

RULES OF COMPETITION

TEXOMA YOUTH FOOTBALL LEAGUE

ARTICLE ONE

GENERAL LEAGUE PLAY PROVISIONS

1.1. Divisions. The TYFL shall consist of six grade divisions: 1st, 2nd, 3rd, 4th, 5th, and 6th.

1.1.1. Teams shall play in one of the following divisions each season: 1st/2nd, 3rd/4th, 5th/6th, 3rd, 4th, 5th, or 6th grade division.

1.2. Joint Divisions. A team may play in a joint division (e.g., 3rd/4th) if at least 30% of its rostered players are in each of the grades for that division.

1.3. Rosters. Teams will consist of a maximum roster of 34 players. Any town with more than 34 players may split teams. The TYFL Board shall determine the date and times by which rosters are finalized and shall notice that date to all participating towns. No player can be added to a roster after the completion of Week 4 of the TYFL season. Any additions to a team after weigh-ins must go through the TYFL Board to verify eligibility.

1.4. Coaches. Each age division will consist of a maximum number of eligible coaches per team. 1st and 2nd grade teams are permitted seven (7) coaches and/or personnel. 3rd through 6th grade teams are allowed up to five (5) coaches and/or personnel. Cheer squads are allowed up to three (3) coaches and/or personnel. Personnel includes but is not limited to water boys/girls, trainers, team moms, commissioners, player siblings, etc... Any non-player on the sideline during game play must have a TYFL-issued badge.

1.5. Badge Requirement. Coaches and/or team personnel are the only non-player individuals permitted to be on the sideline during gameplay. Each team's coaches and/or personnel will be identifiable by TYFL-issued badges and must have the badge on their person. Pictures of the badge are not accepted. Any coach and/or team personnel without a badge will not be permitted on the sideline during gameplay.

1.6. Penalty. Any team found in violation of the coach/personnel rule will be penalized an unsportsmanlike conduct foul assessed against the head coach.

1.7. Photographer. One (1) photographer/videographer per team will be allowed on the field to photograph or video the game without a TYFL-issued badge. The photographer/videographer may not participate in the game in any way and must remain outside the playing boundaries of the field. This person will not be permitted free entrance into the facility. Any team found in violation of the coach/personnel rule will be penalized an unsportsmanlike conduct foul assessed against the head coach.

1.8. Hydration Personnel. In the interest of player health and safety, the TYFL Executive Board may authorize, at their discretion, the use of designated hydration personnel during games under the following conditions:

- a.) The one (1) designated hydration specialist may only access the field during extreme heat conditions as determined by the TYFL Executive Board.
- b.) Hydration specialist will be designated by the team's head coach and must have a hydration specialist badge, in hand, to access the sidelines.
- c.) Head coaches will be notified when the hydration personnel badges will be in effect and again once the field access for hydration personnel has been revoked for the season.
- d.) Hydration personnel will remain on the sidelines unless a designated timeout or hydration break is in effect and will adhere to all officials' direction.
- e.) They may not engage in coaching or other team duties.
- f.) They must understand that their access will be revoked at any time if they are found by, officials or host site commissioners, to be in violation of any of these rules or interfering with the game flow.

1.9. Season. The TYFL Board shall determine the date(s) for the next TYFL season. These dates include the first day of full pad practice, regular season weekend(s), playoff weekend(s), and super bowl weekend(s). The TYFL Board shall also determine the host sites for each weekend of gameplay.

1.10. Tiebreaker Procedures. The TYFL shall determine tiebreaker procedures to determine season standings for the purpose of bracket position and playoff eligibility.

1.10.1 The tiebreaker procedures shall be as follows:

- a) Overall Division Record
- b) Head-to-Head Record
- c) Total Points Allowed (total by each tied team)
- d) Total Points Allowed (against like opponents by each tied team)

1.10.2. In the event of a season ending with an unequal number of games played, the tiebreaker shall first be the least number of losses.

1.11. Playoff Structure. The TYFL Board shall determine the placement of teams in the playoffs based on season standings and tiebreakers.

1.11.1. Divisions with sixteen (16) or more teams will be split into two (2) divisions for post-season play. The first eight (8) teams will be in DI and the second eight (8) teams will be DII.

1.11.2. Divisions with twelve (12) to fifteen (15) teams will be split into two (2) divisions for post-season play. The first six (6) teams will be in DI and the second six (6) teams will be DII.

1.11.3. Divisions with less than twelve (12) teams will be in one playoff division. The first eight (8) teams will advance to the playoffs.

