

TENNESSEE YOUTH FOOTBALL ALLIANCE

2010

Football & Cheerleading

Rules; Regulations

and

Procedures

COMPLETE VERSION

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

SECTION I: REGULATIONS & PROCEDURES

1.00 THE LEAGUE

- 1.01 This organization shall be known as The Tennessee Youth Football Alliance, herein referred to as "TYFA, The League or the Organization". This organization shall provide the framework in which a program of competitive tackle football is offered and the ideals of good sportsmanship and fair play are stressed and taught. This organization will provide that any community may apply for membership and those who become member communities will form a league. This organization shall be responsible for administering all the rules and regulations through the procedures set forth in this book and enforce the ideals by which TYFA was formed.
- 1.02 This organization shall form a league consisting of member communities willing to participate in the ideals of community based football. Each member community shall be an established community as set forth by the Tennessee Youth Football Alliance.
- 1.03 The member communities of TYFA for 2010 are Antioch, Bellevue, Bordeaux, Brentwood, Clarksville, Cookeville, Davidson Co.; Donelson-Hermitage; East Side, Franklin, Goodlettsville, Grassland, Hendersonville, Lebanon, Madison, Mt. Juliet, Murfreesboro, Nolensville, Old Hickory, Shelbyville, Smyrna, Spring Hill, Waverly-Belmont.
- 1.04 The organization's league shall accommodate as many communities as are duly approved and accepted in accordance with the rules of membership contained herein.
- 1.05 Administration of the Organization and League shall be vested in the Executive Committee, whose purpose shall be to administer the rules and regulations set forth, and the Voting Delegation, whose purpose shall be to vote on all issues and rule changes presented to the Executive Committee.
- 1.06 Each member community shall have one (1) representative on the Executive Committee and one (1) representative on the Voting Delegation. There shall be one (1) Voting Delegate registered as a voting substitute for an Executive Committee member. A Voting Delegate serving as an Executive Committee substitute may not vote as a Voting Delegate on the same meeting date that the substitution was made. Substitutes are allowed for a Voting Delegate, so long as the substitute is registered with TYFA as an alternate Voting Delegate.
- 1.07 Each member community shall elect a member of their organization to serve on the Executive Board of TYFA. The Executive Board of TYFA shall elect a President, Conference Athletic Director(s), Secretary, and Treasurer for a two (2) year term. Once elected, the President shall become a neutral member, with no voting rights, except in the case of a tie vote. The member community from which the elected President represented shall appoint a new Executive Committee member to represent their community. The other officers shall have full voting privileges and shall represent their communities on the Executive Committee. The remaining Executive members shall serve on the Ethics/Rules Committee, the Finance Committee or the Competition Committee. The President of TYFA may create and assign any procedural committee as needed.
- 1.08 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.
- 1.09 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.
- 1.10 The League shall be divided into three (3) Conferences designated for large, medium and small communities. The setting of communities into conferences will be determined by the Competition Committee and presented to the Executive Board no later than the May meeting for the upcoming season. The Competition Committee will employ the criteria approved by the Executive Board to determine placement of communities within conferences. Any community can request to move to a larger conference pending approval by the TYFA Executive Board. The Conference alignment of the League in 2010 is to be:

NFC	CFC	AFC
Bordeaux	Antioch	Bellevue
Brentwood	Donelson-Hermitage	Clarksville
Franklin	Goodlettsville	Cookeville
Mt. Juliet	Grassland	Davidson Co.
Murfreesboro	Hendersonville	East Side
Smyrna	Old Hickory	Lebanon
	Spring Hill	Madison
	Waverly-Belmont	Nolensville
		Shelbyville

- 1.11 The Conference Vice President(s) of TYFA shall be elected by the Executive Board in accordance with the 2002 Constitutional Amendment enacted for that purpose.

