



**TENNESSEE YOUTH FOOTBALL ALLIANCE**

**OFFICIAL  
FOOTBALL PLAY RULES  
and  
PROCEDURES**

Edition Dated: June 11, 2016

## **FORWARD**

The Tennessee Youth Football Association Rules & Ethics Committee has condensed the Official TYFA Rules Book to give quicker access to any written language pertaining to play rules and procedures specific to the TYFA. Play rules not specifically covered herein shall be governed by current edition of the National Federation High School (NFHS) Rules Book. In the event of any conflict in rules between these Official TYFA rules and the current published rules of the National Federation High School (NFHS), the National Federation High School (NFHS) rules and interpretations shall govern.

Any reference to a particular gender contained within these Official TYFA Rules Book such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

In the event of any conflict in language between any past, present or future printed version of these TYFA Official Rules & Procedures and the TYFA.ORG online version, the TYFA.ORG online version shall have priority.

## **AMENDMENTS & CHANGES**

**Amendments & Changes are highlighted**

## **RULE 1.00 THE LEAGUE**

- 1.1** This organization shall be known as The Tennessee Youth Football Alliance, herein referred to as “TYFA, The League or The Organization”. TYFA shall provide the framework in which a program of competitive tackle football is offered and the ideals of good sportsmanship and fair play are stressed and taught. The Organization provides that any community may apply for membership and those who become member communities will form a league. This Organization shall be responsible for administering all the rules, regulations and procedures set forth in this book and enforce the ideals by which TYFA was formed.
- 1.2** This organization shall form a league consisting of member communities willing to participate in the ideals of community based football. Each Member Community shall be an established community as set forth by the By-laws and Constitution of the Tennessee Youth Football Alliance.
- 1.3** The organization’s league shall accommodate as many communities as are duly approved and accepted in accordance with the rules of membership.
- 1.4** Administration of the Organization and League shall be vested in the Executive Committee, whose purpose shall be to administer the rules and regulations set forth, and the Voting Delegation, whose purpose shall be to vote on all issues and rule changes presented to the Executive Committee.

## **RULE 2.00 MEMBERSHIP & CONFERENCE ALIGNMENT**

- 2.1** Any community may apply for membership to TYFA by formally submitting to the Executive Committee. Approval is subject to the By-laws and Constitution of the Tennessee Youth Football Alliance. The Executive Committee shall investigate and research all new applications to TYFA and shall have the authority to accept or reject any new program applying to TYFA. If accepted, the new community will become a member community, with all the rights and privileges granted to a member community, and shall serve a one (1) year probation, which shall be monitored by the Executive Committee.
- 2.2** The 2016 member communities of TYFA are: Donelson-Hermitage; East Side; Gallatin; Goodlettsville; Lebanon; Middle Tennessee; Mount Juliet; Nashville (Cardinals); Nashville (Eagles); Nashville Community Sports (NCS); Old Hickory; Smyrna; Springfield; Una; Waverly-Belmont.
- 2.3** The League shall be divided into two (2) Conferences designated for large and small communities.
  - 2.3.A** The positioning of communities into conferences is determined by the Competition Committee and presented to the Board of Directors no later than the March meeting for the upcoming season.
  - 2.3.B** The Competition Committee will employ the criteria approved by the Board of Directors to determine placement of communities within conferences.
  - 2.3.C** Any community can request to move to a larger conference pending approval by the TYFA Board of Directors.
  - 2.3.D** (Chart 2.03.D-1) The 2016 Conference alignment of The League shall be:

**National Conference**

**American Conference**

Donelson-Hermitage Goodlettsville Middle Tennessee Mt. Juliet Nashville (Cardinals) Old Hickory Smyrna Una	East Side Gallatin Lebanon Nashville (Eagles) NCS Springfield Waverly-Belmont
Chart 2.03.D-1	

- 2.4** To retain annual membership, each Member Community must field one (1) triple level team in each of the All Star, B and C age divisions and may only field one (1) triple level team in each age division.
- 2.5** Any new community approved by the Executive Committee to enter TYFA, as well as all existing member communities, shall be reviewed and evaluated at the end of each year and shall be approved or rejected for membership by the Executive Committee at the first (1<sup>st</sup>) general meeting of the following year. Any community that loses membership in TYFA as a result of this vote will not be eligible to participate in any rebate that may be declared for the season preceding the vote.
- 2.6** A newly accepted Member Community may petition the TYFA Competition & Scheduling Committee to enter The League without fielding triple level teams in their first year.
- 2.6.A** The Competition & Scheduling Committee shall present to the Board of Directors all the specifics of the play-down petition.
- 2.6.B** If a play-down petition is approved by the Board of Directors, the new Member Community must field a team in at least each of the All Star, B and C age divisions at the double level.
- 2.6.C** New Member Communities will not be allowed to field TYFA at only the single level.
- 2.6.D** Any new Community having their play-down petition approved shall be required to field teams in the triple level the following year.
- 2.6.E** Petitions to play-down after a Member Community’s first year will not be considered.
- 2.7** Member Communities not fielding a triple level team in each of the All Star, B and C age divisions, will not be eligible to participate in TYFA for the upcoming season. **EXCEPTION:** A Member Community has an approved play-down petition.
- 2.8** TYFA will not refund or otherwise return any fees or fines collected from a Member Community in the event that said Community’s membership in TYFA is terminated at any time before the end of the current season.
- 2.9** Each Member Community shall be responsible for appointment and certification of all coaches.
- 2.9.A** All coaches actively instructing in practices or games shall be certified by an approved National coach’s certification program. EXAMPLE: NYSCA.
- 2.9.B** All coaches actively instructing in practices or games shall be certified by an approved Nationals coach’s certification program, as well as an approved Concussion & Head Injury Awareness training program
- 2.9.C** Agree to be bound by the TYFA “Code of Ethics.”
- 2.9.D** All coaches shall refrain from the use of any tobacco products, be under the influence of alcohol or illegal drugs while in contact with any or all players during practices and games.
- 2.9.E** All TYFA community directors, as well as football and cheer coaches shall be certified. The CDC has developed a free online course titled “Heads Up – Concussion in Youth Sports”. This course may be accessed at [www.cdc.gov/concussion/headsup/online\\_training.html](http://www.cdc.gov/concussion/headsup/online_training.html)
- 2.9.E.1** This course must be completed annually and a copy of their current certificate must be on file at their TYFA community.

- 2.9.E.2** Prior to the annual initiation of practice or competition the following persons must review and sign a concussion and head injury information sheet: all football and cheer coaches, athletic directors, and/or community directors, any appointed licensed health care professional.
  - 2.9.E.3** Prior to the annual initiation of practice or competition, all TYFA athletes and the athlete's parent/ guardian should review a concussion and head injury information sheet. A form confirming this review shall be signed and returned by the athlete's parent/ guardian.
  - 2.9.E.4** Any youth athlete who shows signs, symptoms and behavior consistent with a concussion shall immediately be removed from the activity or competition for evaluation by a licensed medical doctor, osteopathic physician or a clinical neuropsychologist with concussion training and present a "Concussion Return to Play" clearance to the TYFA community organization.
  - 2.9.E.5** No youth athlete who has been removed from play due to suspected concussion shall return to practice or competition until the youth athlete is evaluated by a health care provider and receives written clearance from the health care provider for a full or graduated return to play. The Concussion Return to Play Form has been approved by TDH and should be used. It contains specific instructions that shall be followed before an athlete can return to sports. The form is to be completed and signed by a licensed medical doctor, osteopathic physician or a clinical neuropsychologist with concussion training before an athlete that has been removed from practice or a game may return to participate. A copy of the form must be kept on file by the TYFA community administrator for a period of three (3) years from the date of injury.
  - 2.9.E.6** All documentation of the completion of a concussion recognition and head injury safety education course and signed concussion and head injury information sheets shall be maintained by the TYFA community for a period of three (3) years.
  - 2.9.E.7** Non-compliance with this policy by a TYFA community organization will result in the immediate suspension of that community from TYFA until proof of complete compliance can be established. This suspension shall include all practices and games.
- 2.10** A TYFA director or selected Administrative Coordinator with full knowledge of the rules, must be at the field location at all times while games are in progress.
- 2.11** No community, or individual, shall bring a team into TYFA from any other community, either in TYFA or another league, unless that team is broken up and the players are evaluated according to TYFA rules.

**RULE 3.00 INDIVIDUAL PLAYER AND TEAM ELIGIBILITY**

**3.1** The age of a participant on July 31<sup>st</sup> of the current year shall be the playing age of that participant for the current season.

**3.2** (Chart 3.02-1) The Age Divisions for TYFA are as follows:

Age Division	Player Age
All-Stars	11 - 12 Years
BBB / BB / B	9 - 10 Years
CCC / CC / C	7 - 8 Years
PeeWee/ Junior PeeWee	5 - 6 Years
Chart 3.02-1	

**3.3** Each participant must provide a legible State or Federal government issued proof of birth document to be verified by TYFA or a Board Member of TYFA.

**3.3.A** This documentation may include court adoption papers or other documentation issued by a State or

Federal governmental agency.