1.11.4. In divisions with less than eight (8) teams, all teams will advance to the playoffs.

1.11.5. The playoffs shall be single elimination.

1.11.6. Non-Division Games (NDG) will not count toward team playoff standings.

ARTICLE TWO

WEIGHT LIMITATIONS AND WEIGH-INS

2.1. Weight Limits. The TYFL Board shall determine the weight limits for each grade division for offensive players who can line up in a skilled position. The weight limits for each grade division for skilled position players are:

Grade Division	Weight Limitation (lbs)
1 st	90
2 nd	90
3 rd	110
4 th	110
5 th	140
6 th	140

2.2. Skilled Position. A “skilled” position is defined as any position that is not the snapper, guard(s), or tackle(s)—two players on either side of the snapper. All other players in formation are required to meet the weight limitation requirements.

2.3. Weigh-Ins. The TYFL Board shall determine the date(s) and location(s) for preseason weigh-ins. Each player will be provided a single opportunity to weigh-in. All players are required to bring their helmets to the weigh-in. No player can weigh-in multiple times or at multiple locations. No player can attempt to weigh-in again after having been weighed. Any player that cannot attend weigh-ins will not be eligible to play any skilled positions during the following season. If a player meets all eligibility requirements and signs up after the specified last date to weigh in, that player will be ineligible to line up in a skilled position for the duration of that season. Players cannot change teams after weigh-ins. Once a player is on a team after weigh-ins, that roster is considered frozen.

2.4. Sticker. Any player who weighs in below the weight limitations as specified in Article 2.1 will be provided a sticker, affixed on their helmet, to show their eligibility to line up in a skilled position. Any player that does not have a sticker affixed to their helmet will be ineligible to line up in a skilled position.

2.5. Guardian Caps. To maintain consistency and compliance across all teams, the following guidelines apply to the use of Guardian Caps within the Texoma Youth Football League and any participating towns within the TYFL.

- a.) **Color Requirements:** All Guardian Caps worn during games must match the color of the helmet to which they are attached. Example: A team with black helmets must use black Guardian Caps. No multi-color, patterned, or non-matching caps will be permitted
- b.) **Roster Reporting:** Teams must indicate which athletes will be wearing Guardian Caps on their final submitted roster. This information must be clearly marked on the official team roster and submitted to the league commissioner *before weigh-ins*.
- c.) **Usage Guidelines:** Guardian Caps may be used during games, provided they comply with the above rules and mid-season changes (adding Guardian Cap use) will not be permitted.
- d.) **Enforcement:** Teams found in violation of these guidelines will face immediate ineligibility of the non-compliant player for the remainder of the game in which the

player was found to be ineligible. If a player is found in violation of these guidelines for a second time, additional disciplinary action, as deemed by the TYFL Executive Board will be enforced for these repeat violations.

2.6. Penalty. A player without a sticker lined up in an ineligible position will be penalized with an illegal formation penalty (five yards).

2.7. Exceptions. There are two exceptions to the weight limitation rule.

2.7.1. Any weight restricted defensive player who recovers a turnover can return the turnover without the whistle being blown dead. If a defensive or offensive player attempts to lateral the ball to an ineligible ball carrier the play will be blown dead by the referees at the point of the lateral/handoff.

2.7.2. Players without stickers can line up as punters but cannot advance the ball beyond the line of scrimmage. Any non-stickered player who receives the ball as a punter can only punt the ball. Any attempt to hand off, pass, pitch, or advance the ball in anyway will result in the play being stopped immediately at the spot.

2.7.3. Any weight restricted player who recovers a free kick cannot advance the ball. The play will be stopped immediately at the spot.

2.8. Player Responsibilities. All players must provide enrollment and grade verification documentation from the school district as proof that they attend the school and are in the grade that they are signed up to play for. Each player will need to provide this information at the designated weigh-in for their town. Any player that does not provide this information will be deemed ineligible for the given season. Any team found to have an ineligible player on their team will forfeit ALL games for the given season. The head coach of that town will be replaced before the next game; if that head coach is the towns voting member he will also be replaced.

2.9. Commissioner Responsibilities. Commissioners must turn in an excel spreadsheet with each player's name and game jersey number prior to weigh-ins.

ARTICLE THREE

REFEREES

3.1. Head Referee. The Head Referee shall be responsible for the supervision of the TYFL referees.

3.2. Requirements. Membership in TYFL is open to qualified individuals who have completed the new or returning member application process with the Texas Association of Sports Officials (TASO) Football Division. Individuals must be in good standing with the TASO Football Division. To qualify for regular season game assignments, members must score an 80 on the TASO Football Division Test. To qualify for playoff game assignments, members must score a 90 on the TASO Football Division Test.