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- 1.12 In addition to other duties, the Vice President(s) shall serve as Information Directors for their Conference and will be responsible for contacting leagues of any changes that occur and to distribute any and all relevant information that occurs outside any regularly scheduled League meeting.
- 1.13 Each member community shall appoint a Community Information Director to coordinate all communication with their Division Athletic Director. These contacts are to be presented to the TYFA Executive Committee and each member community will be required to file the names of these contacts with the League.

2.00 MEMBERSHIP

- 2.01 Any community may apply for membership to TYFA by formally submitting to the Executive Committee an Organizational Chart no later than the March TYFA meeting. Approval is subject to the By-laws and Constitution of the Tennessee Youth Football Alliance. The Executive Committee shall investigate and research all new applications to TYFA and shall have the authority to accept or reject any new program applying to TYFA. If accepted, the new community will become a member community, with all the rights and privileges granted to a member community, and shall serve a one (1) year probation, which shall be monitored by the Executive Committee.
- 2.02 To retain annual membership, each member community must field a triple level team in each age division and may only field one (1) triple level team in each age division.
- 2.03 A start-up community that becomes a member community may petition the Executive Committee of TYFA to enter the League without fielding triple level teams in the first year as a member community. The new community must apply for membership as stated in rule 2.01. The Executive Committee shall present to the Voting Delegation all the specifics of the play-down petition. If approved by the Voting Delegation the new member community must field a team in each division at the double level. New start-up member communities will not be allowed to enter TYFA at the single level.
- 2.04 Any new community approved to enter TYFA under rule 2.04 shall be required to field teams in the triple level the following year. Petitions to play down after the first year will not be considered.
- 2.05 TYFA will not refund or otherwise return any fees or fines collected from a Community in the event that said Community's membership in TYFA is terminated at any time before the end of the current season.

3.00 DECLARATION OF TEAMS

- 3.01 The first team fielded in an age group must be a triple level team. If no triple level team is declared in that age bracket on Fee Night, the member community will not be allowed to field any team in that age division unless it is a new community qualifying under rule 2.04.
- 3.02 Optional teams may be fielded by a member community in AA, A, BB, B, CC, C, Pee Wee, and Junior Pee Wee, and a member community will not be allowed to declare these teams until a triple team in each age bracket has been declared.
- 3.03 All players registering to play in TYFA, as well as any players registering late, must try out for the triple level team in each age group. After each triple level coach in each age bracket evaluates and selects the players for their triple level team from the available pool, all players that remain are released and a double level team is formed. The double level coaches in each age bracket shall evaluate and select their teams from the available pool of players. If enough players remain, a single level team must be formed. This rule shall survive any member community's By-Law's which are found to be inconsistent with the intent of this rule.
- 3.04 A second (2nd) double level team cannot be formed in any age division until a single level team is first formed unless there are insufficient single teams to form a division. Once a single level team is formed, the member community may elect either to form a second (2nd) single or double level team in that age group.
- 3.05 There must be a minimum of five (5) community teams in any age group to form a single level division. If the Executive Committee feels it is in the best interest of TYFA, a single level division may be formed with four (4) teams.
- 3.06 If the organization does not have enough member communities to field teams and form a Single Level Division within an age group, a second (2nd) double level team must be formed.
- 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.
- 3.10 All member communities must declare all teams at fee night and each team declared must have a minimum of eleven (11) players on each roster.

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- 3.11 If an AFC or CFC community can not declare a single level team in an age bracket but does declare a double level team, and that double level team is to be placed in a bracket where they will be competing against double level teams from larger conference communities, that smaller community's double team will be scheduled for play at the single level of the larger conference.
- 3.12 If a double and single team are declared by an AFC or CFC Community, and there are not enough teams for either to play in their corresponding conference, they will compete as declared against teams from the next larger conference where these teams will complete a division schedule.

