

TENNESSEE YOUTH FOOTBALL ALLIANCE

2010

Football

Rules; Regulations

and

Procedures

COACHES

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

SECTION I: REGULATIONS & PROCEDURES

1.00 THE LEAGUE

- 1.09 Each member community shall be responsible for appointment of all coaches. All coaches actively instructing in practices or coaching in games shall be certified by an approved National coaches certification program (i.e. NYSCA) and agree to be bound by the "Code of Ethics" contained therein.
- 1.10 All coaches shall refrain from the use of any tobacco products or be under the influence of alcohol or illegal drugs while in contact with any or all players during practices and games.

3.00 DECLARATION OF TEAMS

- 3.07 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 (Recommended to do so by a draft).
- 3.08 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 failure to make the triple (or double) level team in the age division in which the child plays. A Triple or Double coach can not be forced to move a player down, whom they feel is talented enough to play at the level in question.
- 3.09 Any player that failed to make the triple level team in his/her age division may not be dropped directly to the single level for any reason other than failure to make the double level team. The Single level was created for players with little or no playing experience.

4.00 ROSTER ACTIVATION, PLAYER ELIGIBILITY, & FEE NIGHT

- 4.08 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/she was rostered in unless the blood rule is invoked.
- 4.14 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.
- 4.23 TYFA teams shall be limited to thirty-two (32) players. It is strongly recommended that teams carry no less than sixteen (16) players, if possible.
- 4.24 After a team roster is filed on Fee Night, 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. A player may be elevated to a double or triple level team at any time prior to his/her last scheduled regular season game.
- 4.25 A player may not be elevated specifically for playoff and/or championship games.

5.00 LEAGUE FEES, FINES, & REBATES

- 5.04 A \$50.00 fee will be assessed by TYFA for all protests filed with the Protest Committee. The fee will be reimbursed if the protest is upheld.
- 5.06 A fine of \$50.00 will be levied on any coach who is ejected from any TYFA game for any reason other than fighting or as outlined in rule 9.09. The coach ejected must sit out the following game and will not be allowed to coach in any TYFA scheduled League Game until the fine has been paid. The referee shall inform the League of all ejections. The Head Coach shall be responsible for collection of all fines for any Assistant Coach who is ejected.
- 5.07 A coach that is ejected for fighting or as outlined in Rule 9.09 will be immediately suspended from all coaching activity with TYFA until they appear before the Executive Board to show cause. The Executive Board will hear arguments and will make a recommendation to the Voting Delegates for a course of action. This recommendation shall become binding upon a simple majority vote of quorum by the Voting Delegates. The recommended action can not be less than a fine of \$50, a two (2) game suspension, and a one (1) week suspension from practice. All action approved by the Voting Delegates 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. The failure of a community to enforce this rule on any of their coaches will subject that community to a hearing with the TYFA Ethics Committee for action. The TYFA Executive Board will make all reasonable effort to expedite action from the Voting Delegates.

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

6.00 WEIGHT LIMITS & WEIGH-IN PROCEDURES

6.01 The weight limits for all backfield positions and end positions for the entire season for Youth brackets are as follows:

AAA 135	BBB 110	CCC 90	PW 65
AA 125	BB 100	CC 80	JRPW 60
A 110	B 90	C 75	

- 6.02 Weigh-in of all players shall take place 30 minutes before each game played, beginning with the Jamboree. In the event of a late player (refer to rule #6.15), weigh in of the late player shall occur at half time. No coach shall have the authority to refuse weigh-in of a late player at half time. If the player is a Monster Man and does not present themselves by the cut-off time listed in 6.16, they are still ineligible to play until the second half.
- 6.03 An Official TYFA game roster is to be presented by each coach at Jamboree prior to weigh-in. The Division Athletic Directors shall be in attendance at their respective Jamborees and shall be present to oversee the weigh-in. Each player listed on a team Official Game Roster is to step on the scales to be weighed, provided they are in attendance. When all players have been weighed, the coaches of each team shall sign each roster.
- 6.04 Each Division Athletic Director shall sign each team roster presented at Jamboree in the appropriate place making it official for their Jamboree Sites. The Division Athletic Directors shall retain the rosters and compare them to each community's Fee Day Rosters. At Fee Day, each roster will be checked and verified with all registration documents. Upon verification, official copies will be made for the communities to use for their Official Game Day Roster and the originals will be given to the TYFA Secretary for keeping on file.
- 6.05 Copies of the roster presented at Jamboree and signed by the TYFA Division Athletic Directors shall be the only roster to be presented at weigh-in before each game played. It is very important this is understood. No other roster will be accepted. Failure to have the official roster, as submitted at Jamboree and signed by the Division Athletic Directors of TYFA, at weigh-in before a scheduled League game will result in an automatic forfeit. No appeals will be allowed. This is the single most important document each Head Coach must be in possession of at all times. Coaches are to make enough copies of the signed roster to last the entire season. Each member community is required to keep a copy of each of their team's original game day roster. The original Jamboree rosters shall be kept on file with the League Secretary.
- 6.06 All players at or under the weight limits defined for backfield and end positions, as stated in rule 6.01, shall be referred to as "Single Strippers" and will have either one (1) or no stripe on their helmets. All communities shall be consistent in the striping of helmets for single strippers.
- 6.07 Players exceeding the defined weight limits as stated in rule 6.01 shall be referred to as "Monster Men", also known as "Double Strippers". Each Monster man or Double Stripper shall be required to wear two (2) stripes on their helmets.
- 6.08 Official weigh-in and 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 so the opposing coach can observe all players. Double Strippers must show their helmet to ensure proper striping.
- 6.09 A player shall be considered over the assigned weight limit for his/her classification 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/her age bracket. In case of a dispute, the Field Director will be the final authority on this matter.
- 6.10 A player may not remove their padded game pants or game jersey for weigh-in. A player will not be allowed to weigh-in if the player does not have their padded game pants and be in possession of their game jersey while on the scales.
- 6.11 A player will not be allowed to weigh in with a jersey or game jersey other than the game jersey number the player was officially rostered on Fee Night except as provided in rule 6.12. 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. No player will be allowed to play in a jersey in which the number is affixed to the jersey by tape or any other method inconsistent with the teams approved jersey.
- 6.12 In situations where a player arrives without his game jersey, the Field Director shall invoke the blood rule for weigh-ins. Should the player obtain his regular jersey before the pre-game conference, he may change to his regular jersey after reporting in to the Field Director and the change is reported to the opposing Head Coach. There is no provision for the player to change jerseys at any time after the pre-game conference unless the blood rule is invoked during the game. In such event, the player MUST wear the blood jersey which was worn at weigh-in.
- 6.13 Shoulders pads, helmet, shoes and socks may be removed from the player prior to or during the weigh-in. A player may step off the scales, only once, to remove shoes, socks and shoulder pads and return to the scales.
- 6.14 If a player who is officially listed as a Single Stripper on a team's roster weighs in over the assigned weight for their division bracket, the player must play that game as a monster man and must be striped properly according to striping procedures for monster men. This is to be noted on the game roster for that game.

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

- 6.15 If a player listed on the Official Game roster as a Monster Man weighs in under the assigned weight for their bracket, that player may play as a single striper, if he/she so desires, in that game as long as the player is wearing the proper stripe defined for Single Stripers. This is to be noted on the game roster for that game. If a Monster Man enters the game with striping defined for a Monster Man, the player must remain a Monster Man for that game. Striping must change before the game starts.
- 6.16 Any player arriving for a game after weigh-in of both teams has concluded must wait until halftime of his teams' game before he can be weighed. The community director may decide to weigh-in the late player for participation in the first half at his/her discretion provided the weigh-in is done before the pre-game conference. Coaches from both teams are to be on hand and in the weigh-in area when the player is weighed. All players arriving late must, otherwise, be weighed at halftime. No player may be denied the right to be weighed or participate after half time.
- 6.17 Weigh-in shall be considered concluded once all rostered players have been weighed-in or the pre-game conference has begun.
- 6.18 Any player failing to have proper stripe (stripes) on their helmet shall be removed from the game until their helmet is corrected. This violation will result in a fifteen (15) yard penalty.

7.00 PRACTICES

- 7.01 Fall practice will start on Monday, July 26, 2010.
- 7.02 The first day of practice shall be conducted with no equipment and shall be non-contact (t-shirts and shorts). The second and third days, teams may wear helmets, only.
- 7.03 During the pre-season and prior to the first game played on the Official TYFA Schedule, there is no limit to the number of days a team or member program may practice.
- 7.04 Once the first game of the Official TYFA Schedule is played, practice, in pads, is limited to three (3) days per calendar week.
- 7.05 All pre-season camps must:
 - a. occur at least 14 days prior to the first day of TYFA practice.
 - b. be no longer than 10 days
 - c. be published on the TYFA website
 - d. be open to any player per TYFA guidelines.