**3.3.B** The “mothers” or “hospital” announcement of birth will no longer be considered adequate documentation to verify date of birth.

- 3.4** Where age appropriate, players must be eligible to play for their middle or high school and be actively enrolled in school or home schooled. Any player suspended from school is ineligible for games until suspension is cleared. Eligibility is determined by TSSAA rules.
- 3.5** A participant, having met all the requirements of registration by TYFA and who at their discretion wish to play for their Member Community, may not be a member of any other organized team in any other league engaged in the sport of tackle football, nor may the participant be a member of any school team.
- 3.6** A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TYFA, may continue to be a participant of both TYFA and the school team until Fee Day for the Youth Program or the Wednesday before Week 3 of the regular season game for the Varsity Program, at which time the participant must declare his status.
- 3.7** School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant’s school or where rosters are not required, is permissible.
- 3.8** All players shall practice and play with only one (1) organized team within TYFA during the season.
- 3.9** If a participant, rostered to play in TYFA, is on an official roster of a team that is not a part of TYFA and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TYFA for the remainder of the current season.
- 3.10** Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TYFA Rules & Ethics Committee to determine playoff status.
- 3.11** The League shall have a Fee Day, at which time all participants are to be rostered to a team.
- 3.12** All Member Communities must declare all teams at fee day and each team declared must have a minimum of eleven (11) players on each roster.
- 3.13** TYFA teams shall be limited to thirty-two (32) players. **COMMENT:** It is strongly recommended that teams carry no less than sixteen (16) players.
- 3.14** On Fee Day, all Member Communities must first field triple level teams in each of the A, B and C age divisions, before double or single level teams are rostered.
- 3.15** The first team rostered in each of the A, B and C age divisions must be a triple level team. If no triple level team is declared in that age division on Fee Day, the Member Community will not be allowed to field any team in that age division, unless it is a new Community with an approved play-down petition.
- 3.16** Additional teams may be rostered by a Member Community in any Divisions. Member communities will not be allowed to field additional teams in any division until a higher division team in each of the All Star, B and C age categories has been declared, unless it is a new Community with an approved play-down petition. **COMMENT:** Additional triple level teams cannot be declared until at least one (1) team double and single level division have been declared. Additional double level teams cannot be declared until at least one (1) team single level division have been declared
- 3.17** Additional double level teams cannot be formed in any age division until a single level team is first declared.  
**NOTE:** Included in 3.16
- 3.18** Once a single level team is formed, the Member Community may elect to declare additional single or double level teams in that age division.
- 3.19** No player that is participating in TYFA at the senior age of their age division can be rostered at a division level lower than the level at which they participated while at the junior age of the same age division, unless one of the

following conditions exist:

- 3.19.A** Participants are playing for the same Community and that Community did not have a team at a lower division than the one on which the player was rostered during their junior age.
- 3.19.B** Participants were rostered with a different community or youth league during their junior age.
- 3.20** All players registering to play in TYFA, including any players registering late, must try out for the triple level team in each age division.
  - 3.20.A** After each triple level coach in each age division evaluates and selects the players for their triple level team from the available pool, all players that remain are released and a double level team is formed.
  - 3.20.B** The double level coaches in each age division shall evaluate and select their teams from the available pool of players.
  - 3.20.C** If enough players remain, a single level team must be formed.
  - 3.20.D** This rule supersedes any Member Community's By-Laws which are found to be inconsistent with the intent of this rule.
- 3.21** A player may not be dropped from a triple level team to a double level team (and subsequently from a double level to a single level team) for any reason other than a failure to compete at the triple or double level in the age division which the child plays.
  - 3.21.A** A triple level or double level coach cannot be forced to move a player down; whom he feels is talented enough to play at the level in question.
  - 3.21.B** Any player that failed to make the triple level team in his age division may not be dropped directly to the single level team for any reason other than a failure to compete at the double level team.
  - 3.21.C** The single level was created for players with little or no playing experience.
- 3.22** If any member of the Board of Directors identifies a participant whom he/she believes should be playing at a higher level of competition, they must refer the matter to the TYFA Rules & Ethics Committee.
  - 3.22.A** No roster challenges regarding this matter will be heard by the Rules & Ethics Committee forty-eight (48) hours after Week 2 of regular season play.
  - 3.22.B** This committee shall investigate and recommend to the Board of Directors of TYFA a course of action.
  - 3.22.C** The decision of the Board of Directors shall be final.
- 3.23** There must be a minimum of four (4) community teams in any age division to form a single level division.
  - 3.23.A** If the Executive Committee feels it is in the best interest of TYFA, a single level division may be formed with four (4) teams.
  - 3.23.B** If the League does not have enough Member Communities to field teams and form a single level division within an age group, a second double level team must be formed.
  - 3.23.C** If there are two (2) or more teams from a Member Community at the Single or Double level, these teams shall be divided evenly according to talent, size and ability. **COMMENT:** Player draft is the recommended method of selecting players.
- 3.24** If an American Conference Community cannot declare a single level team in an age bracket but does declare a double level team, and that double level team is to be placed in a Division where they will be competing against Double Division teams from larger conference communities, that smaller Community's Double team will be scheduled for play at the Single Division of the larger conference.
- 3.25** If Double and Single Division teams are declared by an American Conference, and there are not enough teams for either to play in their corresponding conference, they will compete as declared against teams from the next larger conference.

## **RULE 4.00 LEAGUE PRACTICES & SCHEDULES**

- 4.1** Fall practice starts on Monday before the last Saturday of July.
- 4.2** The first day of practice shall be conducted with no equipment and shall be non-contact (T-shirts and shorts). On the second and third days, teams may wear helmets only.
- 4.3** During the pre-season and prior to the first regular season game played on the Official TYFA Schedule, there is no limit to the number of days a team or Member Community may practice.
- 4.4** Once the first (1<sup>st</sup>) regular season game of the Official TYFA Schedule is played, practice in pads is limited to three (3) days per calendar week.
  
- 4.5** All pre-season camps must:
  - 4.5.A** Occur at least 14 days prior to the first day of TYFA practice;
  - 4.5.B** Be no longer than 10 days;
  - 4.5.C** Be published on the TYFA website;
  - 4.5.D** Be open to any player per TYFA age guidelines.
- 4.6** All games shall be played as scheduled in accordance with the Official TYFA League Schedule.
  - 4.6.A** No later than the March, the Competition & Scheduling Committee shall make recommendations for Conference alignment and to complete the preliminary schedule.
  - 4.6.B** Each Member Community's TYFA Director shall be responsible for making the Competition & Scheduling Committee aware of any weekends in which their community cannot host games.
  - 4.6.C** A triple level schedule will be prepared and handed out at the May meeting of the Board of Directors by the President of TYFA.
  - 4.6.D** Once this Competition & Scheduling Committee has all Community information and completes a triple level schedule and the Board of Directors approves that triple level schedule, no changes will be allowed in the triple level schedule.
  - 4.6.E** All Homecoming and special event days, such as opening day ceremonies, must be submitted to the Competition & Scheduling Committee prior to the release of the final Official League Schedule. Failure to submit times for Homecoming or other Special Events in the manner above will not be scheduled.
  - 4.6.F** The Competition Committee will make its best effort to schedule byes for all teams on the Saturday designated for Cheerleading competition. It is requested of all communities to coordinate with the Vice President of Cheerleading to schedule what games they do have on that day at times that will further minimize conflicts with the Cheer Competition Schedule for the age groups of those games.
- 4.7** The Competition & Scheduling Committee will generate a season schedule using the triple level schedule as the format for scheduling all other age divisions.
  - 4.7.A** Once generated, a copy shall be sent to each Member Communities' TYFA Director for the purpose of assigning game times.
  - 4.7.B** Once the Competition & Scheduling Committee receives all times from the TYFA Directors of each member community, the Competition & Scheduling Committee shall generate the final schedule.
  - 4.7.C** Each community will be allowed two opportunities to make schedule changes within two weeks after Fee Day, with the approval of the President and the Head Official. After that, a \$100 fine will be

implemented for each change.

- 4.7.D** Once the Competition & Scheduling Committee generates the final schedule, no game times may be changed for any reason except in the case of postponement due to weather.
- 4.8** Each team in TYFA shall be scheduled to play an equal number of regular season games.
- 4.9** An officially scheduled game may not be postponed or rescheduled for any reason other than weather conditions, unless approved by the President of TYFA.
- 4.10** Delaying or altering game times by a Member Community, except in the case of weather or games running over their scheduled time due to injury or overtime, will not be allowed and may result in a forfeit for hosting community's team scheduled to play at their officially scheduled time
- 4.11** All official schedules are posted on the TYFA website. These schedules take precedence over all other schedule versions.
- 4.12** All TYFA hosting communities shall submit their game scores to TYFA for divisional standings no later than 2:00 p.m. the following day after the games are played.
  - 4.12.A** There is a \$100 fine for each missed submission.
  - 4.12.B** This rule will be strictly enforced and all fines are due within 7 days
- 4.13** Inter-conference play is permitted, but when more than two (2) conferences exist, teams cannot cross more than one conference for inter-conference play. **COMMENT:** The largest conference teams cannot play against the smallest conference.
- 4.14** When a TYFA community has a postponement, the following notifications must to be made by the Community's Executive Board Member to the following: Web Administrator; Head Referee; TYFA Scheduler; and Scheduling Committee Chair.
- 4.15** Rescheduling of postponed games will be done, with input from the following: The involved Member Communities; the TYFA Scheduler, Scheduling Committee Chair; Head Referee; and the Web Administrator being notified.