4.00 ROSTER ACTIVATION, PLAYER ELIGIBILITY, & FEE NIGHT

- 4.01 The Age Brackets for TYFA are as follows:

Varsity/Jr. Varsity	13 – 14 Year Olds
AAA-AA-A	11 - 12 Year Olds
BBB-BB-B	9 - 10 Year Olds
CCC-CC-C	7 - 8 Year Olds
PW-JRPW	5 - 6 Year Olds

- 4.02 The age of a participant on July 31st of the current year shall be the playing age of that participant for the current season.
- 4.03 Each participant must provide a government issued proof of birth document, which may include court adoption papers, to be verified by a TYFA Executive Committee Member on Fee Night.
- 4.04 The league shall have a Fee Night, at which time all participants are to be rostered to a team. At Fee Night, all member communities must first field triple level teams with at least eleven (11) players on each of the declared triple level teams in each age group. Triple level teams from each member community must be rostered at Fee Night before double or single level teams are rostered.
- 4.05 Member Communities not adhering to rule 4.04, except in the case of a start-up member community petitioning in the 1st year of play in the League, and being approved by the Voting Delegation as stated in rule 2.04, will not be eligible to participate in TYFA for the upcoming season.
- 4.06 All rosters at the League's Fee Night must have the following:
- TYFA approved registration form, completely filled out and signed by a parent or legal guardian
 - A Medical Release form, completely filled out and signed by a parent or legal guardian
 - A Government issued document as outlined in rule 4.03
- 4.07 Each member communities' team rosters must be neat and legible, preferably typewritten or computer generated, and must appear on an official League Roster form. Each roster must contain the following:
- Participant's Name
 - Participant's Uniform Number
 - Participant's Date of Birth
 - Permanent Address
 - Zip code
 - Team the participant last played
 - School attending
 - The numbers of at least two (2) Blood Jerseys
- 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.
- 4.09 A member community, who has a participant listed on a fee night roster but fails to have all required paperwork, will have until the close of Fee Night to have all paperwork on the said participant in proper order. A participant listed on a roster that does not have the proper paperwork as outlined in rule 4.06 will be dropped from the roster and will be ineligible for participation for the current season unless cause can be shown and approval granted by the President of TYFA for a reasonable extension appropriate for the cause (example: waiting for receipt of a court adoption document.)
- 4.10 The League shall have no add on nights for the Youth Program (PW, C, B and A Divisions). All rostering **MUST** be done at fee night for these divisions. The President of TYFA, the Athletic Directors of TYFA or any member of the Executive Committee or Voting Delegation may not waive this rule.
- 4.11 Due to the late selection date for the Middle School teams, and that having an effect on member communities' pool of Varsity Program players, the League shall extend the Varsity Program sign-ups to the Wednesday prior to the Youth program's 3rd season game, which will allow for signing of those participants trying out for a Middle School team who choose to return to TYFA. Varsity Rosters will be turned in on the regular TYFA Fee Day. Additions to the Varsity roster are permitted until Week

