

BREVARD COUNTY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION 2010 TACKLE RULES & REGULATIONS

1. TEAMS

1.1 Teams are divided into divisions according to the list below. The age of the player for the season is the age of that player on August 1st of that season. A member club must have a Bantam team before it has two Pee Wee Teams.

DIVISION	MAXIMUM AGE	MAXIMUM WEIGHT
ROOKIE	8	90
MIGHTY-MITE MIGHTY-MITE PLAYDOWN	9 10	95 75
PEE-WEE PEE-WEE PLAYDOWN	10 11	105 85
BANTAM BANTAM PLAYDOWN	11 12	120 100
JUNIOR JUNIOR PLAYDOWN	12 13	145 Max for skilled position
SENIOR SENIOR PLAYDOWN	14 15*	165 Max for skilled position

* Senior player must not turn 16 on or before December 1st.

1.2 To be qualified for a league to play, a team must start the season with a minimum of 18 players unless approved by the BOD on an individual team basis. Additional players may be added to the official roster to maintain a 24 man official roster in accordance with By-Law #15 (Registration).

1.3 A team must have 14 players present at weigh in 1/2 hour before the scheduled game time unless opposing Club and League officials have been notified 24 hours before game time. If circumstances warrant, the game may be postponed or rescheduled. It is the responsibility of the home club member president to contact the BCYFCA President.

1.4 Players may not play or have been placed on the roster for any other organized tackle team during the playing season. Once the BCYFCA regular season begins, the player must not be on an official roster for any other organized football team. If so, he or she is disqualified from BCYFCA for the remainder of the season and any BCYFCA games that he or she might have appeared on the official roster will cause their team to forfeit these games.

1.5 No BCYFCA team may participate in games with any other organizations that are not members of the BCYFCA during the League season, unless approved by the BOD. The BOD

must approve games outside of the official schedule, such as bowl games, before the completion of the BCYFCA Super Bowl Games.

1.6 The maximum numbers of teams allowed, per Member Organization, in Tackle Football shall be seven (7). Additional teams will require the approval of the majority of the BCYFCA Board of Directors.

2. PLAY RULE

2.1 Each individual BCYFCA member club shall have a play rule for the regular season. It shall be written and enforced within the individual member club with these minimum guidelines:

2.1.1 Each player shall play a minimum of 4 plays per game. Participation on special team plays count toward the minimum play rule with the exception of PAT kick and field goal tries in the Rookie Divisions where there is no rush.

2.1.2 If a player does not play a minimum of 4 plays during a game, he/she shall play a minimum of 8 plays the next scheduled game.

2.1.3 Disciplinary action of a player may supersede the play rule and will be at the discretion of the coach and individual member club president. However, the parent/guardian must be notified prior to the game when such disciplinary action is occurs.

2.1.4 Any attempt to circumvent the play rule will be handled by the BCYFCA President and Executive Board. Violation of the minimum play rule a second time for the same player will result in the suspension of the Head Coach.

2.1.5 The minimum play rule does not apply in Playoff or Super Bowl games, although member clubs may adopt a minimum play rule to include playoffs or Super Bowl.

3. WEIGH-INS

3.1 All football players will be weighed in. Players identified as heavyweights or playdowns will be marked at Roster Verification. All tackle football players shall weigh in ½ hour before their scheduled game time. There is no early weigh-ins for any players. NO exceptions. A player who does not make weight during weigh-ins will have his ID card marked accordingly.

3.2 An official roster and laminated ID cards must be used at weigh-ins. Official roster must be typed except for children that are added after roster verification who may be written in. Laminated ID cards can be written in legible print.

3.3 One pound will be given across the board at every field for scale for both home team and away team.

3.4 One pound will be given every week, to include off weeks, following the 1st game of the season.

3.5 During weigh-in, all players must be covered.

3.6 Unlimited players are defined as players that have not made their respected age groups weight limit. **See Section 22 for Unlimited Weight Rules.**

4. ID CARDS

4.1 Each tackle football player, cheerleader, and flag player are required to have a laminated identification card with a recent picture to be certified by his or her BCYFCA Member Club Tackle Agent or President. Certification is to be given only after age verification by an original birth certificate issued by a governmental agency or religious organization. A copy of the certification is to be maintained by the member club Player Agent. The laminated ID card is to be kept by the player's head coach along with a copy of the official roster for use at weigh-ins. All ID cards must be completed and certified. All ID card information must match the official roster. Any incorrect information such as wrong jersey numbers or wrong player's picture will be grounds for player ineligibility. Any tampering with cards in any attempt to circumvent the spirit of this rule shall result in immediate suspension of the coach and forfeiture of the game or games involved. The name on the back of the jersey does not need to match the ID card, roster or birth certificate. Clarification can be found in Section 16.2 of the BCYFCA By-Laws (Official Rosters).