## **RULE 5.00 RULES OF PLAY**

### **5.1 Playing Field & Facilities**

- 5.1.A** Each Member Community in TYFA must have a home field.
  - 5.1.A.1** If a Member Community has a working agreement with another Member Community to share facilities, the Executive Committee and then the Voting Delegation must approve this agreement. A new Member Community entering the League that has no home field must secure a home field within two (2) years of their entry date into The League.
  - 5.1.A.2** All games played in TYFA are played on fields approved by the TYFA Executive Committee.
- 5.1.B** Each Member Community shall have a playing field at least eighty (80) yards in length.
  - 5.1.B.1** The field must have benches on both sidelines.
  - 5.1.B.2** All warm-up areas are to be maintained in excellent condition.
- 5.1.C** All fields are to be marked clearly with proper lines.
  - 5.1.C.1** The Member Community shall mark their field properly, at a minimum, with lines every ten (10) yards.
  - 5.1.C.2** The field is to be marked with appropriate boundaries for coaches and players. The area in which the players and coaches may occupy and move about unrestricted shall be marked

properly and located between the twenty (20) yard lines.

- 5.1.D** Fields not meeting the required standards of TYFA shall be corrected to specifications before any game is to be played.
  - 5.1.D.1** Failure to correct any field problems will be referred to the Executive Committee.
  - 5.1.D.2** At the discretion of the Executive Committee or any committee appointed to handle this situation, this may result in possible forfeiture by the hosting community of all games played that day.
- 5.1.E** Goal posts are not required, but preferred by the TYFA.
  - 5.1.E.1** Field goal or extra point kicking attempts are not to be made on field goals that are placed in alignment with spectator stands unless proper safety netting is in place or the stands are not currently occupied. In such situations, the referee is to spot the ball for the attempt on the opposite goal post.
- 5.1.F** Fields with no lights must begin their last game at least 1.5 hours from the published sunset for the day. All other fields cannot schedule any games to start after 8:30pm.
- 5.1.G** The hosting Member Community is responsible for a chain crew.
  - 5.1.G.1** Children under the age of 16 are not allowed to work the chains or down markers.
  - 5.1.G.2** The yardage chains shall be operated on the home side of the field.
  - 5.1.G.3** If a game is played at a neutral site, the yardage chains and down marker are operated on the opposite side of the press box.
- 5.1.H** The host Community shall maintain a safe playing area as well as the surrounding area reserved for spectators.
  - 5.1.H.1** The hosting community must have adequate seating for spectators and this seating shall conform to basic established safety guidelines.
  - 5.1.H.2** The hosting community must have clearly defined sideline boundaries separating the spectators from the sidelines.
  - 5.1.H.3** All cheerleaders are to remain on the same side of the field with their football team and shall be restricted to the same area as the football players and coaches. **EXCEPTION:** If the spectator's area (grandstand) is located on one side of the field, cheerleaders from both teams may occupy the same side.
- 5.1.I** Each Member Community of TYFA will have a "Fan Ejection Policy" on file with TYFA and posted prominently at their fields on game days. Each community is expected to enforce their policy. The National Anthem should be played before the first game of the day. During this time, a proper salute to the flag is required.
- 5.1.J** The hosting Community should supply a public address (PA) system and play announcer for each game played.
  - 5.1.J.1** Spotters will be allowed in the announcer's booth at the sole discretion of the home Field Director.
  - 5.1.J.2** Other than the official PA system, no other amplified sound reinforcement systems will be allowed during any game.
  - 5.1.J.3** From the time the offensive team breaks from the huddle until the end of the play, as determined by the referee's signal ending the play, the announcer shall refrain from any type of announcing. Once the referee signals the play over, the play announcer may

announce.

**5.2** Player Equipment

- 5.2.A** Each Member Community’s current uniform color scheme shall be on file with The League and shall be kept by The League Secretary. The current uniform color scheme on file with The League Secretary for a Member Community shall take precedence over a new community entering TYFA or an existing Member Community making a color change.
- 5.2.B** All color changes must be approved by a two-thirds (2/3) vote of the Voting Delegation. If the voting delegation approves a color change for a Member Community, and another Member Community already has these colors, the Member Community that originally had the color scheme shall take precedence over the Member Community that was granted the color change.
- 5.2.C** If two (2) Member Communities have the same color scheme, the visiting team shall wear vests that pull over the game jersey. If the referee decides no conflict is apparent, vests are not required.
- 5.2.D** All teams participating in any official TYFA game shall wear jerseys that are of the same color.
- 5.2.E** All jerseys must be uniformly numbered with no less than four (4) inch numbers on the front of the jersey and no less than six (6) inch numbers on the back of the jersey and must be in a color arrangement that is easily readable.
- 5.2.F** Players shall be numbered 00 to 99, with the number having no relationship to position. A player may not participate in a TYFA game with an unnumbered jersey. Players cannot participate in a game with a number that is taped or drawn on a jersey.
- 5.2.G** Any team of a Member Community uses two (2) sets of jerseys, in which each set is a separate colored jersey, they must have the same numbers for both sets and each player must wear the same number, as rostered on Fee Day.
- 5.2.H** All kickers must wear shoes or cleats. No barefoot kicking is allowed.
- 5.2.I** Footballs shall be of leather, rubber, or composite in construction.
  - 5.2.I.1** For Varsity and Junior Varsity divisions, the ball must be no smaller than the equivalent size and weight of the TDY.
  - 5.2.I.2** For All Stars through B divisions, the ball must be no smaller than the equivalent size and weight of the TDJ.
  - 5.2.I.3** For CCC through Junior PeeWee divisions, the ball must be no smaller than the equivalent size and weight of the K-2 or PeeWee.

**5.3** Weight Limits & Weigh-in Procedures

**5.3.A** (Chart 5.03.A-1) The weight limits for all single striper positions, with the exception of the Varsity age divisions, are as follows:

TYFA Weight Limits							
National & American ALL STARS	140	BBB	115	CCC	90	PeeWee	65
JR. ALLSTARS	130	BB	105	CC	80	JR PeeWee	60
ALL STARS	120	B	95	C	75		

Chart 5.03.A-1

**COMMENT:** There are no weight restrictions in the Varsity Division.

**5.3.B** Players at or under the defined weight limits for their Division, shall be referred to as “Single Stripers”

- 5.3.B.1** A Single Striper shall be required to wear one (1) or no stripes on their helmets.
- 5.3.B.2** All communities shall be consistent in the striping of helmets.
- 5.3.C** Players exceeding the defined weight limits for their Division shall be referred to as “Monster Men”, also known as “Double Stripers”.
  - 5.3.C.1** Each Monster Man or Double Striper shall be required to wear two (2) stripes on their helmet.
  - 5.3.C.2** All communities shall be consistent in the striping of helmets.
- 5.3.D** Each hosting community must have a weigh-in area that is enclosed in the event a player needs to remove any clothing or equipment during weigh-in.
- 5.3.E** Each Member Community participating in TYFA shall be required to have a set of balance beam scales to be used at all weigh-ins.
  - 5.3.E.1** No other scales will be allowed.
  - 5.3.E.2** A certified fifty (50) pound weight is required and must be used to verify calibration of scales before each official weigh-in begins.
- 5.3.F** Official weigh-in and TYFA Game Roster exchange shall take place thirty (30) minutes prior to the scheduled game time, at which time all players must attend weigh-in regardless of weight status.
  - 5.3.F.1** Coaches can observe all players during the weigh-in process.
  - 5.3.F.2** An official TYFA Game Day Roster is to be presented by each coach to the host community Field Director (or official conducting the weigh-in) prior to weigh-in.
  - 5.3.F.3** Each player listed on a team official game roster is to step on the scales to be weighed, provided they are in attendance.
  - 5.3.F.4** Double Stripers must show their helmet to ensure proper striping.
- 5.3.G** An officially signed TYFA Game Day Roster must be presented at weigh-in, before each game played.
  - 5.3.G.1** No other roster will be accepted.
  - 5.3.G.2** Failure to have the official roster at weigh-in thirty (30) minutes before a scheduled league game will result in an automatic forfeit.
  - 5.3.G.3** No appeals will be allowed.
  - 5.3.G.4** Any improper roster must be given to the host community TYFA Executive Member and immediately forwarded to the TYFA Executive Board.
- 5.3.H** Players may not remove their padded game pants or game jersey for weigh-in.
  - 5.3.H.1** Players will not be allowed to weigh-in if the player does not have in their possession padded game pants and game jersey while on the scales.
  - 5.3.H.2** All equipment with the exception of padded game pants and official game jersey may be removed from the player prior to or during the weigh-in.
- 5.3.I** A player shall be considered over the assigned weight limit for his Division, if the bar on the balance beam scales touches and remains in contact with the upper portion of the scale. As long as the bar does not come to rest on the top bar of the scale, the player shall be considered under the weight limit for his Division.
  - 5.3.I.1** A player may step off the scales, only once, to remove any additional items and return to the scales for a final weigh-in.