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- 3 of the TYFA regular season. Players added must be verified by another TYFA Executive Member and reported to the TYFA Secretary prior to participation in a TYFA game.
- 4.12 A Member Communities' team rosters are to be verified only by an Executive Committee member of the League. Executive Committee members from the Northern Division shall verify all rosters from the Southern Division. Likewise, the Executive Committee members from the Southern Division shall verify the rosters from the Northern Division.
 - 4.13 If any member of the Executive Board identifies a participant whom he/she believes should be playing at a higher level of competition, they must refer the matter to the Athletic Committee. The Athletic Committee shall investigate and recommend to the Executive Board of TYFA a course of action. The Executive Board shall meet to assess the situation and decide whether to act on the recommendation of the Athletic Committee or pursue another course of action. The decision of the Executive Board shall be final. No roster challenges on this matter will be heard by the Executive Committee 48 hours after the 2nd week of regular season play.
 - 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.
 - 4.15 No player that is participating in TYFA at the senior age of their age bracket can be rostered at a level lower than the level at which they participated while at the junior age of the same age bracket unless one of the following conditions exist: 1) They are playing for the same community and that community did not have a team at a lower bracket than the one on which the player was rostered during their junior age; or, 2) They participated in a different community or youth league during their junior age.
 - 4.16 A participant, having met all the requirements of registration by TYFA and who at their discretion wish to play for their member community, may not be a member of any other organized team in any other league engaged in the sport of tackle football nor may the participant be a member of any school team.
 - 4.17 If a participant, rostered to play in TYFA, is on an official roster of a team that is not a part of TYFA and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TYFA for the remainder of the current season.
 - 4.18 Any team that has a player in violation of rule 4.19 will forfeit all games in which the ineligible player participated and shall be brought before the TYFA Ethics Committee to determine playoff status.
 - 4.19 A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TYFA, may continue to be a participant of both TYFA and the school team until fee night for the Youth Program or the Wednesday before the 3rd regular Youth season game for the Varsity Program, at which time the participant must decide his/her status.
 - 4.20 School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant's school or where rosters are not required, is permissible.
 - 4.21 All players shall practice and play with only one (1) organized team within TYFA during the season.
 - 4.22 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.
 - 4.23 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.
 - 4.24 A player may not be elevated specifically for playoff and/or championship games.
 - 4.25 When a player is elevated, a TYFA recognized Board Member or Officer of that player's community is to submit the information via e-mail to TYFA's League Secretary. The information is to include the player's name and jersey number, the team the player is currently rostered on, the team the player is moving to, the reason for the move and the effective date of the move. The effective date must be the same date or later as the request. The League Secretary will note the change on both rosters, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TYFA roster for those teams. A copy of the changed rosters will be faxed to the Board Member or Officer that submitted the request (e-mail if scanning is possible). Confirmation of the changes along with the official effective date will be noted on the e-mail request and forwarded to the Board Member or Officer that submitted the request. A printed copy of that change will be attached to both rosters of the Official TYFA roster.
 - 4.26 For players who lose their jersey during the season and are permanently assigned a team "blood" jersey, the procedure in ruled 4.25 is followed for making the change on the Official TYFA roster.

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5.00 LEAGUE FEES, FINES, & REBATES

- 5.01 At Fee Night, each community will be required to declare each of their teams for the upcoming season.
- 5.02 At Fee Night, each community will be required to pay a participation fee for each player and cheerleader. The participation fee is set at \$40.00 per player and \$10.00 per cheerleader. This cost includes the amount formerly charged for each team.
- 5.03 Insurance is required for each player and cheerleader to participate in all TYFA activities. The fee is payable on Fee Night and is included in the registration fee. This amount is determined annually when the policy is renewed.
- 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.
- 5.05 Each TYFA member community is expected to have a Coach's Code of Conduct on file for each of their coaches where penalties for adverse actions may be imposed irrespective of those imposed by TYFA.
- 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.
- 5.08 A \$3.00 admission will be charged to all TYFA Jamborees and Playoff games and \$5.00 for the TYFA Championship Games for non-players/cheerleaders over 12 and all adults excluding TYFA Board Members (Executive & Voting Delegates), and identifiable, active TYFA coaches.
- 5.09 Any community that elects to forfeit a TYFA game for any reason during regular season or pre/post season will be subjected to a fine per occurrence of not less than the budgeted cost of the game, as determined upon review by the TYFA Ethics Committee or any Committee established for this purpose. The fine can be avoided if the respective Head Coach, Community President, or TYFA Executive member reports for weigh-in at the designated time and site of the game in which the community is making a forfeit to submit a valid roster with the reason for the forfeit outlined in writing. A no-show will result in the maximum (\$500) fine.

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.