8.00 SCHEDULES

- 8.10 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.
- 8.12 No Coach or his team is to leave the member communities park or assume a game is cancelled during any delay or suspension because of lightening or inclement weather. Games will resume from the point the game or games in progress was halted and all games that follow the suspended game or games shall be played that same day, regardless of the start time. Exception: See rule 8.15, Note.
- 8.13 Any team that leaves a game site during a lightening delay or any delay caused by inclement weather and is not present when play is resumed shall forfeit that game. 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.
- 8.15 Any game that is postponed due to weather conditions shall 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. 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. Games involving Triple level games shall take priority over double or single level games.

9.00 REFEREES & PENALTIES

- 9.05 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 a referee feels a coach is inciting negative reaction with his parents due to a call or decision made during the game.
- 9.06 The Head Game Referee shall have the power to eject from the game any coach whose conduct is not proper or if a Head Coach cannot control his parents and/or spectators after the warning flag referred to in 9.07.
- 9.07 Abuse of game officials shall not be tolerated. Any avoidable contact (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

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

from the park for the remainder of the day. Players that are ejected under this rule will be suspended from practice for the next week and from their team's next scheduled game. See rule 5.09 regarding the ejection of coaches under this rule.

- 9.08 Any coach or player that approaches an official in an unsportsmanlike manner 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. Any coach or player that approaches an official in an unsportsmanlike manner after a game (this includes demanding their name), and the official is outside the visual confines of the playing field, that organization will be fined as follows:

1 st Offense:	\$25.00 fine
2 nd Offense:	\$50.00 fine
3 rd & subsequent Offense:	\$100.00 fine

Any fan that approaches an official after a game in an unsportsmanlike manner, the offending community shall receive the following:

1 st Community Offense:	Warning
2 nd Community Offense:	\$25.00 fine
3 rd Community Offense:	\$50.00 fine
4 th and Subsequent Offense:	\$100.00 fine

All incidents that occur after games will be reported immediately to the Coordinator of Officials. The Coordinator will then forward the information of the offense to the Executive Board Member of the offending community and the Ethics Committee Director.

- 9.12 All penalties will either be five (5) or ten (10) yards in length, with the exception of Unsportsmanlike Conduct, which shall be fifteen (15) yards in length.
- 9.13 A Monster Man that is out of position or not lined down, as defined by the rules for Monster Men in rules 14.09 through 14.14, 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.
- 9.14 All communication between a team and the officials is to be through the team's Head Coach; or, for Junior Pee Wee, Pee Wee, C and CC level games, the "on field" coach.
- 9.15 Any player ejected for fighting will have 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.

10.00 HOME FIELD RESPONSIBILITY

- 10.01 Each member community in TYFA must have a home field. If a member community has a working agreement with another member community, 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 entry date into the League.
- 10.02 The host community shall maintain a safe playing area as well as the surrounding area reserved for spectators. All warm-up areas are to be maintained in excellent condition.
- 10.03 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.
- 10.04 The National Anthem should be played before the first game of the day. During this time, if played, a proper salute to the flag is required.
- 10.05 Each member community participating in TYFA shall be required to have a set of balance beam scales to be used at all weigh-ins. No other scales will be allowed. A certified fifty (50) pound weight is required and must be used to verify calibration of scales before each weigh-in begins.
- 10.06 Each hosting community must have a weigh in area that is enclosed in the event a player needs to remove any equipment during weigh-in.
- 10.07 All fields are to be marked clearly with proper lines. The field must have benches on both sidelines.
- 10.08 The field is to be marked with appropriate boundaries for coaches and players.
- 10.09 The hosting community must have adequate seating for spectators and this seating shall conform to basic established safety guidelines.
- 10.10 The hosting community must have clearly defined sideline boundaries separating the spectators from the sidelines.
- 10.11 The member community that is hosting will be responsible for a chain crew. Children under the age of 16 are not allowed to work the chains or down markers. The yardage chains shall be operated on the home side of the field. 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.
- 10.12 The hosting team shall have a set of yardage chains that are properly set ten (10) yards apart. Prior to the first game, the Head Referee shall check the yardage chains for proper calibration. The host program must have a down marker in proper working order.

TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010

- 10.13 The home program should supply a P.A. system and play announcer for each game played. Spotters will be allowed in the announcer's booth at the sole discretion of the home field director. Other than the official P.A. system, no other amplified P.A. systems will be allowed during any game.
- 10.14 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 play announcer shall refrain from any type of announcing. Once the referee signals the play over, the play announcer may announce.