- 5.3.I.2** In case of a dispute, the Field Director will be the final authority on this matter.
- 5.3.J** Players over the assigned weight for their Division must play that game as a Monster Man and must be striped properly according to striping procedures for Monster Men.
- 5.3.K** If a player presented at weigh-in as a Monster Men and weighs-in under the assigned weight for their Division, that player may play as a single striper, if he so desires, and must be striped accordingly to the striping procedures for Single Stripers.
- 5.3.L** Any striping changes must before the pre-game conference.
- 5.3.M** If a Monster Man enters the game with striping defined for a Monster Man, the player must remain a Monster Man for the entire game.
- 5.3.N** Any player failing to have proper stripe (stripes) on their helmet shall be removed from the game until their helmet is corrected.
- 5.3.N.1** If a single striper weighs in above the defined weight limit for his division, as outlined by the TYFA weight limits, and being designated a Monster Man or Double Striper, but plays as a single striper, the said player will be an illegal participant in that game. **PENALTY:** This violation will result in a fifteen (15) yard penalty.
- 5.3.O** Players must weigh-in with their game jersey that matches the number listed on the official TYFA Game Roster.
- 5.3.O.1** A player will not be allowed to participate in a game in an un-numbered jersey or a jersey that does not match the team's jersey. **EXCEPTION:** where Blood Rule is invoked, no other jersey can be used for weigh-ins or games.
- 5.3.P** If a player arrives without his game jersey, the Field Director shall invoke the Blood Rule for weigh-ins.
- 5.3.P.1** Should the player obtain his official jersey before the pre-game conference, he may change to his official jersey after reporting in to the Field Director and to the opposing Head Coach.
- 5.3.P.2** Once pre-game conference has concluded, the player must wear the jersey which was presented at weigh-in.
- 5.3.P.3** There is no provision for the player to change jerseys at any time after the pre-game conference, except in an instance that the Blood Rule is invoked during the game.
- 5.3.Q** Any player arriving for a game after the official weigh-in and after pre-game conference has concluded must wait until halftime of his teams' game before he can be weighed. **EXCEPTION:** The Field or Community Director may decide to weigh-in the late player for participation in the first half at his discretion.
- 5.3.Q.1** No player may be denied the right to be weighed or participate after half time. All players arriving late must be weighed at halftime.
- 5.3.Q.2** Coaches from both teams have the opportunity be on hand and in the weigh-in area when the player is weighed.
- 5.3.R** The official weigh-in shall be considered concluded once all officially TYFA rostered players have been weighed-in and the pre-game conference has begun.
- 5.3.R.1** If no protest is filed during weigh in, and the game is played, the game may not be protested.
- 5.4** Game Preliminaries
- 5.4.A** Once an official or referee enters the field, complete control and jurisdiction of the game being played shall be with the Head Game Official, who will be identified in the pre-game conference.

- 5.4.B The Head Game Official shall have the sole power to stop or delay a game for any reason he feels will cause harm to a player or players as well as any situation that may arise in which he or his officiating crew are in apparent danger.
- 5.4.C The Head Game Official and his officiating crew shall make sure the game is played in accordance with the rules set forth in this rules book and the National High School Federation Rules Book.
- 5.4.D Each game shall have one (1) official to operate the game clock, which may be an official TYFA representative as approved by the Head Official of the game.
- 5.4.E All games of TYFA play during the regular season shall have three (3) officials on the field during a game.
- 5.4.F There shall be no more than six (6) certified football coaches and no more than two (2) certified cheerleader coaches on the sidelines during football games.
- 5.4.G There shall be no additional players or children, other than those on the current team's roster, on the sidelines during a football game.
- 5.4.H All communication between a team and the officials is to be through the team's Head Coach or for Junior PeeWee, PeeWee, C and CC level games, the "on field" coach.
- 5.4.I The coin toss shall take place at Mid Field. Coaches are allowed to be with their players at the coin toss.
- 5.4.J All penalties will either be five (5) or ten (10) yards in length. **EXCEPTION:** Unsportsmanlike Conduct, which shall be fifteen (15) yards.

## 5.5 Starting & Ending a Game

- 5.5.A Games may be started earlier than scheduled if all expected players are present and the early start time is agreed upon by both team's Head Coach, the local Field Director, and the Head Referee for that game.
- 5.5.B In the event of a major delay caused by interstate traffic (ex.: an accident), which causes an entire team or community to be late for the start of a game, the late arriving team should be allowed a 15 minute warm-up period before the start of the game.
- 5.5.C Games will be played in the rain.
- 5.5.D Games and practices shall be suspended immediately, without any delay, when there is lightening present in the area of play. Games may be resumed only if no lightening has been observed in the area for at least fifteen (15) minutes. All Member Community officials are to be responsible for ensuring all games are suspended at the first sight of lightening and shall inform the Head Referee that the games are to be suspended.
- 5.5.E As a minimum standard, TYFA adopts the current TSSAA Heat Policy. Games and practices shall be suspended immediately, without any delay, when the current heat index at the Member Community is in excess of 104 degrees Fahrenheit. That heat index (Wet Bulb) reading is taken at the local facility. The determination of the heat index and the decision to continue, cancel or modify practices or games rests solely with the Member Community Field Director or TYFA Executive Board Member. **COMMENT:** The current heat index can be determined by measuring the temperature and humidity.
- 5.5.F In the event of a weather related delay, it shall be the responsibility of the Member Communities' TYFA Director or, if absent, a person appointed to be in charge, to determine when games are to resume.
- 5.5.G The Member Communities TYFA Executive Member or, in his absence, a designated official of the Member Community shall first meet with the Head Referee and, if games are postponed, shall call all coaches together to make the announcement that games are postponed. **COMMENT:** It is known that some communities use parks or fields that are controlled by their City's Parks and Recreation Board in which they, the City, determines whether their fields can be used.
- 5.5.H A team is not to leave the playing site if a game is suspended due to lightening or inclement weather until a decision has been made to postpone the games for that day.

- 5.5.H.1** Any team who leaves the playing site and is not present when the game is resumed will forfeit the game.
- 5.5.H.2** If both teams are not present when the game is resumed, the game will be played the following day and both Head Coaches shall be suspended from participation and contact with the replayed game.
- 5.5.I** Games will resume from the point the game was halted and all games that follow the suspended game or games shall be played that same day, regardless of the start time.
- 5.5.J** Any game that is to be postponed due to weather conditions will be the decision of the Head Game Official and an official of the hosting Member Community. The following actions govern the notification and rescheduling of postponed games:
  - 5.5.J.1** The President of TYFA must be contacted immediately if a game is to be postponed.
  - 5.5.J.2** A TYFA Executive member must report to the league any game that was halted, delayed or postponed.
  - 5.5.J.3** The postponed game will be played on a mutually convenient field, when the original home field is of significant distance from the visiting team, on the following Sunday, Monday, or Tuesday.
  - 5.5.J.4** If weather conditions prohibit make up games to be played, the games will be scheduled at the quickest possible times, with the approval of the Executive Committee as submitted by the Scheduling Committee.
  - 5.5.J.5** Games involving triple level games shall take priority over double or single level games.
- 5.5.K** A decision to postpone a game due to weather may not be made prior to the day in which the game is to be played, except in the case of any natural disaster.

## **5.6** Playing The Game

- 5.6.A** All games played in TYFA shall be played using the playing rules covered in the National Federation High School Rules Book, except those rules covered under this Official TYFA Rules Book.
- 5.6.B** All quarters shall be ten (10) minutes in length. A ten (10) minute intermission shall be given between the first and second halves.
- 5.6.C** The clock will start and stop in accordance with NFHS rules or as amended by this rules book. The following are the exceptions:
  - 5.6.C.1** When there is an incomplete pass, the ball carrier runs out of bounds, or when there is a change of possession, the clock will be stopped. When the ball is set ready for play by the head official, the clock will then start back. The preceding exception will not apply during the last four minutes on the clock of the second (2nd) and fourth (4th) quarters of play.
  - 5.6.C.2** The referee shall have the authority to correct obvious errors in timing if the discovery is prior to the second (2<sup>nd</sup>) live ball following the error, unless the period has officially ended.
  - 5.6.C.3** Junior PeeWee, PeeWee, C, and CC Divisions shall have 45 seconds to snap the ball or free kick after the ready-for-play signal.
  - 5.6.C.4** CCC, B, BB, BBB, All Stars, Jr. All Stars, and National & American All Stars Divisions shall have 30 seconds to snap the ball or free kick after the ready-for-play signal.
- 5.6.D** The referee and the clock operator shall not hurry the ready-for-play signal, as the same game pace shall be maintained. This applies to incomplete passes and out of bounds plays. The referee must allow sufficient time for a team to regroup after an incomplete pass before starting the clock.
- 5.6.E** It is legal for any coach to use headphones and/or headsets, handsets or other communication devices at

any time during the game.