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- 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 Striper 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 Striper 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.
- 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 Strippers. 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;

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- 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

- 8.01 All games shall be played in accordance with the Official TYFA League Schedule. A triple level schedule will be prepared and handed out at the May meeting of the Executive Committee by the President of TYFA.
- 8.02 The President of TYFA shall appoint a Competition Committee no later than the March meeting of the Executive Committee to make recommendations for Conferences and to complete the schedule at the appointed times.
- 8.03 The Competition Committee will make its best effort to schedule byes for all teams on the Saturday designated for Cheerleading competition. It is requested of all communities to coordinate with the Vice President of Cheerleading to schedule what games they do have on that day at times that will further minimize conflicts with the Cheer Competition Schedule for the age groups of those games.
- 8.04 Each Member Community's Executive Committee member shall be responsible for making the President of TYFA aware of any weekends in which their community cannot host games. Once the President of TYFA has this information and generates a triple level schedule and the Executive Committee approves that triple level schedule, no changes will be allowed in the triple level schedule.
- 8.05 The Scheduling Committee will generate a schedule using the triple level schedule as the format for scheduling all other divisions. Once generated, a copy shall be sent to each member communities' Executive Member for the purpose of assigning game times.
- 8.06 Once the Scheduling Committee receives all times from President of each member community, the Committee shall generate the final schedule.
- 8.07 Once the Scheduling Committee generates the final schedule, no game times may be changed for any reason except as allowed in rule 8.09. All games will be played as scheduled.
- 8.08 All homecoming and special event days, such as opening day ceremonies, must be submitted to the Scheduling Committee prior to the release of the final Official League Schedule. Failure to submit times for Homecoming or other Special Events in the manner above will not be scheduled. Delaying or altering game times by a member community, except in the case of inclement weather or games running over their scheduled time due to injury or overtime, will not be allowed and may result in a forfeit for hosting community's team scheduled to play at their officially scheduled time.
- 8.09 An officially scheduled game may not be postponed or rescheduled for any reason other than weather conditions, unless approved by the President of TYFA.
- 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.
- 8.11 Games shall be suspended immediately, without any delay, when there is lightening present in the area of play. All games are to be resumed only if no lightening has been observed in the area for fifteen (15) minutes. All member community officials are to be responsible for ensuring all games are suspended at the first sight of lightening and shall inform the Head Referee that the games are to be suspended. It shall be the responsibility of the member communities' TYFA Executive Member or, if absent, a person appointed to be in charge, to determine when games are to resume.
- 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.
- 8.14 A decision to postpone a game due to weather may not be made prior to the day in which the game is to be played, except in the case of any natural disaster. Games will be played in the rain. Any game that is to be postponed will be the decision of the Head Game Official and an official of the host community. Note: It is known that some communities use parks or fields that are controlled by their city's Parks and Recreation Board in which they, the City, determines whether their fields can be used. Make sure the Scheduling Committee is aware that you as a TYFA member may not have any control over this situation.
- 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.
- 8.16 Each team in TYFA's youth programs shall be scheduled to play an equal number of regular season games.

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- 8.17 All TYFA hosting communities shall submit their game scores for divisional standings no later than 2:00 p.m. the following day after the games are played or will incur a \$100 fine for each missed submission.
- 8.18 Inter-conference play is permitted, but cannot cross more than one conference. IE – Largest conference cannot play against the smallest conference when more than 2 conferences exist
- 8.19 When a TYFA community has a Rainout the following notifications must to be made by the Community's Executive Board Member to the following;
- 1) Web Administrator
 - 2) Head Referee
 - 3) Scheduler
 - 4) Scheduling Committee Chair.

Rescheduling of the rained-out games will be done, with input from the involved communities, by the Scheduler, Scheduling Committee Chair; and Head Referee; with the Web Administrator being notified.

9.00 REFEREES & PENALTIES

- 9.01 Once an official or referee enters the field, complete control and jurisdiction of the game being played shall be with the Head Game official who will be identified in the pre-game conference.
- 9.02 The Head Game Official shall have the sole power to stop or delay a game for any reason he/she feels will cause harm to a player or players as well as any situation that may arise in which he or his officiating crew may be in apparent danger.
- 9.03 The Head Game Official and his officiating crew shall make sure the game is played in accordance with the rules set forth in this rulebook and the National High School Federation rulebook.
- 9.04 The Head Game Referee or any member of the officiating crew shall not hurry or speed up the game, as a consistent game pace must be maintained as defined in the rules.
- 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 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.

