play ends BEYOND the LOS is enforced from the previous spot. Accepted penalties for fouls by the Offense that occur in the offensive team's end zone result in a safety.
3. The penalty for a live-ball foul by either team BEYOND the LOS when the play ends BEHIND the LOS will be enforced from the previous spot. Accepted penalties for fouls by the Offense that occur in the offensive team's end zone result in a safety.
4. Pass interference against either team results in a 15 yard penalty enforced from the previous spot. *(No loss of down for offensive pass interference.)*

RATIONALE: *Enforcing these penalties from the previous spot rather the spot of the foul is easier to remember and promotes consistent penalty enforcement.*

5. The penalties for a live-ball foul by both teams (no change of team possession) cancel each other out, and the down is replayed unless one of the fouls is a personal foul; in that case, only the penalty for the personal foul is enforced.
6. If both teams commit live-ball foul on a scoring play and there is no change of possession, the penalties cancel each other out, and the down is replayed unless one of the fouls is a personal foul; in that case, only the penalty for the personal foul is enforced.

RATIONALE: *The safety of the players and the promotion of fair play. Enforcing penalties for personal fouls whether or not there is a different type of foul by the opponent, reinforces the belief that unnecessary roughness must not be a part of the game.*

1.4 Scoring

1. On PAT attempts, two points are awarded for a kick and one point for a run or pass. There is **no** defensive rush on kick attempts. ALL SNAPS MUST BE BETWEEN CENTERS LEGS.

RATIONALE: *Placekicking is a comparatively advanced skill at the youth level. As a result, teams that promote it, and are able to kick extra points are rewarded for accomplishing a more difficult task.*

2. Overtime – Each team will get the ball at the 10 yard line. They will have 4 downs to score a TD or FG. If game is still tied after 2 rounds teams must attempt to kick extra point after a touchdown.



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1.5 Modified Competition Rule

1. When a team scores to take a 22 point lead any time in the second half, the trailing team gets the ball at the opponent's 40 yard line and game management begins a "running clock"; if at any time in the second half the deficit is reduced to less than 22 points; traditional rules take effect. If the 22 point deficit occurs at the start of the second half, the trailing team begins the second half in possession of the ball at the opponent's 40 yard line; even if the leading team was to receive the second half kickoff.

RATIONALE: *To keep games competitive, discourage "running up the score" and to prevent players on the trailing teams from becoming discouraged and disillusioned with the game, the rule gives trailing teams more possessions with an opportunity to catch up.*

1.6 Timing

1. There will be four (4) eight (8) minute quarters. The clock will be run with traditional timing rules.
2. 8 minute halftime
3. Three (3) Time Outs per Half
4. One (1) Time Out per Overtime

2.0 Points of Emphasis

2.1 Trick Plays and Unfair Acts

1. It is a fundamental core belief of the LHDFL that coaches demand sportsmanship from their players and, equally important, lead by example. Coaches must always remember that the players look to them for positive life skills and values.
2. With that in mind, coaches should refrain from teaching their players and teams techniques and plays that have no place in youth sports. Examples of deceptive plays include but are not limited to the "wrong ball" play and/or the "fumblerooski" play.
3. Football has been and always will be a game of deception and trickery involving multiple shifts, unusual formations and creative plays. However, actions or verbiage designed to confuse the defense into believing there is a problem and a snap isn't imminent, or planned loose ball plays, are beyond the scope of sportsmanship and are illegal within the league. Respect your opponent! Respect the game!



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4. A change in cadence (varying snap count, silent count, etc.) is not considered deceptive nor an unfair act.
5. Acts of deception will result in a 5 yard penalty. Continued Unfair Acts may result in forfeiture of the contest, coach suspension, and/or removal from league play.