11.00 FIELD SPECIFICATIONS

- 11.05 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.
- 11.08 Goal posts are not required but preferred by the League. 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.
- 11.09 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 a game to start after 8:30p

12.00 UNIFORMS AND EQUIPMENT

- 12.01 All teams participating in any official TYFA league game shall wear jerseys that are of the same color. 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.
- 12.02 Each player on all Youth and Varsity teams shall be numbered 00 to 99, with the number having no relationship to position. A player may not participate in an official League game in an unnumbered jersey. Coaches are prohibited from agreeing to allow a player to participate in a game with a number that is taped or drawn on a jersey. Coaches allowing this shall be suspended, pending an Ethics Committee meeting.
- 12.03 Helmets must be of full suspension or air cell type, and must be NOCSAE certified. Communities permitting players to participate in helmets not NOCSAE certified shall be fined and all players will not be allowed to participate until a certified helmet is used.
- 12.04 No cleats will be allowed with screw-on cleats where the post is affixed to the shoe. All kickers must wear shoes or cleats. No barefoot kicking will be allowed.
- 12.05 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.
- 12.06 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.
- 12.07 If two (2) member communities have the same color scheme, the visiting team shall wear vests that pull over the game jersey, if designated by the hosting member community. If the referee decides no conflict is apparent, vests will not be required to be worn.
- 12.08 Any team of a member community that uses two (2) sets of jerseys, in which each set is a separate colored jersey must have the same numbers for both sets and each player must wear the same number, as rostered on Fee Night, in both sets.
- 12.09 All jerseys must be at least waist length, covering all padding. Jerseys longer than waist length are required to be tucked in. The referee may remove a player from the game if a player's jersey is not tucked in or padding is exposed. The player may re-enter the game when the situation is corrected.
- 12.10 Footballs shall be of leather, rubber, or composite in construction. For Varsity and Jr. Varsity, the ball must be no smaller than the equivalent size and weight of the Wilson TDY. For AAA to B, the ball must be no smaller than the equivalent size and weight of the Wilson TDJ. For CCC to JPW, the ball must be no smaller than the equivalent size and weight of the Wilson K-2.

13.00 PRE GAME REQUIREMENTS

- 13.01 Thirty (30) minutes before the scheduled game time, the coaches of the game to be played shall exchange game rosters on the game roster signed by the President or Vice President of TYFA at the League Jamboree. This form is the only form acceptable. If a coach presents a roster that is not official, inform the official conducting the weigh in that you are playing the game under protest due to an improper roster. The game must be played.
- 13.02 The improper roster is to be given to the host community TYFA Executive Member immediately to be forward to the TYFA Executive Board.

TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010

- 13.03 If no protest is filed before weigh in, and the game is played, the game may not be protested.
- 13.04 If a player arrives at a scheduled game without his/her game jersey, the coach must approach the opposing coach and explain that the player will wear an approved blood jersey for that game. If no blood jersey is available, the player shall not be permitted to start the game. If the player's jersey is obtained by halftime, the player's head coach shall report that to the opposing head coach and the player will be permitted to participate during the second half of the game.
- 13.05 All changes made at weigh-in to a game roster for a game must be signed by both the opposing coach and the home field representative that conducts the weigh-in.
- 13.06 The Head Referee will meet with both Head Coaches at Mid Field prior to the coin toss of each game to introduce the crew and answer any questions by the Head Coaches.
- 13.07 The coin toss shall take place at the forty (40) yard line. Coaches in youth divisions will be allowed to be with their players at the coin toss.
- 13.08 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.