3.3. Game Play. There will be five (5) referees at each game. Four (4) referees will be on the field and one (1) on the clock.

3.4. Payment. It will be the responsibility of the host site to pay each referee \$75.00 for each game worked. Payment will be made at the conclusion of games, in cash.

3.5. Official Score. Referees will keep the official score of the games and will report the scores to the TYFL.

3.6. Concessions. Referees will be furnished all concessions.

ARTICLE FOUR

GAME DAY OPERATIONS

4.1. Gate Fees. Host sites will collect and keep gate fees earned hosting that day. Gate fees are \$10.00 for all adults, \$5.00 for all students, and \$5.00 for all senior citizens. A senior citizen is defined as any adult above the age of sixty-five (65). A \$15.00-day pass for adults will be offered at all sites. Day passes can only be used at the site it was purchased. The referees, players, and cheerleaders in uniform will be not charged admissions.

4.2. Team Personnel. Coaches, Cheer Coaches, and Team Personnel issued TYFL badges will not be charged admission unless they do not present their TYFL-issued badge in person. Pictures of badges will not be accepted.

4.3. Concession Fees. Host sites will collect and keep concession fees earned for hosting that day. Concession fees are determined by each host site.

ARTICLE FIVE

GAME PLAY RULES

5.1. Governing Rules. The TYFL shall follow all NCAA and UIL Exceptions for the applicable season in which games are played. Any TYFL gameplay rule that conflicts with the above shall control.

5.2. Timing. Each game will be eight (8) minutes per quarter with four (4) quarters per game. Half times are eight (8) minutes but may be adjusted to maintain the schedule.

5.3. Mercy Rule. If a team gets ahead of another team by 20 or more points, the referees will begin a continuous clock. If the lead takes place in the 1st half of game play; then the continuous clock will begin at the start of the 2nd half kickoff. If the losing team brings the score back to under a 20-point margin; then the game clock will revert back to a normal running clock.

5.3.1. During the continuous clock period, timeouts may be granted at the Referee's discretion. Timeouts will not be granted to the team that is ahead in score. Any timeouts taken during the continuous clock period that are granted will have a normal time out period; however, the clock will start at the referee's signal.

5.4. Kickoffs.

5.1.1. There will be no kickoffs in the 1st/2nd grade division. In lieu of a kickoff, the ball will be placed at the receiving team's 35-yard line and live game play will begin. In the event of a safety, the ball will be placed at the receiving team's 35-yard line.

5.1.2. Onside kick exception for 1st/2nd grade. In the 4th quarter only, the team that is behind in points may elect to attempt an "onside kick" after they have scored a touchdown. The ball will be placed at the 50-yard line. The team will be allowed a possession starting with a 4th down and 15 yards to go for a 1st down. If the team is successfully on this 4th and 15 try, the possession will continue as normal. If the team is unsuccessful in this try, the ball will be turned over on downs.

5.1.3. For 3rd through 6th grade divisions, kickoffs will be placed at the 40-yard line unless a penalty is assessed.

5.1.4. No player may advance a kickoff that exceeds the weight limit for being able to line up in a skilled position.

5.5. Punting.

5.1.1. There is no punting in the 1st/2nd grade division. In lieu of punting, a mark-off of 25 yards will occur if a coach elects to punt the ball on 4th down, if the kicking team is outside of the 50-yard line (if team is in their own territory). If the team is inside of the 50-yard line (in the opponent's territory) they must run a play to attempt to achieve the 1st down.

5.1.2. In the 3rd and 4th grade divisions, punting will follow NCAA and UIL rules. However, when a team elects to punt the referee will be notified by the offensive coach. The referee will then tell all of the players to remain motionless until the ball strikes the punter's foot. Live play begins when the punter strikes the football with his foot. This action must take place behind the offensive linemen on the line of scrimmage. The punter cannot punt the ball unless he is between the tackles, and the ball must go past the defensive line to be ruled a muff/turnover.

5.1.3. Punting in the 5th and 6th grade divisions follows all NCAA and UIL rules with no exceptions.

5.6. Coaches on the Field.

5.6.1. In the 1st/2nd grade divisions, teams will be allowed to have up to two (2) coaches on the field.

5.6.2. In the 3rd/4th grade divisions, teams will be allowed to have up to one (1) coach on the field.

5.6.3. After leaving the huddle the offensive coach must be 5 yards deeper than the deepest player. The defensive coach will be 5 yards deeper than any player or referee.