2.2 Helmet-To-Helmet Contact

1. The football helmet was never intended to be used as a weapon. It is designed to offer the player protection. It has become common for players to contact opponents with the helmet or facemask. That is a dangerous and illegal tactic that must be eliminated from football. It is a potentially hazardous to the person who inflicts the blow as to the player on the receiving end. And, it is illegal whether or not the blow is aimed at the opponent's head.
2. LHDFL urges coaches to teach players proper blocking and tackling techniques that do not incorporate use of the helmet or facemask.
3. Although tackling around the head is a legal tackle, it is extremely frowned upon and a player who continually tackles in this manner; deemed intentional by the officials, will be removed from the game for that series of play. If identified player continues tackling in this manner, he may be removed from the game permanently.
4. Officials must penalize players who violate the rules regarding helmet contact. LHDFL League Officials must also support officials who call those fouls.
5. There will always be contact in football. But, all unnecessary and illegal contact, must be eradicated.

3.0 CODES OF CONDUCT

3.1 LHDFL Athletes Code of Conduct

1. I am accountable for the results of my behavior towards my teammates, coaches, and game officials.
2. I will respect other players (including my teammates and my opponents, coaches and game officials at all times. When I score a touchdown I will simply hand the ball to the official before celebrating with my teammates.
3. When I make a great play I will not embarrass my opponent.
4. I will honor the sport by playing within the rules during games and practices.
5. I will respect the game and not use foul language at any time.



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6. I agree to put my team first and put forth my best effort on the field in support of team goals.
7. I agree to give my best effort in the classroom and listen to my teachers.

3.2 LHDFL Coaches Code of Conduct

1. I agree to conduct myself in a positive manner towards my players, coaches, parents and game officials at all times.
2. I will respect players, coaches, parents and officials at all times.
3. I will develop a coaching philosophy that embraces fundamentals, organization, life lessons and friendships versus a "Win at all cost" mentality.
4. I will remember kids register to play football because it is fun; every child should have an opportunity to play.
5. I will support and respect all decisions made by the game officials and refrain from outward criticism.
6. I am responsible to understand the rules of the game and abide by those rules at all times.
7. I will support the integrity of the game and make game decisions in line with fair play and sportsmanship.
8. I am responsible for completing my coaching education requirements and teaching the proper fundamentals.
9. I will create a safe and positive environment for my players to learn how to play the sport.
10. I will listen to my fellow coaches and players regarding player safety and when in doubt I will sit them out of play.
11. I will honor the game and my responsibility as a coach to provide a positive experience for my team.
12. I shall dress neatly and appropriately for every team practice and game.

3.3 LHDFL Parents Code of Conduct

1. I agree to support our team in a positive manner and showcase good sportsmanship towards all players, coaches, parents and game officials.
2. I will respect the coaches' commitment to coach my child and not interfere with on-field instruction during practices or games.



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3. I will support the coaches and do my best to ensure that my child arrives at practice and games on time.
4. I will teach my child to play by the rules and respect teammates, opponents, game officials and coaches.
5. I will cheer for our team in a positive manner no matter the outcome of the game.

3.4 LHDFL Game Officials Code of Conduct

1. I understand I bear a great responsibility for fostering public confidence in sports.
2. I shall be free of obligation to any interest other than the impartial and fair judging of sports competitions.
3. I shall hold and maintain the basic tenets of officiating; which include history, integrity, neutrality, respect, sensitivity and professionalism.
4. I shall master the rules of the game and the mechanics necessary to enforce the rules and exercise authority in an impartial, firm and controlled manner.
5. I shall uphold the honor and dignity of the profession in all interactions with athletes, coaches, league administrators, colleagues, parents and the public.
6. I shall display and execute superior communication skills, both verbal and non-verbal.
7. I recognize that anything which may lead to a conflict of interest, either real or apparent, must be avoided. Gifts, favors, special treatment, privileges, employment or a personal relationship with an individual or team, which can compromise the perceived impartiality of officiating, must be avoided.
8. I shall prepare both physically and mentally, shall dress neatly and appropriately, and conduct myself in a manner consistent with the high standards of the profession.
9. I shall be punctual and professional in the fulfillment of all contractual obligations.
10. I shall work with governing bodies in a constructive and cooperative manner.
11. I shall resist every temptation and outside pressure to use my position as an official to benefit myself.
12. I shall not make false or misleading statements regarding my qualifications, rating, credentials, experience, training or competence.
13. I shall accept responsibility for all my actions taken.