SECTION II: TYFA PLAYING RULES

14.00 PLAYING THE GAME

A. GENERAL RULES

- 14.01 All games played in TYFA shall be played using the playing rules covered in the National Federation High School rule book, except those rules covered under this section.
- 14.02 All quarters shall be ten (10) minutes in length. A ten (10) minute intermission shall be given between the first and second halves. The clock will start and stop in accordance listed in section 15.00.
- 14.03 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.
- 14.04 In overtime, the ball shall be placed on the ten (10) yard line. Each team will have four (4) downs to score. If the overtime is tied after both teams have had their downs, the ball will be placed on the Ten (10) yard line and the overtime process will start again.
- 14.05 Beginning with the third overtime period and continuing with each additional overtime period, the ball shall be placed on the five (5) yard line.
- 14.06 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 a free kick is kicked out of bounds untouched, the Receiving Team has the following choices:
 - a) accept a five (5) yard penalty from the previous spot and have the kicking team re-kick
 - b) accept the penalty by putting the ball at the inbounds spot fifteen (15) yards beyond the previous spot.
 - c) decline the penalty and put the ball in play at the inbounds spot.
- 14.07 All free kicks after a score will be made from the thirty-five (35) yard line.
- 14.08 Hard substances in its final form such as leather, rubber, plastic, plaster or fiberglass, when worn on the hand, wrist, forearm, or elbow shall be considered illegal equipment and the player prohibited from participation unless covered on all exterior surfaces with no less than ½ inch thick high density, close-cell polyurethane or an alternate material of the same minimal thickness and similar physical properties to protect an injury as directed in writing by a licensed medical physician.
- 14.09 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. There shall be no additional players or children, other than those on the current teams roster, on the sidelines during a football game.
- 14.10 All players for all brackets, except as specified in Rule 17.15, must participate in every game present unless cause can be shown. Examples of cause can include, but are not limited to: excessive practices missed, team related disciplinary action, player's unwillingness to participate, etc.

B. MONSTER MEN/DOUBLE STRIPERS

- 14.11 The maximum number of Monster Men that can be on the field of play and in the offensive line-up at any time during a game shall be five (5). These five (5) Monster Men will be the position of Center, Guards, and Tackles.
- 14.12 In the offensive set, all Monster Men must on the line of scrimmage and must be covered by a Single Striper on each side of the ball.

TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010

- 14.13 In the offensive set, for AA and below, all Monster Men must be in a three (3) or four (4) point stance at the snap of the ball. For AAA and above, Monster Men may use a two (2) point stance and must be set at the snap of the ball. All Monster Men must be within an overall spread across the line of scrimmage of fifteen (15) yards.
- 14.14 The maximum number of Monster Men that can be on the field of play and in the defensive line-up at any time during a game shall be four (4).
- 14.15 In the defensive set, 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. 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 when a wide out is used.
- 14.16 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.
- 14.17 A Monster Man may not advance the football at any time during a game. A Monster Man will be allowed to kick off, punt and kick extra points. 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. 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.
- 14.18 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.
- 14.19 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 and 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.
- 14.20 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.
- 14.21 If a single striper weighs in above the defined weight limit for his/her division, as outlined in rule 6.01, and being designated a Monster Man or Double Striper, plays as a single striper, the said player will be an illegal participant in that game.

15.00 STARTING AND STOPPING THE CLOCK

- 15.01 The clock shall start for a period in the following circumstances:
- a) If a period begins with a free kick, the clock will start when the receiving team touches the ball.
 - b) If the period begins with a snap, the clock starts when the ball is legally snapped.
- 15.02 The clock shall be generally operated as per the National Federation Clock Rules. Following are the exceptions:
- a) 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.
 - b) The preceding exceptions will not apply during the last four minutes on the clock of the second (2nd) and fourth (4th) quarters of play.
- 15.03 The restarting of the clock provision on every ready-for-play signal does not apply to a charged time out.
- 15.04 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.
- 15.05 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: 1) the margin is closed to less than 33 points, 2) the team that is behind uses one of it's remaining time-outs; or, 3) the referee's stop the clock for an injury.
- 15.06 JPW, PW, C, and CC shall have 45 seconds to snap the ball or free kick after the ready-for-play signal.
- 15.07 CCC, B, BB, BBB, A, AA, and AAA shall have 30 seconds to snap the ball or free kick after the ready-for-play signal.
- 15.08 The referee shall have the authority to correct obvious errors in timing if the discovery is prior to the second (2nd) live ball following the error, unless the period has officially ended.

16.00 SCORING

- 16.01 Except for the Varsity division which scores according to the National High School Federation Rules, points scored during a game are awarded as follows:
- a) 6 points for a touchdown
 - b) 2 points for a safety
 - c) 1 point on a successful try after a touchdown if the ball is advanced by running the football or a pass is completed

TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010

behind the line of scrimmage for youth division play.

- d) 2 points on a successful try after a touchdown if a pass is completed beyond the line of scrimmage or by a placekick for youth division play.

- 16.02 Three (3) points will be awarded for any successful field goal attempt.
- 16.03 The score of a forfeited game shall be 1-0 in favor of the offended team. 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.
- 16.04 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 Referee shall place the ball at the appropriate spot (the original 3 yard line of a High School Field). Once this is done, the ball must be kicked. Any action other than a placekick in this situation shall result in a dead ball and no score being allowed.
- 16.05 Rule 16.04 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.