**5.6.F** When a team is ahead by 33 or more points at any time during the game, the clock shall run continuously for the remainder of the game unless:

**5.6.F.1** The margin is closed to less than 33 points.

**5.6.F.2** The trailing team uses one of its remaining time-outs.

**5.6.F.3** The referee stops the clock due to injury.

**5.6.G** When a team is ahead by 40 pts or more at the end of the 3<sup>rd</sup> quarter, the game will end at that point and the score recorded.

**5.6.H** If a winner cannot be determined at the end of regulation play, a “shoot-out” overtime series shall be played until a winner is determined.

**5.6.H.1** The ball shall be placed on the ten (10) yard line. Each team will have four (4) downs to score.

**5.6.H.2** If at the end of the first (1<sup>st</sup>) overtime period and both teams remain tied, the ball will be placed on the ten (10) yard line and the overtime process will start again.

**5.6.H.3** Beginning with the third overtime period and continuing with each additional overtime period, the ball shall be placed on the five (5) yard line, until a winner is determined.

**5.6.I** On an 80-yard play field, all free kicks to begin a half or after a score will be made from the thirty-five (35) yard line.

**5.6.J** A free kick shall not be kicked out of bounds between the goal lines untouched in bounds by the receiving team or not last touched inbounds by the receiving team. If the free kick is kicked out of bounds untouched, the receiving team has the following choices:

**5.6.J.1** Accept a five (5) yard penalty from the previous spot and have the kicking team re-kick.

**5.6.J.2** Accept the penalty by putting the ball at the inbounds spot fifteen (15) yards beyond the previous spot.

**5.6.J.3** Decline the penalty and put the ball in play at the inbounds spot.

**5.6.K** All players for all age divisions must participate in every game present unless cause can be shown. Failure to play a player as described in these rules will result in a possible ethics violation. Each community shall be responsible for monitoring the playing time of all its participants. **COMMENT:** Examples of cause can include, but are not limited to: excessive practices missed, team related disciplinary action, or a player’s unwillingness to participate.

**5.6.L** In Triple CCC and below, no defensive player may line head up on the center.

## **5.7** Monster Man / Double Striper Player Rules

**5.7.A** On Offensive the following Monster Man requirements apply:

**5.7.A.1** The maximum number of Monster Men that can be on the field of play and on the offensive line at any time during a game shall be five (5).

**5.7.A.2** All Monster Men must on the line of scrimmage and must be covered by a Single Striper on each side of the ball.

**5.7.A.3** For Jr. All Stars Divisions and below, all Monster Men must be in a three (3) or four (4) point stance at the snap of the ball.

**5.7.A.4** For the All Stars Division, Monster Men may use a two (2) point stance and must be set at the snap of the ball.

- 5.7.A.5** All Monster Men must be within an overall spread across the line of scrimmage of fifteen (15) yards.
- 5.7.B** On Defense the following Monster Man requirements apply:
  - 5.7.B.1** The maximum number of Monster Men that can be on the field of play and on the defensive line at any time during a game shall be four (4).
  - 5.7.B.2** All Monster Men must be on the line of scrimmage and must be in a three (3) or four (4) point stance at the snap of the ball.
  - 5.7.B.3** When the ball is snapped, all Monster Men must be lined down and set within the inside shoulders of the offensive tight ends or within the normal position of the tight ends would occupy, when a wide out is used.
- 5.7.C** A maximum of five (5) Monster Men will be allowed in both the offensive and defensive line-ups on free kicks. The five (5) Monster Men on the receiving team must be between the thirty (30) and thirty-five (35) yard lines when the kicker touches the ball.
- 5.7.D** A Monster Man may not advance the football at any time during a game.
- 5.7.E** A Monster Man will be allowed to kick off, punt and kick extra points.
  - 5.7.E.1** During a punt, a Monster Man must take a knee if the ball is fumbled as a result of a mishandled snap or from a bad snap from center, which touches the ground before being handled by the Monster Man.
  - 5.7.E.2** Once the snap touches the ground after contacting the Monster Man, the ball is live and will be ruled dead the minute a monster man establishes possession.
  - 5.7.E.3** A Monster Man, after receiving the snap from center while not moving or taking the necessary steps allowed punting the football, may not fake the punt or advance, by passing, the football. This will be considered as a Monster Man out of position and will result in a ten (10) yard penalty and loss of down.
  - 5.7.E.4** If a Monster Man is used as a Punter or Kicker, he/she counts as one of the five (5) Monster Men allowed in the line-up on offense.

**COMMENT:** If a Single Striper is used as a punter, any fumbled or mishandled snap, or any snap that touches the ground before being touched by the punter shall be a live ball and the punter becomes a running back and may advance the football. Protection of the punter shall cease to exist and the punter may punt the ball at the punters own risk without penalty to a defender who hits or tackles the punter in accordance with rules while the play is in progress. A Monster Man that is out of position or not lined down, as defined by the rules, shall be a ten (10) yard penalty. A penalty involving a Monster Man out of position or not lined down shall be enforced from the previous spot.

## **5.8** Scoring

- 5.8.A** The score of a forfeited game shall be 1-0 in favor of the offended team.
- 5.8.B** If a game is conceded, the score shall stand as it was at the time of concession, unless the offended team was behind, in which case the official score will be 1-0 in favor of the offended team.
- 5.8.C** When a team attempts a try after a touchdown by placekick and the goal posts are located at a distance ten (10) yards beyond the end line of the end zone (in the case of a game being played on a High School Field which is 100 yards in length) the Head Referee shall place the ball at the appropriate spot (the original 3 yard line of a High School Field).
  - 5.8.C.1** Following a touchdown, the scoring team will notify the referees whether they are trying for one point or two points. If they elect one point, the ball will be placed on the two yard line. They may run or pass to complete the try. If they elect to go for two points, the ball

will be placed on the four yard line and they may run or pass for the try. A kick is still 2 points.

**5.8.C.2** Once this is done, the ball must be kicked.

**5.8.C.3** Any action other than a placekick in this situation shall result in a dead ball and no score being allowed.

**EXCEPTION:** The proceeding rule does not apply to those fields that are eighty (80) yards in length with goal posts that are position in relation to an eighty (80) yard field.

## **5.9** Youth Division Specific Rules

**5.9.A** In Junior Pee Wee, Pee Wee, C, and CC Divisions one (1) coach from each team, one coach being on offense and the other coach on defensive, will be allowed to be on the playing field during the game to have direct contact and instruct players.

**5.9.B** Beginning in the CCC Division and above, coaches will not be allowed on the playing field during live play.

**5.9.C** For Junior PeeWee, PeeWee, C, and CC Divisions the defensive alignment shall be restricted to a maximum of a six (6) man line with no linebackers within two (2) yards of the line of scrimmage when the ball is snapped and where the line of scrimmage is:

**5.9.C.1** Between the twenty (20) yard lines.

**5.9.C.2** Inside the offensive teams own twenty (20) yard line.

**5.9.C.3** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the two (2) yard restriction on linebackers shall be removed.

**5.9.C.4** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the linebacker rules are violated.

**5.9.D** For Junior PeeWee, PeeWee, C, and CC Divisions blitzing will not be allowed when the line of scrimmage is:

**5.9.D.1** Between the twenty (20) yard lines.

**5.9.D.2** Inside the offensive teams own twenty (20) yard line.

**5.9.D.3** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the two (2) yard restriction on blitzing shall be removed.

**5.9.D.4** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the blitzing rules are violated.

**COMMENT:** It is not considered blitzing if the linebacker is two (2) yards deep at the snap of the ball.

**5.9.E** Once all players are set at the line of scrimmage and the quarterback begins his cadence, both coaches on the field must:

**5.9.E.1** On offense, be ten (10) yards from the line of scrimmage and two (2) yards behind the deepest running back.

**5.9.E.2** On defense, be two (2) yards behind the deepest defensive player.

**5.9.E.3** May not instruct or communicate with any player in the game.

**5.9.E.4** Violation of this rule will result in a ten (10) yard illegal participation penalty.

**5.9.E.5** Repeated violation of this rule will result in the replacement of the coach on the field by the Head Referee.

**5.9.F** On fourth (4<sup>th</sup>) down in all B, CCC, CC and C Divisions, a punt may be declared by the offense.

- 5.9.F.1** The coach of the offensive team must declare verbally to the referee that their team is punting. The referee shall inform the coach of the defensive that a free punt is in effect.
- 5.9.F.2** The punt shall be a free kick and all players must remain in their positions until the ball is kicked.
- 5.9.F.3** The kick must be made from within the lateral boundaries of the normal offensive tackle positions.
- 5.9.F.4** The ball must be snapped to the punter either by direct snap to the punter while over the center or by long snap to the punter.
- 5.9.F.5** The defensive team must have a minimum of 7 players in the box when the ball is snapped.
- 5.9.G** In all PeeWee Divisions (which includes Junior PeeWee teams may declare a punt on 4<sup>th</sup> down only.
  - 5.9.G.1** When a punt is declared, the referee shall mark off and place the ball twenty (20) yards down field from the previous spot.
  - 5.9.G.2** The placement of the ball on a punt shall not exceed the ten (10) yard line of the receiving team.
- 5.9.H** There will be no free kicks for Junior PeeWee and PeeWee to start a half or after a score. The ball will be placed on the offensive 20 yard line to begin play.
- 5.9.I** In the PeeWee and Jr. PeeWee divisions only: After a safety, the receiving team (previously the defensive team) shall put the ball in play, 1st and 10, from its own 30 yard line.