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4.0 USA Football Playing Recommendation (Age & Wt. Base Structure)

4.1 Team Roster Rule:

1. Teams must maintain and provide to the LHDFL Board team rosters for all teams (3-6) in their tackle football program. This roster must be neat and legible (preferably typed) and contain all players first and last name, age, grade, weight (established only, certified weights will follow), and jersey number. All team rosters are due to the commissioner of the league no later than 20 August 2016. Addition can be made to the team rosters at any point during the season, but must be communicated to the commissioner of the league before the player can compete.

4.2 Player Participation Rule:

1. Kids register to **PLAY** football, not to practice all week, so that they can watch their teammates compete on Saturdays & Sundays in the league. Every player deserves the opportunity to **PLAY** and apply what they have learned in practice during the week on the game field. The purpose of this rule allows every registered player a chance to play in a game either offensively or defensively. The LHDFL Board expects, and with the strongest possible sentiment encourages, 100% participation from all players! Head coaches are expected to enforce this at all levels of tackle football.
2. LHDFL encourages even play for all participants!

4.3 Team Roster Rule & Player Participation Rule Benefits Include:

- 1) Kids have a greater opportunity to participate in both games and practice.
- 2) Provides players with a greater ability to improve.
- 3) Coaches have a better opportunity to be successful in providing a positive experience to his players.

4.4 Age Cut-Off Date Rule:

- 1) For the purpose of eligibility, **August 1st of the current year** will be the age cut-off date.

Example: A player who becomes 10 years old on or before August 1st will play as a 10 year old. A player who becomes 10 anytime after August 1st of the current year will play as a 9 year old.

4.5 General Division Rules:

- 1) All Clubs must weigh all tackle division players to obtain their actual weights prior to playing, so the league can establish division eligibility and eligibility to carrying the



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football on offense and advancing the football on defense. All weights must be verified by a witness of another Club within the league (Johnstown, Richland, Westmont, Somerset, Central Cambria, Penn Cambria, Bishop McCort, Forrest Hills & Cambria Heights).

- 2) Players' weight certification shall be completed on the first date of play (3 or 4 September, 2016) at the hosting team's facility. Home team shall provide a scale and designated space for weigh-ins. Home and visiting team shall weigh each participating player and sign off on the opposing team's roster for verification. Rosters, with weights, must then be submitted to the commissioner of the league for confirmation and distribution to the remaining 7 teams in the league.
- 3) To guard against liability issues, for the league and your home organization, **a player may not disrobe at weigh-ins. Players must weigh-in wearing at minimum a t-shirt and shorts.** If a player, players, or organization choose to wear more than stated above, there is no weight allowance and that becomes their playing weight of record.

5.0 The Divisions:

3rd Grade - 8 & 9 Year Olds -Over 115 lbs. shall play as a "Double Stripe"

*** Ball Carrier Weight Limit - 85 lbs**

4th Grade - 9 & 10 Year olds - Over 135 lbs. shall play as a "Double Stripe"

*** Ball Carrier Weight Limit - 105 lbs**

5th Grade - 10 & 11 Year Olds - Over 150 lbs. shall play as a "Double Stripe"

*** Ball Carrier Weight Limit - 120 lbs**

6th Grade - 11 & 12 Year Olds - Over 165 lbs. shall play as a "Double Stripe"

*** Ball Carrier Weight Limit - 135 lbs**

1. **Linemen - Double Stripe** - all players weighting more than 30 lbs over the established ball carrying weight in each division shall be classified as a "Double Stripe" and must play in the tackle position when playing defense. Double Stipe players can play Center, Guard or Tackle on the offensive line, but cannot catch or progress the football.