4.2 The ID cards for players who do not make weight will have the option to be marked as unlimited weight player or will have their ID cards punched for that week and not play. The member organizations are to report all instances of players whose cards have been punched to the BCYFCA President. A list of players who have not made weight or shown up for a ball game will be distributed by fax or email within 48 hours; then distributed to all league presidents and player agents weekly. Heavies are designated by roster verification the only exception is new signups.

4.3 Player ID cards are to be presented in the same order as the official roster lineup. (Play downs first in ascending uniform number order, remaining players in ascending number order). Each card shall be separately laminated and presented.

4.4 Each tackle football team shall be required to have a BCYFCA certified laminated identification card with photograph for each and every coach, trainer or parent assistant with a maximum of 8 per team. The laminated photo identification cards shall be present at all times on the sideline during the tackle team's contest. Failure to have a laminated photo identification card while on the sideline is grounds for immediate removal from the coaching box and/or sideline. Elected league officials, chain gang and press personnel are excluded from this rule.

5. CHAMPIONSHIP

5.1 BCYFCA leagues shall be divided into two conferences: North Conference and South Conference. Leagues shall be assigned to a Conference based on the Area into which they are grouped in accordance with Section 7 of the BCYFCA By-Laws (Structure).

5.2 Within each Conference, the teams of each division shall be seeded into the playoff bracket according to their win/lost percentage in regular season games played within that team's Conference, as scheduled by BCYFCA. Games that have been forfeited shall be counted with

equal weight in the calculation of the win/lost percentage as if the game had been played. Games that have been cancelled by the BCYFCA shall be counted in the calculation of the win/lost percentage as if they had never been scheduled.

5.3 Ties among teams with identical Conference win/loss percentages shall be broken according to the following table:

Two Team Tie-Breaker	Three or More Team Tie-Breaker
a. Highest win/loss percentage in regular season games between the tied teams(Head-to-Head record)	a. The tied team that has defeated all of the other tied teams (Head-to-Head sweep)
b. Highest win/loss percentage in all regular season games.	b. For Conference Championships or for elimination from playoffs, a half-game, single elimination playoff among the tied teams shall determine seeding, with the winner of the playoff being the higher seed, the runner up being the next higher seed, etc. Seeding in this tie-breaking playoff shall be determined randomly.
c. For Conference Championship or for elimination from playoffs, the winner of a tie breaking game of regulation length between the two teams shall be the higher seed.	c. Random seeding (e.g., by lot)
d. Random seeding (e.g., by lot)	

5.4 In the event of a 3-way tie, the 3 teams will play a one half play-off game (20 minutes). If a team(s) elects to not participate it is a forfeit. The remaining 2 teams will play a one half (20 minute) game to determine the conference champ. Positions will be determined by a dice roll at a meeting.

5.5 All tie-breaking games shall be played at locations and times determined by the BCYFCA Executive Board.

5.6 The highest seeded team in each division of each Conference shall be the Conference Champion for that division.

5.7 A maximum of four (4) teams shall qualify for the playoffs from each tackle division of each Conference.

5.8 The playoff system will be set as follows:

5.8.1 In the first round, the 1st seed of each division will play the 4th seed; the 2nd seed will play the 3rd seed. (If there are fewer than four teams in a Conference's division, the playoff bracket will be adjusted such that higher seeds have byes in the first round.)

5.8.2 The first round playoff games will be hosted by two (2) member organizations in the South Conference, and two (2) member organizations in the North Conference. One site of each Conference will host lower division games of that Conference; the other site will host upper division games of that Conference.

5.8.3 In the second round of the Conference playoffs, the higher seeded team will host the playoff games. If the higher seeded team is unable to host the game, the BCYFCA BOD will determine its location.

5.8.4 The winners of each Conference's playoff brackets will meet in the BCYFCA Super Bowl whose location is determined by rotation among the BCYFCA member leagues.

5.9 The Conference Champions will receive a Conference Championship Trophy.

5.10 The Super Bowl Champions shall receive \$125.00 plus a Super Bowl Championship Trophy.

6. RESERVED

7. RULES

7.1 Unless otherwise specified in these rules, game rules shall be in accordance with Florida High School Athletic Association (FHSAA) Rules. There will be no protest of an official's ruling.

7.2 All proposed rule changes will be voted on by the BCYFCA Board of Directors. Proposed changes to rules are to be circulated by the Secretary to all BCYFCA member clubs, via their Board of Directors member, two weeks prior to the BOD meeting, at which the proposed rule changes is/are to be made.

7.3 When the ball is snapped 5 or more yards the defense cannot engage the center until he can protect himself.

8. FACILITIES

8.1 Each member club shall provide a safe, suitable playing field. Fields will be 40 yards wide by 100 yards long, consisting of an 80-yard playing field and two 10 yard end zones. Each field will have two goal posts, one at each end zone, a working scoreboard with a clock and lights for night games. Each field shall be appropriately marked in white lines including hash marks.