- 9.09 Each game shall have one (1) official to operate the game clock, which may be an official TYFA representative as approved by the head official of the game.
- 9.10 All games at all levels of TYFA play during the regular season shall have three (3) officials on the field during a game.
- 9.11 For the TYFA Jamboree, TYFA shall provide a total of 3 referees. Field directors of hosting communities shall be responsible for providing a clock operator, approved by the Head game official for the Jamboree games.
- 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.

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- 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.
- 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

- 11.01 All games played in TYFA will be played on fields approved by the Executive Committee of TYFA.
- 11.02 Each member community shall have a playing field and this playing field shall be eighty (80) yards in length, with mid-field being the forty (40) yard line. The member community shall mark their field properly with lines every ten (10) yards. A member community may mark their field in five (5) yard intervals if so desired by the host community.
- 11.03 The width of the playing field shall be no less than forty-five (45) yards and must not exceed the standard width as stated in the Official High School rulebook.
- 11.04 Fields not meeting the required standards of TYFA shall be corrected to specifications before any game is to be played. Failure to correct any field problems that is not in the specifications of TYFA will be referred to the Executive Committee and, at the discretion of the Executive Committee or any committee appointed to handle this situation, may result in possible forfeiture by the hosting community of all games played that day.
- 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.
- 11.06 All cheerleaders are to remain on the same side of the field with their football team and shall be restricted to the same area as the football players and coaches.

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- 11.07 If the spectator's area (grandstand) is located on one side of the field, cheerleaders from both teams may occupy the same side.
- 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.
- 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.

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- 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.
- 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.

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- 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 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.

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- 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.
- 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.

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SECTION III: PRE & POST SEASON PLAY

18.00 JAMBOREES

- 18.01 TYFA will play a pre-season Jamboree, to be held on the Saturday prior to the start of the regular season schedule.
- 18.02 An admission charge will be assessed at all Jamboree sites in accordance with rule 5.08 and the admission receipts collected shall be turned over to TYFA.
- 18.03 Weigh-in and game roster activation shall take place at the Jamboree.
- 18.04 Member Communities as needed from each conference will be selected to host their respective conference jamboree and these selections will be made on a rotating basis. The hosts for the Jamboree will be assigned communities based on the host's capabilities regarding fields, personnel, etc. As many hosting sites as needed will be selected.
- 18.05 A community may not accept a Jamboree then give the jamboree to another community. The Jamboree sites must go through the rotation.
- 18.06 TYFA shall supply referees to officiate all Jamboree games. The payment of referees shall be the responsibility of the TYFA Treasurer.
- 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.
- 18.10 In addition to the Jamboree, TYFA member communities may host pre- or post-season games. During such events, hosting communities are responsible for procuring TYFA approved referees, and the games are expected to be conducted in accordance with TYFA Rules and Regulations. Weigh-ins will be optional, but not weighing in does not imply that the TYFA weight limits can be ignored. Non-TYFA teams which participate must present "Certificates of Insurance" showing the hosting community AND TYFA listed as additional named insureds.

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

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- 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.
- 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.
- 19.14 A TYFA Executive member must report to the league any game that was halted, delayed or postponed.

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.
- 20.11 All revenue from gate admissions and T-shirt sales on Championship Weekend shall be turned over to TYFA.
- 20.12 The TYFA Championships will be played at 1 location, capable of hosting all games.

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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.
- 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.