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- i. Players designated as a "Double Stripe" shall have two, contrasting colored, stripes on the top of their helmet from the front to the back of their helmet.
 - ii. In the Majors, a *Double Stripe* player may not line head up as a nose tackle over a non-striped or single striped center.
2. **Linemen - Single Stripe** - all players weighting more than the established ball carrying weight of their division and less than the 30 lbs over the established ball carrying weight will be designated as a "Single Stripe". These players must play on the line on defense.
 - i. Players designated as a "Single Stripe" shall have one (1) stripe on the top of their helmet from the front to the back of their helmet.
 - ii. A Single Stripe player can play any position on the offensive line, including TE but cannot catch or progress the football or release from the LOS on a pass play.
3. The defensive team shall be limited to two double striped players on the field at the same time, which must play at the defensive tackles, and must be in a three or four point stance.

Exception: *When the offensive team has three or more double striped linemen on the field of play at the same time, then the defensive team may match the offensive line.*

The basic Minor Division 4-3-4 defensive alignment rules are defined as follows:

POE: All teams in the Minor Division (3rd & 4th grade) must play a basic 4-3-4 defense alignment throughout the game, the entirety of the season.

POE: Minors are permitted to have only a four man rush by the linemen.

POE: Linebackers must hold and read until ball is handed off, quarterback tucks and runs, or quarterback escapes pocket (outside shoulders of the tackles) to advance past the line of scrimmage.

1. **Defensive Line (4 players)**
 - a. Must play one (1) yard from the line of scrimmage.
 - b. Tackle Alignment - inside/on/outside shoulder of the offensive guards.
 - i. All interior linemen in three (3) or four (4) point stances
 - ii. Defensive Ends may line up in a standing position at the snap of the ball
 - c. Defensive Ends – Line up at the TE - Inside/on/outside shoulder of the TE. If no TE in formation - outside shoulder of tackle (no ghost position).
 - d. Defensive tackles and ends may not slant or twists on the snap of the football. (1st Step must be forward and play through contact).
 - e. Tackles and ends must rush the passer.
2. **Linebackers (3 players)**
 - a. The linebackers alignments will be:



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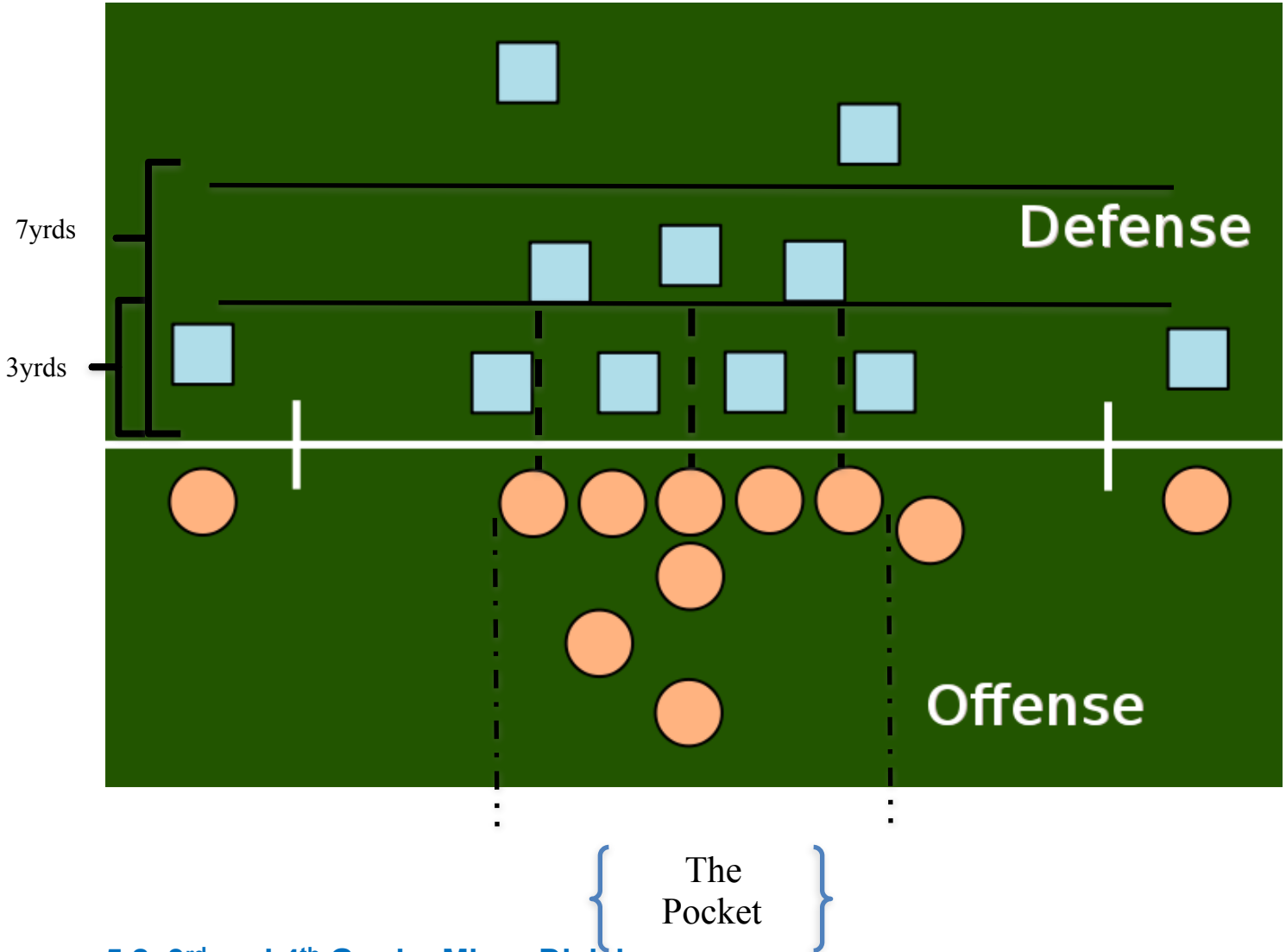


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- i. One (1) Middle linebacker will be aligned over the center.
 - ii. Two (2) Outside linebackers will be aligned over the tackles.
 - iii. No linebackers may **not** “stack” or hide their positioning behind the defensive lineman.
 - b. Linebackers may drop back into pass coverage.
 - c. Linebackers must be at least 3 yards from the line of scrimmage.
 - i. Linebacker depth may change in short yardage (3 yards or less) or goal line (10 yard line and in) situations, where the linebackers may play no closer than the heels of the defensive lineman.
 - ii. Linebackers’ react/float, but are never allowed to stunt, blitz or fake blitz.
 - iii. In all passing situations when the quarterback is in the pocket (between the tackles), linebackers must be in coverage. Once a quarterback breaks the pocket (moves outside of the offensive tackles or tucks the ball to run) then the quarterback will be treated as a ball carrier, and linebackers and secondary can play him as such.
3. Secondary (4 players)
 - a. Must play straight man-to-man.
 - b. If no man is lined head up in formation, Corner must line up at minimum five (5) yards from the Defensive End (*5-10 yards is recommended*) (and 3 yards off of the line of scrimmage).
 - c. Corners may play one (1) yard from the line from the line of scrimmage when in man coverage.
 - d. Minimum depth for any corner in the secondary is three (3) yards (when not in man coverage).
 - e. Minimum depth for any safety in the secondary is seven (7) yards and must align within the tackle box. If a safety is needed to play man up in an unbalanced offensive formation, he/she may follow 3.c.
 - f. If a corner’s man goes in motion, they may play him all the way across the field.
 - g. If the offensive receiver/split back blocks, the defensive man is free to advance to the line of scrimmage.
4. All players eligible, according to weight classification, to advance the ball shall be allowed to play all positions on offense and defense.
5. Minor League teams in violation of any part of the above rules shall be given a warning for the first violation. Subsequent violations shall result in a 10 yard penalty per each infraction. Moreover, failure to abide by the 4-3-4 rules may result in forfeiture of the contest, coach suspension, and/or removal from league play.