5.6.4. Coaches must make every effort to stay out of the play. Any interference by a coach once play has begun will be considered unsportsmanlike and a referee may penalize the coach's team. If the referee deems the action as interference, his judgment of where the ball will be placed (blown dead) is his interpretation and his alone.

5.6.5. Once the center addresses the ball, all verbal coaching from coach(es) on the field must cease. Addressing the ball is defined as touching the ball. Violations of this rule will result in an unsportsmanlike penalty against the coach.

5.7. Extra Point Conversions.

5.7.1. In the 1st/2nd grade divisions, a successful run is one (1) point, and a successful pass is two (2) points.

5.7.2. In the 3rd through 6th divisions, a successful kick is one (1) point, and a successful run or pass is two (2) points.

5.8. Overtime. In the event the game ends in a tie after regulation play, there will be overtime.

5.8.1. Regular season overtime procedures.

a. Each team will start a possession beginning from the opponent's 25-yard line. If a first down is made the possession will continue.

b. If neither team scores, the referee will determine which team gained the most total yardage. The team with the most positive or least negative yardage is the winner. In the event of a defensive turnover, a team's "total yardage" is defined as the lesser of either (1) zero (0) yards, or (2) the point at which the defensive turnover is blown dead.

c. Example: Team B intercepts Team A's forward pass at the B-10 and returns it to the 50-yard line. Team A's "total yardage" is calculated as -25 yards (the overtime series started at the 25-yard line and the defensive turnover ended 25 yards behind that line at the 50-yard line).

d. If the teams have equal "total yardage," or both score an equal number of points in the first overtime period, the second all subsequent overtime periods begin at the 3-yard line and the teams will alternate extra point tries until one team wins, as provided in the NCAA and UIL rules (Rule 3-1-3-e).

e. If the game ends in regulation in a 0-0 tie and no one scores in overtime, the winner will be determined by yardage. The loser of the game will be assessed 6 points ("Points Allowed") in the standings.

f. A team is permitted one timeout during the first overtime period. No timeouts will be permitted in any subsequent overtime periods.

5.8.2. Playoff overtime procedures.

a. Each team will start a possession beginning from the opponent's 25-yard line. If a first down is made the possession will continue.

b. If both teams fail to score or score an equal number of points in the first overtime period, the second all subsequent overtime periods begin at the 3-yard line and the teams will alternate extra point tries until one team wins, as provided in the NCAA and UIL rules (Rule 3-1-3-e).

5.9. Game Balls. Each team is responsible to have at least 2 game balls at each game. Game ball should be in game condition for use by your offense. The Wilson K2/GST will be used for K-4th grade and the Wilson TDJ/GST will be used for the 5th & 6th grades. The footballs must be leather or composite Wilson brand football. If the team presents a football to the officials that is not legal, an unsportsmanlike conduct foul will be assessed to the head coach. This unsportsmanlike conduct foul will be assessed at the beginning of each half, if a legal ball is not provided.

5.10. Offensive Tackle to Tackle Rule. In all divisions except 5th & 6th grade, no defensive player can rush from a standing position unless they are outside of the offensive tackles or at least three (3) yards away from the line of scrimmage. Any player lined up in between the offensive tackles must be in a 3- or 4-point stance. A five (5) yard penalty will be assessed for any player in violation of this rule.

5.11. Ten Second Runoff. The 10-second runoff rule (NCAA Rules 3-3-6-f, 3-3-10-b, and 3-4-4) applies only to the 5th and 6th grade divisions.

5.12. Jewelry. The TYFL has a no jewelry policy for all players.

ARTICLE SIX

MISCELLANEOUS PROVISIONS

6.1. Forfeiture of Games. If a TYFL team forfeits a game during the regular season, playoffs, or Super Bowl, a \$750 fine will be enforced, and that money will be given to the host town.

6.2. Security. Each TYFL host site is responsible for having a police officer present during all games while hosting. If an officer is not present during all games at a host site, that town may be subject to forfeiture of future hosting dates.

6.3. Protests. If a team decides to protest any players eligibility or ejection, then that team will pay a protest fee of \$50, payable to Texoma Youth Football, Inc. The TYFL Board will conduct an investigation and make a decision. If the player is deemed ineligible, then the \$50 fee will be refunded back to that team and the TYFL Board will make a decision on the consequences for that player and team. If the player is deemed eligible, the \$50 fee will be nonrefundable.