17.00 "PEE WEE" "C" AND "SINGLE B" DIVISION SPECIAL RULES

- 17.01 In Junior Pee Wee, Pee Wee, Single C, and CC, 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.
- 17.02 Beginning in the CCC division, coaches will not be allowed on the playing field during live play.
- 17.03 For Junior Pee Wee, Pee Wee, C, and CC, 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 the line of scrimmage is:
- a) between the twenty (20) yard lines or
 - b) inside the offensive teams own twenty (20) yard line.
- 17.04 For Junior Pee Wee, Pee Wee, C, and CC, when the offensive team advances the football inside the defensive teams twenty (20) yard line, the two (2) yard restriction on linebackers shall be removed.
- 17.05 For Junior Pee Wee, Pee Wee, C, and CC, *Blitzing* will not be allowed when the line of scrimmage is:
- a) between the twenty (20) yard lines or
 - b) inside the offensive teams own twenty (20) yard line.
- NOTE: It is not considered blitzing if the linebacker is two (2) yards deep at the snap of the ball.
- 17.06 For Junior Pee Wee, Pee Wee, C, and CC, when the offensive team advances the ball inside the defensive teams twenty (20) yard line, the restriction on *blitzing* is removed.
- 17.07 Once all players are set at the line of scrimmage and the quarterback begins his/her cadence, both coaches on the field must:
- a) If on offense, be ten (10) yards from the line of scrimmage and two (2) yards behind the deepest running back.
 - b) If on defense, be two (2) yards behind the deepest defensive player.
- 17.08 Once all players are set at the line of scrimmage and the quarterback begins his/her cadence, both coaches on the field of play may not instruct or communicate with any player in the game. Violation of this rule will result in a ten (10) yard illegal participation penalty. Repeated violation of this rule will result in the replacement of the coach on the field by the referee.
- 17.09 The one (1) coach that is allowed per team on the field defined in rule 17.01 shall not use headphones and/or headsets or handsets while on the field during live play. It is legal for a coach to use headphones and/or headsets or handsets while standing on the sideline at anytime or only on the field during a time-out, between quarters, or while attending an injured player.
- 17.10 A five (5) yard illegal procedure penalty shall be marked off against the defensive team when rule 17.03 or 17.05 are violated.
- 17.11 On fourth (4th) down in all levels of the C division (C, CC, CCC), a punt may be declared by the offense. 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.
- 17.12 In all levels of the C division (C, CC, CCC), the punt shall be a free kick and all players must remain in their positions until the ball is kicked. The kick must be made from within the lateral boundaries of the normal offensive tackle positions. This rule shall apply to the Single B division through Week 4 of the regular season.
- 17.13 In all levels of the C Division (C, CC, CCC), 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.
- 17.14 In the Pee Wee division, which includes Junior Pee Wee, teams may declare a punt on 4th down only. When a punt is declared, the referee shall mark off and place the ball twenty (20) yards down the field from the previous spot. The placement of the ball on a punt shall not exceed the ten (10) yard line of the receiving team.
- 17.15 All Pee Wee, Junior Pee Wee, C, and CC players must participate in every game present.
- 17.16 Failure to play a player as described in rule 17.15 may result in a possible ethics violation. Each community shall be responsible for monitoring the playing time of all its participants.

TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010

- 17.17 There will be no free kicks for Junior Pee Wee and Pee Wee to start a Half or after a score. Instead, the ball will be placed on the offensive 20 yard line to begin play.

SECTION III: PRE & POST SEASON PLAY

18.00 JAMBOREES

- 18.07 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.
- 18.08 Each team will be allowed one (1) time-out per half. 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.
- 18.09 There will be no overtime periods in Jamboree play.