4-3-4 Alignments



5.2 3rd and 4th Grade- Minor Division

1. Four (4) – Eight (8) minute quarters – standard clock.
2. Eight (8) minute halftime
3. Twenty-five (25) seconds between plays to snap the ball (Official's Discretion)
4. Size of Football: PeeWee size balls will be used on the minor level. Basic dimensions are:
 - i. Average Weight: 10 ounces
 - ii. Long circumference: 23.5 inches
 - iii. Short circumference: 17.25 inches
 - iv. Recommended any brands PeeWee
5. One (1) coach on the field



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- 6. Once the team breaks the offensive huddle, the coach cannot physically move players into position. The Coaches on the field must be quiet and allow the players to execute the play.**
7. Punts, Field Goals and Extra Points, no defensive player may rush the kicker *nor jump in attempt to block the kick.*
 - a. On punts - once the kicker kicks the ball, live play begins.
 - b. On a muffed snap to the punter, short or long, the punter is eligible to return to his/her original spot to then execute the punting procedure.
 - c. Option punt/offensive team can request the official to move the ball 20 yards down the field instead of actually punting the ball. ALL SNAPS MUST BE BETWEEN CENTERS LEGS.
 - d. When using the punt option only, a team may not be pinned inside of the 20 yard line.
 - e. On field goals and extra point kicks - the center must snap the football to the hands of the holder without the ball touching the ground to be considered a clean snap. If the ball touches the ground or the holder drops the ball before the ball is kicked the play is dead.
 - f. Teams are permitted a single "do-over" on a muffed kicking PAT.
8. Scoring: TD = 6, Running or Passing PAT = 1, Kicking PAT = 2, FG = 3

5.2 5th and 6th Grade - Major Division

1. The teams in the major division shall be allowed to use any defensive formation. However, the defense may only rush five (5) players on the snap of the ball. *In the spirit of fair play, player development and player safety, it is imperative that this rule be followed. Failure to abide by the 5 man rush rules may result in forfeiture of the contest, coach suspension, and/or removal from league play.*

The basic alignments rules will be as follows:

The basic defensive alignment is defined as follows:

1. Defensive Line
 - a. Must play one (1) yard from the line of scrimmage.
 - b. Defensive Lineman may be used in coverage.
 - c. Tackles/Nose Tackle must be in three (3) or four (4) point stances.
 - d. Defensive Ends- To the TE- Inside/on/outside shoulder of the TE. Away from TE- outside shoulder of tackle (no ghost position). No further the 1.5 yards from the last man on the line. TEs may be in a standing position.
2. Linebackers
 - a. Linebackers may be used in coverage.