8.2 Each field shall have a coach's box from the 25-yard line to the 25-yard line and two yards back.

9. FOOTBALL SIZE

- 9.1 Official Ball sizes are: Pee Wee; Junior- 9 1/2" X 8 3/4"; Youth—11" X 6 1/2"
- 9.2 The Rookie, Mighty Mite, and Pee Wee teams have the option of using the Pee Wee or larger size football. Bantam and Junior teams have the option of using the junior or larger size football. Senior teams have the option of using the Youth or larger size football
- 9.3 All balls must be leather or composite balls only. No rubber balls are allowed.

10. SCORING

- 10.1 A touchdown is six points. The try for an extra point if completed shall be one point for run or pass. Two points are awarded for successful kick after a touchdown. A field goal is three points.

11. KICK-OFF

- 11.1 For Pee Wee through Senior kick-off will be from the 30-yard line unless penalties have been assessed. The Rookie and Mighty Mite divisions will kick-off from the 40 yard line.
- 11.2 Touchbacks will result in the ball being placed on the offensive team 15 yard line.
- 11.3 Safeties will result in the kicking team kicking from their own 15 yard line.
- 11.4 The offense shall have 30 seconds to commence play. Rookie and Mighty Mite will have 40 seconds.

12. TIES

- 12.1 All ties at the end of regulation play will be decided by "Kansas City Tie Breaker". Team Captains will flip a coin to see who gets the ball first, the ball will be placed on the ten (10) yard line, each team will have four (4) downs to score.

13. COACHES

- 13.1 Coaching areas are restricted to between the twenty-five yard lines.
- 13.2 Only persons with BCYFCA certified badges (laminated photo identification card) are permitted on the sidelines between the 25-yard lines. Enforcement of the sideline limitation shall be as follows:
- a. At any point during a contest, the game officials or league official(s) or opposing head coach may call for an official time out if more than eight (8) authorized adults are in the side line box. The game official shall request presentation of the eight (8) laminated photo ID cards. Unauthorized persons will have one (1) minute to leave the box. If a side line violation (unauthorized persons on side line) occurs, the official shall impose a 5

yard delay of game penalty.

b. If unauthorized persons do not leave within the one minute period, the official shall give the team an additional one minute warning period and impose an additional 15 yard unsportsmanlike conduct penalty.

c. Failure of all unauthorized persons to leave the sideline box after both one-minute warnings will result in the immediate forfeiture of the contest.

13.3 All coaches will be on a volunteer (unpaid) basis. No one coaching a team etc. in the BCYFCA will be compensated in any monetary way.

13.4 All head coaches will be given a copy of the BCYFCA Bylaws and Tackle Football Rules & Guidelines by their member club president.

14. PRACTICE

14.1 Pre-Season practices shall not begin before July 1st.

14.2 The first three days practice shall be for conditioning only. No helmets.

14.3 Practices shall be a maximum of eight (8) hours per week when school is in session.

14.4 Practices are closed. No coach, player, parent, team support or board member shall observe, film, videotape, photo or otherwise record the practice of an opposing league without opposing league expressed consent.

15. GAME TIMES

15.1 Game times during the week shall be at the discretion of the County President, with every consideration of age and travel time.

15.2 All tackle divisions shall play ten (10) minute quarters.

15.3 All tackle football half times are ten minutes.

16. SCALES

16.1 The Host Site shall provide a balance type medical scale for weigh-ins.

16.2 Every scale shall have a hole punch attached to it and it shall be mandatory for it to be used at all weigh-ins.

16.3 All scales must be officially certified and calibrated prior to Roster Verification.

17. UNIFORMS

17.1 It shall be the responsibility of the home team to arrange for acceptable contrasting uniforms.

18. POINT SPREAD

18.1 If a team is ahead by twenty-eight (28) points in the second half, the referee shall instruct the clock operator to use a running clock for the remainder of the game. Once started the running clock can only be stopped for injury of a player, the end of a period, or at the discretion of the referee. Losing team time out stops the clock.

18.2 Once the running clock has been started, the winning team cannot pass the ball. If the winning team fails to abide by this rule, each violation will be a loss of down.

18.3 Once the running clock has started, there will be no onside kicks at kickoff.

18.4 Once the running clock has started, the winning team defense cannot advance a turnover. The ball will be blown dead immediately and the winning team offense will takeover from this point.

18.5 An investigation will take place if a game ends with a score differential of 39 points or more. If it is determined that the Head Coach intentionally ran up the score, he will be suspended for one game at the discretion of the BCYFCA Board.