19.00 PLAYOFF GAMES

- 19.01 At the conclusion of the TYFA regular season schedule, TYFA will have playoffs to determine the TYFA League Conference Champion in each age bracket.
- 19.02 (I) For Triple and Double divisions, all teams will make the playoffs. Byes will be assigned according to final standings. In the case of a tie in deciding division standings, use the following to break each tie:
- a) head to head regular season record
 - b) best conference record
 - c) best total record
 - d) least total of points allowed in conference play
 - e) coin flip with three or more tied, odd man winner
- 19.03 All three division leagues (singles). The top eight teams based on their total records qualify for the play-offs, but the three division winners MUST be included. The format for play-off is #1 host #8, #2 host #7, #3 host #6 and #4 host #5 the first round. The second round format for the teams left is #1 host #4 and #2 host #3. All other teams play in a TYFA sponsored bowl game providing we have equal number of teams in an age group. In deciding on ties for the seeding of these teams, use the following:
- a) Total overall win/loss records
 - b) Head-to-head regular team results
 - c) Division win/loss record
 - d) If a tie exists after applying (a), (b), and (c), above, the standing will be decided by a coin toss by the Conference Athletic Director.
- 19.04 In three division leagues, the three division winners along with the non division winner with the best over-all record are selected to host the first round. These four will be seated 1,2,3, and 4 based solely on total over-all records. The next four teams, based on total records only will be selected for the play-offs and ranked 5,6,7 and 8 based on those total records. For round #1 of the play-offs, 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5. For round #2, 1 vs 4 and 2 vs 3 based solely on total records. Teams not making the play-offs will be invited to play in a bowl game. If the conference / division has an odd number of teams, the team with the poorest record does not participate unless a team has to fold. In deciding on ties for the above seedings, use the following:
- a) Total overall win / loss records
 - b) Head-to-head regular season results
 - c) Division win / loss records
 - d) Least total points allowed in conference play
 - e) Coin flip. With three or more tied, odd man is winner
- 19.05 The Division Winners will host the Divisional playoffs for Round One along with the two non-division winners with the best total records. Round Two will be hosted by the teams with the best total record with Team #1 hosting #4 and Team #2 hosting #3.
- 19.06 If a community who has qualified a team or teams to host playoff games is not able to host at their regular season fields due to field availability, they have the right to determine where they will be played, with approval from the Schedule Committee.
- 19.07 All play off games must be played in accordance with the official league rules.
- 19.08 No team shall advance to the next level of the state playoffs without first playing and defeating a scheduled opponent, unless the opponent forfeits it rights to play the game either by not showing up or leaving the field prior to the conclusion of the game being played.

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

- 19.09 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.
- 19.10 The Head Coach of a team may file a Protest if the Head Coach feels a playing rule, as defined under Section II-Playing Rules, has been misunderstood or misapplied. All protests involving playing rules must be resolved before a play off game can resume. Once the game has ended, any protests involving rules or regulations will not be heard.
- 19.11 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 Ethics/Protest Committee shall do the investigation and make its findings known to the Voting Delegation.
- 19.12 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. In the case of postponement, all teams must re-weigh before resuming the game.
- 19.13 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 that day. The President of TYFA must be contacted immediately if a game is to be postponed. Any team who leaves the playing site and is not present when the game is resumed will forfeit the game. 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.

20.00 THE TYFA CHAMPIONSHIP

- 20.01 TYFA will host a Conference State Championship game in each age bracket. The communities will host on a rotating basis. Rules 19.02 and 19.03 will determine playoff pairings.
- 20.02 The Official TYFA roster as supplied by the League Secretary will be the ONLY roster used for the TYFA Championship games. No Coach's or Community's Rosters will be accepted. No player will be allowed to participate in a Championship game that is not on the Official TYFA roster in the Jersey listed on that roster.
- 20.03 TYFA will make every attempt to conclude its season by the 2nd weekend prior to Thanksgiving.
- 20.04 The Championships will be played at a site or sites to be determined by the Executive Committee.
- 20.05 An admission charge will be assessed at all Championship sites in accordance with rule 5.10 and the admission receipts collected shall be turned over to TYFA.
- 20.06 All the member communities in TYFA shall be responsible for the operation of the TYFA Championship.
- 20.07 Communities, who offer to be the host location for TYFA Championships, will assume the duties of the Championship Committee.
- 20.08 The Championship Committee will solicit help from other communities, as necessary.
- 20.09 Only rostered, certified coaches will be allowed on the sidelines during the game.
- 20.10 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 Executive Committee.

21.00 VARSITY PROGRAM

- 21.01 The Varsity Programs (Varsity and Junior Varsity) shall play under the National High School Federation Rules except where noted in previous sections of this rule book or further in this section.
- 21.02 The Varsity Program has no weight limits and therefore no Monster Men designation.
- 21.03 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/her team from the available pool, all players that remain are released and Junior Varsity team (or teams) may be formed.
- 21.04 Any community may declare a Varsity and Junior Varsity team by the Wednesday prior to the 3rd regular season Youth football game.
- 21.05 Communities may declare one or multiple teams in Junior Varsity division after declaring a Varsity Division team.
- 21.06 No player may be rostered at both divisions simultaneously.
- 21.07 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 programs once he/she is rostered with T.Y.F.A.
- 21.08 Varsity games will be played on an 80 yard field or a 100 yard field if available.
- 21.09 Any player participating in the T.Y.F.A. Varsity Program must be registered with T.Y.F.A. with the same registration requirements as the Youth Program.