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- b. Feet of linebackers must be deeper than the 3 yards from the line of scrimmage.
 - i. Depth may change in short yardage (3 yards or less) or goal line (10 yard line and in) situations, where the linebackers may play as tight as needed.
 - ii. Linebackers' at the majors level may react, stunt, and blitz, **but not fake blitz.**
 - iii. In all passing situations when the quarterback is in the pocket (between the tackles), only five (5) defensive players are allowed to rush. Once a quarterback breaks the pocket (moves outside of the outside shoulders of the offensive tackles) or tucks the ball to run, he/she will be treated as a ball carrier - linebackers and secondary can play him as such.
3. Secondary (4)
 - a. Minimum depth for any corner in the secondary is three (3) yards with no receiver split back in area.
 - b. Corners may play one (1) yard from the line from the line of scrimmage when in man coverage.
 - c. If no man is lined head up in formation, Corner must line up at minimum five (5) yards from the Defensive End.
 - d. If the offensive receiver/split back blocks, the defensive man is permitted to advance to the line of scrimmage and is "free to play football."
 - e. If a corner's man goes in motion, they may play him all the way across the field.
 - f. Minimum depth for any safety in the secondary is seven (7) yards and must align within the tackle box. If a safety is needed to play man up in an unbalanced offensive formation, he/she may follow 3.b.
2. Once the quarterback receives the snap from the center and breaks the pocket (outside shoulders of the tackles), the quarterback is now classified as a potential running back and may be persuaded by all defensive players.
3. Any defensive team that rushes more than five (5) players at the snap of the ball shall be penalized in the following manner.
 - a. First occurrence a warning
 - b. Second occurrence 15 yards un-sportsmanlike conduct
 - c. Third & subsequent occurrence - 15 yards each
 - d. *Again, in keeping with the spirit of fair play, player development and player safety, it is imperative that this rule be followed. Failure to abide by the 5 man rush rules may also result in forfeiture of the contest, coach suspension, and/or removal from league play.*
4. Four (4) - Eight (8) minute quarters – standard clock.
 - Eight (8) minute half



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- Twenty-five (25) seconds to snap the ball
 - No coach on the field
 - Ball Size: Youth or Junior size balls will be used on the major level. Basic dimensions are:
 - Average Weight: 11 ounces
 - Long circumference: 24.5 inches
 - Short circumference: 18.5 inches
 - Recommended any brands Youth or Junior
 - Punts, Field Goals and Extra Points, no defensive player may rush the kicker *nor jump in attempt to block the kick*.
 - a. On punts - once the kicker kicks the ball, live play begins.
 - b. On a muffed snap to the punter, short or long, the punter is eligible to return to his/her original spot to then execute the punting procedure.
 - c. On fourth down, teams must punt or go for it. The punt option no longer applies to the Major Division Teams.
 - d. On field goals and extra point kicks - the center must snap the football (ALL SNAPS MUST BE BETWEEN CENTERS LEGS) to the hands of the holder without the ball touching the ground to be considered a clean snap. If the ball touches the ground or the holder drops the ball before the ball is kicked the play is dead. In the Major Division there is no "re-do" for kicking PATs.
5. If games end in a tie score, overtime shall decide the winner.
- a. Coin flip to decide who goes on offense first and which goal to defend.
 - b. Each team gets four (4) downs from the 10 yard line to score.
 - c. Repeat process until winner is decided.
 - d. If score still tied after 2 rounds, team must attempt extra point kick when touchdown is scored.
6. Scoring: TD = 6, Running or Passing PAT = 1, Kicking PAT = 2, FG = 3

5.3 Side Line Management Rule

1. On game day, only coaches, assistant coaches and managers shall be allowed on the side lines with the football teams. All others must be in the stands. Head Coaches are in charge of their sideline to insure this rule is followed. The penalties for not following this rule are as follow:
 - (A) 1st Infraction; 15 yard unsportsmen like conduct penalty
 - (B) 2nd Infraction; Flagrant misconduct 15 yard penalty
 - (C) 3rd Infraction; Head coach is removed from the game and must leave the stadium.



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5.4 PIAA/NFHS - Arbitration

1. All other playing, game management, and participation rules please refer to USA Football, PIAA, and/or NFHS guidelines.
2. All teams are required to have PIAA Officials at scheduled contests
3. Officials have final word on all rulings.
4. If a play, player, coach, official, or game management issue is in question, and cannot be resolved during the contest, the following series of actions are necessary for LHDFL Arbitration.
 - a. The issue must be documented by the team's head coach.
 - b. The head coach will then communicate the matter in writing/email to their organizations president.
 - c. The organization's president must then file Arbitration with the League.