**5.10** Varsity Division Specific Rules *Not applicable for the 2016 season*

- 5.10.A** The Varsity Programs (Varsity and Junior Varsity) shall play under the National High School Federation Rules except where noted in sections of this rules book or further in this section.
- 5.10.B** The Varsity Program has no weight limits and, therefore, no Monster Man designation.
- 5.10.C** All players registering to play in TYFA in the Varsity program must first try out for the Varsity team. After the Varsity coach evaluates and selects the players for his team from the available pool, all players that remain are released and Junior Varsity team (or teams) may be formed.
- 5.10.D** Any community may declare a Varsity and Junior Varsity team by the Wednesday prior to the 3rd week of the regular season.
- 5.10.E** Any player participating in the TYFA Varsity Program must be registered with TYFA with the same registration requirements as other participants.
- 5.10.F** Communities may declare one or multiple teams in Junior Varsity division after declaring a Varsity Division team.
- 5.10.G** No player may be rostered at the Junior Varsity and Varsity both divisions simultaneously.
- 5.10.H** A player who is rostered in the Varsity Division may move up to a higher program at any point during the regular season but must be permanently removed from the lower Varsity program's roster. No player will be allowed to drop down in levels once he is rostered with TYFA
- 5.10.I** Varsity games will be played on an 80 yard field or a 100 yard field, if available.
- 5.10.J** TYFA will schedule as many games as necessary for Varsity and Junior Varsity teams registered as TYFA teams to play each other at least once.

**RULE 6.00 TYFA JAMBOREE GAMES**

- 6.1** TYFA will host a pre-season Jamboree, to be held on the Saturday prior to the start of the regular season schedule.

- 6.2** Weigh-in and game roster exchange shall take place at the Jamboree.
- 6.3** TYFA shall supply referees to officiate all Jamboree games. TYFA shall provide a total of 3 referees. The payment of referees shall be the responsibility of the TYFA Treasurer.
- 6.4** Field Directors of hosting communities shall be responsible for providing a clock operator, approved by the Head Game Official.
- 6.5** Member Communities as needed from each conference will be selected to host their respective conference Jamboree and these selections will be made on a rotating basis.
  - 6.5.A** The hosts for the Jamboree will be assigned communities based on the host's communities capabilities regarding fields, personnel, etc.
  - 6.5.B** As many hosting sites as needed will be selected.
  - 6.5.C** A community may elect not to host a Jamboree, giving the Jamboree to another community.
  - 6.5.D** The Jamboree sites must go through the site rotation process.
- 6.6** Jamboree games will be four (4) quarters in length and will play with a running clock. The time for intermission or half time shall not exceed five (5) minutes.
- 6.7** Other than the allowed time-outs, the clock will not stop unless an injury occurs or, in the opinion of the referee, time-out is needed due to conditions that may prove hazardous to the players participating in the game. Each team will be allowed one (1) time-out per half.
- 6.8** There will be no overtime periods in Jamboree play.
- 6.9** In addition to the Jamboree, TYFA Member Communities may host additional pre- or post-season games.
  - 6.9.A** During such events, hosting communities are responsible for procuring TYFA approved referees, and the games are expected to be conducted in accordance with TYFA Rules and Regulations.
  - 6.9.B** Weigh-ins will be optional, but not weighing in does not imply that the TYFA weight limits can be ignored.
  - 6.9.C** Non-TYFA teams which participate must present "Certificates of Insurance" showing the hosting community and TYFA listed as additional named insureds.

## **RULE 7.00 TYFA PLAYOFF GAMES**

- 7.1** At the conclusion of the TYFA regular season schedule, TYFA will sanction playoffs to determine the TYFA League Conference Champion in each age bracket.
- 7.2** For “No Divisional” conferences (nine or less teams), the top 8 teams according to the final win/loss record based on conference play only will make the play-offs. Seeding will be based on those standings with #1 hosting #8, #2 hosting #7, #3 hosting #6 and #4 hosting #5. If there is less than 8 teams, byes will be awarded starting with the #1 seed. In the case of a tie in deciding “No Divisional” conference standing, use the following :
- 7.2.A** Head-to-head conference play (two team tie).
- 7.2.B** Head-to-head plus/minus of scores in games tied (three or more tied). **NOTE:** When #1 has been determined in a three-way tie, revert back to head-to-head for #2 and #3. If tie is more than three, repeat the process until finished
- 7.2.C** Best overall win record.
- 7.2.D** Least total of points allowed in conference play
- 7.2.E** Coin flip. With three or more teams that are tied, odd man is winner. **NOTE:** Re-seed after Round #1
- 7.3** For Multi- Divisions Conferences, Division winners based on division play only along with the non-division winner with the best win/loss record will host round #1. The seeding of these four host teams will be #1, #2, #3 and #4 based on win/loss total games, followed by division record (percentage), least total points allowed in total games played and coin flip (With three or more teams that are tied, odd man is winner). The remaining four teams with the best win/loss record based on total record will qualify as #5, #6, #7 and #8. Round #1 will have #1 hosting #8, #2 hosting #7, #3 hosting #6 and #4 hosting #5. In the case of a tie in divisional play, use the following:
- 7.3.A** Head-to-head, division play (two team tie).
- 7.3.B** Head-to-Head plus/minus scores in games tied (three or more tied). **NOTE:** When #1 has been determined in a three- way tie, revert back to head to head (for #2 and #3. If tie is more than three, repeat the process until finished.
- 7.3.C** Best overall Conference win record.
- 7.3.D** Least total points allowed in division play.
- 7.3.E** Coin flip. With three or more teams that are tied, odd man is winner.
- 7.4** Any team that has forfeited a regular season game will automatically drop to the end of the tie breaking measure based on points allowed in conference play.
- 7.4.A** If a team forfeit one time during the season, that team will give up the privilege to host that team's playoff game. If a team have two forfeits during the season, their community will lose their privileges to host any playoff games.
- 7.5** If a tam shows up but does not have enough players to play, they may scrimmage the scheduled game, but the score will still reflect a forfeit. For purposed of scheduling, the higher seed will always play the lowest seed available. EXAMPLE: seed #1 plays #8; #2 plays #7; #3 plays #6; #4 plays #5.
- 7.6** The higher seeded team shall host all playoff games, except in the Single and Junior PeeWee Divisions, the three (3) division winners along with the highest seeded non-division team are selected to host all first round playoff games.
- 7.7** If a community who has qualified a team or teams to host playoff games and is not able to host at their regular season fields due to field availability, they have the right to determine where the playoff games will be played, with approval from the Schedule Committee.

- 7.8** No team shall advance to the next level of the state playoffs without first playing and defeating a scheduled opponent, unless the opponent forfeits its rights to play the game either by not showing up or leaving the field prior to the conclusion of the game being played.
- 7.9** All playoff games must be played in accordance with the official League rules.
- 7.10** Disputes of rosters must be resolved before leaving the official weigh-in area. Once the weigh-in has concluded and both coaches have left the official weigh-in area, rosters will be considered legal and no disputes involving players may be filed.
- 7.11** The Head Coach of a team may file a protest if the Head Coach feels a playing rule, as defined in the TYFA Rules Book, has been misunderstood or misapplied.
  - 7.11.A** All protests involving playing rules must be resolved before a playoff game can resume.
  - 7.11.B** Once the game has ended, any protests involving rules or regulations will not be heard.
- 7.12** Only the Voting Delegation can disqualify a team from the playoffs for any violation of the rules of this organization at any time during the season or any roster violation prior or during the playoffs and uphold a forfeit of any playoff game in which an illegal player or roster was used. The Rules & Ethics Committee shall do the investigation and make its findings known to the Voting Delegation.
- 7.13** Once a game has started, it shall become an official game in progress. Should weather or any other act out of the control of the hosting community cause a delay or postponement, the game shall be resumed from the exact point it was halted.
  - 7.13.A** In the case of postponement, all teams must re-weigh before resuming the game.
- 7.14** Teams not making the play-offs will be invited to play in a bowl game. If the conference or division has an odd number of teams, the team with the poorest record will not participate unless another team has folded.