19. COLORS

19.1 The BCYFCA BOD must approve uniform color changes.

20. EQUIPMENT AND SAFETY

20.1 Equipment must be purchased from a certified manufacturer. Helmets must be re-certified no less than every three (3) years. Every helmet must have a stamp with the re-certification date on the inside earflap.

20.2 No plastic or rubberized clothing will be permitted for use by any athlete for the purpose of weight loss. Anyone suspected of using such techniques must be reported to the area tackle football agent who then must report his findings to either the County President or Vice-President for potential discipline by the Executive Board of BCYFCA. It is the responsibility of the league presidents to enforce this rule within their respective leagues.

20.3 Each league must submit documentation helmet certification by August 1st every year.

21. ROOKIE

21.1 The offense shall have **forty (40) seconds** to commence play.

21.2 The offensive coach and one defensive coach may be on the field to provide field instructions until the offensive breaks the huddle. After 4th week coaches are to come off the field. Upon the break of the offensive huddle both the offensive and defensive coach must move twenty (20) yards from the line of scrimmage. Instruction stops when the huddle is broken. Failure to abide by this rule will result in a coaches warning, second offense the team will lose the coach from the field for the rest of the day. Only applies to one side of the ball, unless the other coach has committed the same infraction.

21.3 No instructional aides shall be allowed within the confines of the playing field, except during time-outs.

21.4 If the offense declares a free kick (punt, extra point, or field goal) neither team may cross the line of scrimmage until the ball is kicked. There are no fake kicks. The kicking team is required to drop kick the ball on punts and place kick the ball on extra points or field goals. Ten (10) seconds are allowed between the snap of the ball and the kick.

21.5 The receiving team may advance the punted ball to the line of scrimmage from which the ball was punted. The ball remains in play while it is inbounds until it stops moving on its own or the kicking team touches it without being touched by the receiving team. The ball becomes live when touched by the receiving team and if it is fumbled or muffed either team may recover it. The kicking team may not advance a recovered fumble or muff. Fair catches are allowed. A kicked ball that fails to pass the line of scrimmage is dead where the ball hits the ground. The practice of advancing the ball twenty (20) yards in lieu of punting is not allowed in the tackle divisions.

22. Unlimited Weight Rules

22.1 Unlimited player rules are defined as players that have not made their respected age groups weight limit.

- a. Players will be marked with a yellow/green neon strip across the length of the helmet.
- b. Players will only be allowed to play on offense and defense as defined below.

22.2 Unlimited players cannot be moved off the unlimited list once they are marked. Should be initialed by **H** and should be **a copy (no originals)**.

22.3 Unlimited player positions on offense:

- a. Left tackle
- b. Left guard
- c. Center
- d. Right Guard

- e. Right tackle
- f. There will be no more than 5 unlimited players on the field for either team at one time. If there are more than 5, a penalty for illegal participation will be issued. On offense the 5 unlimited players, if there are 5, would need to be next to each other, i.e. LT, LG, C, RG, RT, this is known as the box. The box of these 5 players may be moved around so that there could be 4 unlimiteds on one side of the ball. If there is less than 5 unlimited, the 2 unlimited that are furthest apart should not be more than 4 positions, that is to say if an unlimited is at LT, the furthest out any other unlimited could be is RT.
- g. An unlimited player can be on the end of the line. An unlimited on the end of a line is ineligible and cannot go downfield on pass plays. If an unlimited is downfield on a pass beyond the line of scrimmage, he should be flagged as an ineligible downfield, and if he touches the pass first, this should be flagged as illegal touching.

22.4 Unlimited player position on defense:

- a. Players must be in a 3 or 4 point stance (No standing up in 2 point stance). This applies in both offense and defense.
- b. Unlimited players must line up inside the outside shoulder of the tackles (the second player from the center, unless there is only one player on that side of the ball). If the offensive formation has shifted to one side, the unlimited may lineup on the outside shoulder of the outermost unlimited, if this player is wider than a tackle, otherwise he/she should be on the outside shoulder of the tackle.
- c. At every age level, the defense can line up on the center if the backs are less than 5 yards from the ball.

22.5 Unlimited players can only play on the following special teams: Extra point and field goals. (Defensive players are allowed on these teams.) No unlimited players to be on kick-off or kick return. Line to Line, Tackle to Tackle only. Unlimited players are allowed on punts and punt returns.

22.6 Penalty for abusing the unlimited rules:

If players are caught outside any of the above aforementioned positions, a 10 yard Unsportsmanlike penalty will be called. If a player or another player continues to play outside required position, the coach will be flagged for an unsportsmanlike penalty. If it is a second offense for the same player he will be removed from the game. If a third penalty is thrown, the head coach will be removed from the game.

23. DATA TRANSMITTING / TAPING EQUIPMENT

- 23.1 NO ONE is permitted the use of ANY type of data transmitting or taping equipment on the designated field. Badge Media Personnel are the only exception.