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

21.10 TYFA will schedule as many games as necessary for Varsity and Jr. Varsity teams registered as TYFA teams to play each other at least once.

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

Play Field Locations

www.tdot.state.tn.us/information-office/const.htm

ANTIOCH FALCONS

Ezell-Harding School
574 Bell Rd, Antioch
ALTERNATE SITE - Antioch High School 1900 Hobson Pk Antioch

BELLEVUE STEELERS

Bellevue Middle School
655 Colice Jeanne Rd. Nashville
Visitors are to park only in the parking lots on either side of Bellevue Middle School - NO PARKING ON THE GRASS violators may be ticketed or towed at the vehicle owner's expense.

BORDEAUX EAGLES

Metro Center Football Field
Ted Rhodes Field 720 Mainstream Dr. Nashville (field contact - 429-8050)
There are limited bleachers available, so visitors may want to provide portable seats or lawn chairs.

BRENTWOOD BLAZE

Crockett Park
1500 Volunteer Pkwy Brentwood

CLARKSVILLE GREYHOUNDS

Tabernacle Baptist Church Field is located at the rear of the church
303 Market Street Clarksville, TN
There is limited bleachers available, so visitors may want to provide portable seats or lawn chairs

COOKEVILLE CAVALIERS

Cookeville High School
2335 N. Washington Ave. Cookeville

DAVIDSON CO. COLTS

Ewing Park Middle School,
3410 Knight Dr, Nashville, TN

DONELSON-HERMITAGE WARRIORS

Ben West Sports Complex
323 Stewarts Ferry Pk Nashville

EAST SIDE BOBCATS

Isaac Litton Middle School
4601 Hedgewood Dr Nashville

FRANKLIN COWBOYS

Jim Warren Park - Cowboys Complex
705 Boyd Mill Ave Franklin
Park only in designated lined parking slots; DO NOT PARK on any grass area or medians. Tickets will be issued by the Franklin Police Dept.

GOODLETTSVILLE TROJANS

Moss-Wright Park
705 Caldwell Ln., Goodlettsville (field phone is 566-9038)
Please follow the signs!

GRASSLAND GOLDEN EAGLES

Grassland Middle School
2390 Hillsboro Rd Franklin

HENDERSONVILLE TITANS

Drakes Creek Park North
130 Cherokee Rd. N. Hendersonville

LEBANON BLUE DEVILS

W.J. Baird Middle School

**TYFA Football & Cheerleading
Rules, Regulations, and Procedures
2010**

131 WJB Pride Ln Lebanon, TN

MADISON TITANS

Stratton Elementary School
310 Old Hickory Blvd Madison

MT. JULIET BEARS

Charlie Daniels Park
1100 Charlie Daniels Pkwy Mt. Juliet (field phone - 754-7314)

By order of the Mt. Juliet Police Department you must park in a lined parking space. DO NOT create additional rows of parking. DO NOT park in spots marked for the Community Center. Additional parking is available at Mt Juliet High School or The Joy Church. MJYFC is not responsible for any citations issued and/or your automobile being towed.

MURFREESBORO MUSTANGS

Middle Point Sports Complex
750A East Jefferson Pk. Murfreesboro

NOLENSVILLE PANTHERS

Rocky Fork Park
2310 Rocky Fork Rd. Nolensville

OLD HICKORY BULLDOGS

DuPont Middle School
1901 Old Hickory Blvd, Old Hickory

SHELBYVILLE EAGLES

Shelbyville Central High School
400 Eagle Blvd. Shelbyville (field phone - 931-808-9715)

SMYRNA BULLDOGS

Lee Victory Recreation Park
110 Sam Ridley Pkwy Smyrna (field phone - 220-4375)

*Park only in designated lined parking slots. **DO NOT PARK ON THE GRASS!** Tickets will be issued by the Smyrna Police Dept.*

SPRING HILL RAIDERS

Evans Park (Pete Boyd Fields)
Spring Hill
Overflow parking up the hill at the elementary school

WAVERLY-BELMONT BULLDOGS

Tennessee Preparatory School
1200 Foster Ave Nashville