## **RULE 8.00 TYFA CHAMPIONSHIP**

- 8.1** TYFA will host a Conference State Championship game in each age division.
- 8.2** The Championships will be played at a site or sites to be determined by the Board of Directors.
  - 8.2.A** The Member Communities will host on a rotating basis.
  - 8.2.B** The TYFA Championships will be played at 1 location, capable of hosting all games.
- 8.3** The Championship Committee shall be comprised of the TYFA Scheduler, TYFA Secretary, TYFA VP of Cheer, two (2) members of the Scheduling Committee, and two (2) representatives of the host community and the Executive Board Member from the host community.
- 8.4** All the member communities in TYFA shall be responsible for the operation of the TYFA Championship.
- 8.5** TYFA will make every attempt to conclude its season by the second (2<sup>nd</sup>) weekend prior to Thanksgiving.
- 8.6** The Official TYFA roster as supplied by the League Secretary will be the only roster used for the TYFA Championship games. No player will be allowed to participate in a Championship game that is not on the Official TYFA roster with the correct Jersey listed on that roster.
- 8.7** Only rostered, certified coaches will be allowed on the sidelines during the game.
- 8.8** Only those who have been issued passes by TYFA will be allowed on the playing field at any time during the Championship Day. Badges shall be issued for coaches, chain crew and media personnel, as well as members of the TYFA.
- 8.9** There will be four officials on the field and one on the clock for all Championship games.

## **RULE 9.00     SPORTSMANSHIP & EJECTIONS**

- 9.1**     The Head Game Referee or any member of his officiating crew shall issue one (1) warning, resulting in a penalty, to any coach who is acting in a manner to disrupt the flow of the game or if the referee feels a coach is inciting negative reaction from his parents.
- 9.2**     The Head Game Referee shall have the power to eject any coach whose conduct is not proper or if a Head Coach cannot control his parents and/or spectators after the warning flag has been issued.
- 9.3**     Abuse of game officials shall not be tolerated.
- 9.4**     Any avoidable contact with a referee (striking with any part of the body, spitting, throwing of objects, and any other acts deemed unsafe by the referee) shall be deemed threatening and will result in immediate ejection from the park for the remainder of the day.
- 9.4.A**     Players that are ejected under this rule will be suspended from practice for the next week and from their team's next scheduled game.
- 9.4.B**     Additional fines and discipline may be imposed by TYFA.
- 9.5**     Any player ejected for fighting will serve a two (2) game suspension by TYFA. Each Member Community of TYFA is expected to evaluate each instance and determine if further action is to be taken by the community.
- 9.5.A**     Any player ejected for Unsportsmanlike Conduct will serve a one (1) game suspension by TYFA
- 9.6**     Any coach, player, spectator or community representative that approaches an official in an unsportsmanlike manner before, during or after a game, and the official is still in the visible confines of the playing field, will be subject to ejection based upon the severity of the unsporting behavior.
- 9.7**     A community representative that is ejected from any TYFA game for any reason other than fighting will be immediately assessed the following penalty.
- 9.7.A**     A fine of \$50.00.
- 9.7.B**     The community representative must sit out the following week and will not be allowed to participate in any TYFA scheduled activities (practices or games) until the fine has been paid and the suspension served.
- 9.7.C**     The Head Official shall inform the Chairman of the Rules & Ethics Committee and the League Secretary of all ejections.
- 9.7.D**     The Community shall be responsible for collection of all fines for those ejected.
- 9.8**     A coach that is ejected from any TYFA game for any reason other than fighting will be immediately assessed the following penalty.
- 9.8.A**     A fine of \$100.00 for the 1<sup>st</sup> offense in a 12 month period.
- 9.8.B**     A fine of \$200.00 for the 2<sup>nd</sup> offense in a 12 month period
- 9.8.C**     A fine of \$500.00 for the 3<sup>rd</sup> offense in a 12 month period. This fine will be assessed to the community due to the inaction of appropriate discipline levied for the first two (2) offenses.
- 9.8.D**     The coach must sit out the following game will not be allowed to participate in any TYFA scheduled activities (practices or games) until the fine has been paid and the suspension served.
- 9.8.E**     The Head Official shall inform the Chairman of the Rules & Ethics Committee and the League Secretary of all ejections.
- 9.8.F**     The Head Coach shall be responsible for collection of all fines for any Assistant Coach who is ejected.
- 9.9**     A coach that is ejected for fighting will be immediately suspended from all coaching activity with TYFA until they appear before the Rules & Ethics Committee to show cause.

- 9.9.A** The Rules & Ethics Committee will hear arguments and will make a recommendation to the Board of Directors for a course of action.
- 9.9.B** This recommendation shall become binding upon a simple majority vote of quorum by the Board of Directors.
- 9.9.C** The recommended action cannot be less than a fine of \$50.00, a two (2) game suspension, and a one (1) week suspension from practice.
- 9.9.D** All action approved by the Board of Directors is to be applied from the date of approval without regard to the amount of TYFA events that the coach may have already missed prior to the approval.
- 9.9.E** The TYFA Board of Directors will make all reasonable effort to expedite action.
- 9.9.F** The failure of a Member Community to enforce this rule on any of their coaches will subject that Member Community to a hearing with the TYFA Rules & Ethics Committee for action.

**9.10 (Chart 9.09-1)** Any coach or player that approaches an official in an unsportsmanlike manner (this includes demanding their name), and the official is outside the visual confines of the playing field, the offending community shall receive the following fine:

Offense	Fine
1st Offense	\$50.00
2nd Offense	\$75.00
3rd & Subsequent Offense	\$150.00
Chart 9.09-1	

**9.11 (Chart 9.10-1)** Any fan that approaches an official before, during or after a game in an unsportsmanlike manner, the offending community shall receive the following:

Offense	Fine
1st Community Offense	Warning
2nd Community Offense	\$50.00
3rd Community Offense	\$75.00
4th & Subsequent Community Offense	\$150.00
Chart 9.11-1	

**9.12** All incidents that occur will be reported immediately to the Coordinator of Officials. The Coordinator will then forward the information of the situation to the Executive Board Member of the offending community and the Rules & Ethics Committee Chair.

**9.13** If a coach is suspended from participation by a Member Community, the Member Community is to notify TYFA of the suspension.

## **RULE 10.00 PROTESTS & ETHICS VIOLATIONS**

**10.1** The Rules & Ethics Committee shall have the full authority to rule on any protest brought before the TYFA, as long as:

**10.1.A** Declaration is made by the Head Coach of the protesting team to the Head Game Official that the game is being played under protest prior to the end of the game.

**10.1.B** A formal protest, in writing, is filed within 24 hours by the Head Coach of the offended team to his/her TYFA Executive Committee member.

**10.1.C** A \$50 check accompanies the written protest. A protest will not be considered or heard if the \$50 protest fee is not in the possession of the Rules & Ethics Committee.

**10.1.D** The Rules & Ethics Committee receives, within 72 hours of the protest, the written protest and a \$50.00

check from the community Executive Committee member.

**10.1.E** After the Rules & Ethics Committee receives a protest, the committee shall contact all parties involved to schedule a meeting. All parties involved must receive a 48-hour notice of the scheduled meeting.

**10.1.F** A protest may only be filed for violation or misinterpretation of playing rules that are covered in the National Federation of High Schools Football Rules Book or as defined in this rules book. Protests involving judgment calls by an official or referee will not be considered.

**10.1.G** All protests upheld by the Rules & Ethics Committee will result in a refund of the \$50.00 protest fee.

**10.1.H** All decisions of the Rules & Ethics Committee involving protests shall be final. No appeals may be made to the TYFA board concerning the outcome of a protest hearing.

## **10.2** Ethics Violations

**10.2.A** The Rules & Ethics Committee shall investigate all cases that are submitted involving ethics violations.

This committee shall have full authority in all ethics matters to open a formal investigation as long as the committee receives, in writing, a formal complaint from a program of any alleged violations that covers regulations and procedures in this rules book.

**10.2.B** If it is determined by the Rules & Ethics Committee that an ethics violation did occur, this Committee must report to the Executive Committee its decision and should recommend action to be taken to resolve the matter. The Executive Committee must either accept the recommendation of the Rules & Ethics Committee or come up with an alternate solution. Action must be taken.

**10.2.C** The final decision and action taken must be approved and finalized by the Voting Delegation.

## **RULE 11.00 LEAGUE FEES & FINES**

**11.1** At Fee Day, each community will be required to pay a participation fee, which may change from year to year, for each player and cheerleader. The participation fee is set for 2013 is; \$40.00 per player and \$10.00 per cheerleader.

**11.2** Insurance is required for each player and cheerleader to participate in all TYFA activities. The insurance fee is payable on Fee Day and is included in the registration fee. This amount is determined annually when the policy is renewed.

**11.3** A \$50.00 fee will be assessed by TYFA for all protests filed with the Rules & Ethics Committee. The fee will be reimbursed if the protest is upheld.

**11.4** For the current season, a \$5.00 admission will be charged to all TYFA Jamborees and Playoff games and \$7.00 for the TYFA Championship Games for non-players/cheerleaders over 12 and all adults excluding TYFA Board of Directors, and identifiable, active TYFA coaches.

**11.5** Each community hosting the Jamborees and Playoff games will guarantee their community's gate fee by paying the pre-determined per game amount prior to the game day. All revenues the communities make over and above that amount will remain with the communities.

**11.6** The host community for the Championship games will also be required to guarantee the gate fee by paying the pre-determined per game amount prior to the Championship game day. All revenues the community makes over and above that amount will remain with the community

**11.7** Any community that elects to forfeit a TYFA game for any reason during regular season or pre/post season will be subjected to a fine per occurrence of not less than the budgeted cost of the game, as determined upon review by the TYFA Competition & Scheduling Committee.

**11.07.A** The fine can be avoided if the respective Head Coach, Community President, or TYFA Director reports for weigh-in at the designated time and site of the game in which the community is making a forfeit to

submit a valid roster with the reason for the forfeit outlined in writing.

**11.07.B** Forfeit notification may also be made in writing and turned in by Thursday at 8:00 am. This notification is to sent for approval to the President, Schedule Coordinator, Head Official, League Secretary and the VP of the community's respective conference.

**11.07.C** A "no-show, no-notification" will result in a fine of no less than \$160.00 with a maximum of \$500.00.

**11.07.D** This fine will be strictly enforced and due within 7 days of the forfeit

## **RULE 12.00 FEE DAY / ROSTER PROCEDURES**

**12.1** At Fee Day, each Member Community is required to declare each of their teams for the upcoming season.

**12.1.A** There will be "zero tolerance" on Fee Day in regards to the procedures.

**12.1.B** No extensions of any kind will be given, ie: fees owed, incomplete paperwork or scheduled time.

**12.2** Each community will prepare individual Team Books for each team in their community. All communities will bring their completed team books for exchange and audit to the regular August Board Meeting. Team Books will include:

**12.2.A** Binder (1"-2") with pockets on the inside flaps.

**12.2.B** On the outside cover, identify the following: Community; Year; Team Name and Head Coach.

**12.2.C** The inside pocket should include a current Game Day Roster; current Fee Roster; blank Registration & Roster Audit and enough vinyl sheet protectors for each player and coach.

**12.2.D** Players sheet protectors will include:

**12.2.D.1** Signed Registration Form (player & parents signature)

**12.2.D.2** Signed Parents Code of Conduct.

**12.2.D.3** Legible copy of player's Birth Certificate or government-issued birth document.

**12.2.E** Coaches sheet protector will include:

**12.2.E.1** Signed Coach's Code of Conduct

**12.2.E.2** Copy of Coach's NYSCA certification card

**12.3** ALL Fee Day and Game Day Rosters must be typed.

**12.4** The name on the rosters must match the name on the government issued birth document. If a child has a nickname or a "called by" name, that name may appear parentheses. If the child last name has changed due to adoption, etc. copies of the final papers should be included.

**12.5** Fee Day Rosters will be listed alphabetically, last name then first name. All information must be complete for each child. School information must be filled out. If they are "home schooled" those words must appear in the appropriate column. If it is left blank it will be assumed that child does not attend school and will be ineligible to play.

**12.6** Game Day Rosters will be listed numerically, with no regard to whether the player is a double-striper or single-striper. First name then last name. These rosters can also be used as Game Day Announcers form.

**12.7** Team Books will be exchanged with a Member Community of similar size. These books will be audited following the process on the Registration & Roster Audit form. Any deficiencies should be reported as soon as possible to the TYFA Director of the audited community so corrections can be made. All deficiencies will be rechecked for completion prior to Fee Day.

**12.8** Player additions to an existing team can still be made throughout the week between Book Exchange and Fee Day;

however the new player's paperwork must be audited in the same manner as other players. The two (2) TYFA Directors from each community should communicate with each other to make this possible.

- 12.9** It shall be the joint responsibility of each Member Community and the Head Coach of each team in the Member Community to verify that all players rostered to their teams are eligible to participate in TYFA.
- 12.10** All final rosters shall be delivered to TYFA on Fee Day by electronic media (ie. thumb drive, CD, etc.) or emailed prior to 10:00 am on Fee Day.
- 12.11** After Fee Day, rosters will have an electronic signature applied and rosters for all teams will be emailed to each community's TYFA Director for distribution to their community's coaches. It will be the head coach's responsibility to provide the official signed Game Day Roster at each of their games.
- 12.12** Any roster that has a player's name and/or jersey number handwritten on it will be considered an illegal roster and the affected team will forfeit that game.
- 12.13** A member community, who has a participant listed on a Fee Day roster but fails to have all required paperwork, will have until the close of Fee Day to have all paperwork on the said participant in proper order. A participant listed on a roster that does not have the proper paperwork, he will be dropped from the roster and will be ineligible for participation for the current season unless cause can be shown and approval granted by the President of TYFA for a reasonable extension appropriate for the cause. EXAMPLE: waiting for receipt of a court adoption document.
- 12.14** The League shall have no add-on nights for the PeeWee, C, B Divisions. All final rostering must be done at Fee Day for these divisions. The President of TYFA, the Vice Presidents of TYFA or any member of the Executive Committee or Voting Delegation may not waive this rule.
- 12.15** Due to the late selection date for the Middle School teams, and that having an effect on Member Communities' All Star and Varsity programs, the League shall extend the All Star and Varsity program sign-ups to the Wednesday prior to Week 3 of the TYFA regular season.
  - 12.15.A** All Stars and Varsity Rosters will be turned in on the regular TYFA Fee Day.
  - 12.15.B** Additions to the All Stars and Varsity roster are permitted up until the close of registration.
  - 12.15.C** Players added must be verified by another TYFA Executive Member and reported to the TYFA Secretary prior to participation in a TYFA game.
- 12.16** Once a participant is rostered, the participant becomes a player and may not change or play in a uniform with a number other than the number he was rostered in unless the blood rule is invoked.
- 12.17** Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TYFA Rules & Ethics Committee to determine playoff status.
- 12.18** A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TYFA, may continue to be a participant of both TYFA and the school team until Fee Day for the Youth Program or the Wednesday before Week 3 of the regular season game for the All Stars and Varsity Program, at which time the participant must decide his status.
- 12.19** School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant's school or where rosters are not required, is permissible.
- 12.20** All players shall practice and play with only one (1) organized team within TYFA during the season.
- 12.21** If a participant, rostered to play in TYFA, is on an official roster of a team that is not a part of TYFA and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TYFA for the remainder of the current season.
- 12.22** Player making a Team Change

- 12.22.A** After a team roster is filed on Fee Day, a player may not be transferred either down to a double or single level team or laterally where two (2) teams exist in a Member Community within the same level.
- 12.22.B** A player may be elevated to a double or triple level team at any time prior to his last scheduled regular season game.
- 12.22.C** A player may not be elevated specifically for playoff and/or championship games.
- 12.22.D** When a player is elevated, the TYFA Director of the player's community is to submit the information via e-mail to TYFA's League Secretary no later than Monday midnight for the player to be eligible to play on Saturday. The information shall include:
  - 12.22.D.1** The player's name and jersey number.
  - 12.22.D.2** The team the player is currently rostered on.
  - 12.22.D.3** The team the player is moving to.
  - 12.22.D.4** The reason for the move.
  - 12.22.D.5** The effective date of the move. The effective date must be the same date or later as the request.
- 12.22.E** The League Secretary will note the change on both rosters, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TYFA roster for those teams. A copy of the Roster Change Confirmation form will be emailed to the community's TYFA Director, who will forward it to the head coaches of the teams affected. The Roster Change Confirmation Form must be attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight.

**12.23** Permanent Blood Jersey Assignment

- 12.23.A** In the event a player will be permanently assigned a blood jersey the TYFA Director of the player's community is to submit the information via e-mail to TYFA's League Secretary no later than Monday midnight for the player to be eligible to play on Saturday. The information is to include:
  - 12.23.A.1** The player's name.
  - 12.23.A.2** The currently rostered jersey number.
  - 12.23.A.3** The assigned blood jersey number.
- 12.23.B** The League Secretary will note the change on the roster, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TYFA roster for that team. A copy of the Roster Change Confirmation form will be emailed to the community's TYFA Director, who will forward it to the head coach of the team affected. The Roster Change Confirmation Form must be attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight.

**12.24** Each TYFA Member Community is expected to have a Coach's Code of Conduct and Concussion Policy on file for each of their coaches where penalties for adverse actions may be imposed irrespective of those imposed by TYFA.

**RULE 13.00** **RULE CHANGES**

- 13.1** Each Member Community may propose playing rule changes, in writing to the Rules & Ethics Committee, to be heard between January and March. Rule changes will be voted on and considered final at the April meeting of that year.
- 13.2** In proposing playing rule changes, each Member Community must explain to the Executive Board of TYFA the intent of the proposed change.

- 13.3** Member Communities will present all playing rule changes to their local Board of Directors and the TYFA Executive Member and Voting Delegate shall vote as directed by their local Board.
- 13.4** A quorum shall be present of the member communities before playing rule proposals can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of the Executive Board of TYFA will be required to send a change or new playing rule to the Voting Delegation.
- 13.5** A quorum shall be present in the Voting Delegation before rule proposals or changes can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of the Voting Delegation of TYFA will be required to change or add a new playing rule.
- 13.6** Procedures and regulations, as defined in this book, may be changed at any time provided: a majority vote of approval of a quorum of the Executive Committee is required to send a change back to the member communities and to initiate a vote by the Voting Delegation. A majority vote of approval of a quorum of the Voting Delegation will be required to amend or enact a new regulation or procedure.
- 13.7** A roll call vote shall be required for all rule change voting.