SECTION IV - COMMITTEES & COMMUNICATIONS

22.00 ETHICS AND RULES COMMITTEE

- 22.01 The President of TYFA shall appoint a Rules/Ethics Committee comprising of approximately 1/3 of the TYFA community membership.
- 22.02 The Ethics/Rules Committee shall have the full authority to rule on any protest brought before the committee, as long as:
- a) a declaration is made by the Head Coach of the protesting team to the Head Game Official that the game is being played under protest prior to the end of the game
 - b) a formal protest, in writing, is filed within 24 hours by the head coach of the offended team to his TYFA Executive Committee member.
 - c) a \$50.00 check accompanies the written protest.
 - d) the Ethics/Rules Committee receives, within 72 hours of the protest, the written protest and a \$50.00 check from the community Executive Committee member.
- 22.03 Once the Ethics/Rules Committee receives a protest, the committee shall contact all parties involved to schedule a meeting. All parties involved must receive a 48-hour notice of the scheduled meeting.
- 22.04 A protest may only be filed for violation or misinterpretation of playing rules that are covered in the National Federation of High Schools Football Rule Book or under Section 11 – Playing Rules as defined in this rulebook. Protests involving judgment calls by an official or referee will not be considered.
- 22.05 A protest will not be considered or heard if the \$50.00 protest fee is not in the hands of the Ethics/Rules Committee.
- 22.06 All protests upheld by the Ethics/Rules Committee will result in a refund of the \$50.00 protest fee.
- 22.07 All decisions of the Ethics/Rules Committee involving protests shall be final. No appeals may be made to the TYFA board concerning the outcome of a protest hearing.
- 22.08 The Ethics/Rules Committee shall investigate all cases that are submitted involving Ethics Violations. This committee shall have full authority in all Ethics matters to open a formal investigation as long as the committee receives, in writing, a formal complaint from a program of any alleged violations that covers regulations and procedures in this book.
- 22.09 If it is determined by the Ethics/Rules Committee that an Ethics violation did occur, this Committee must report to the Executive Committee it's decision and should recommend action to be taken to resolve the Ethics matter. The Executive Committee must either accept the recommendation of the Ethics/Rules Committee or come up with an alternate solution. Action must be taken.
- 22.10 The final decision and action taken must be approved and finalized by the Voting Delegation.
- 22.11 If a coach is suspended from participation by a community, the community is to notify TYFA of the suspension.

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23.00 FINANCE COMMITTEE

- 23.01 The President of TYFA shall appoint a Finance Committee to handle all financial duties of the Alliance and prepare and present an annual budget to the TYFA Executive Board for approval no later than the April meeting. Such a budget shall govern all league expenses for the upcoming season. Non-budgeted expenses shall be approved by a majority vote of the elected officers of TYFA but must include the vote of the President of TYFA. Such actions must be disclosed to the Executive Committee at the next scheduled meeting.
- 23.02 The Treasurer of TYFA shall be the Chairman of the Finance Committee.
- 23.03 The Finance Committee shall be comprised of approximately 1/3 of the Executive membership.
- 23.04 The Finance Committee shall be responsible for soliciting and presenting to the Executive Committee all bids for League Insurance. The committee shall give its recommendation to the Executive Committee.
- 23.05 The Finance Committee shall also solicit bids for the services of the Referees. Once approved by the Executive Committee, the Finance Committee shall secure a contract for referee services.
- 23.06 The Finance Committee shall solicit bids for trophies. The committee shall give its recommendation to the Executive Committee.
- 23.07 The Treasurer will be responsible for payment of all game officials.
- 23.08 The Treasurer shall present at the close of the season a detailed financial statement for review by all Executive Committee members in TYFA.

24.00 COMPETITION COMMITTEE

- 24.01 The President of TYFA shall appoint a Competition Committee to prepare an Official League Schedule.
- 24.02 The committee shall consist of approximately 1/3 of the Executive membership.
- 24.03 The committee shall prepare a schedule to be given to each Community for the purpose of the Community assigning game times.
- 24.04 Once the Competition Committee receives all scheduled times from each community, the committee will generate the final schedule.
- 24.05 Once finalized by the Competition Committee, the schedule may not be changed without approval from the TYFA President.

25.00 CHAMPIONSHIP COMMITTEE

- 25.01 The Championship Committee shall consist of members of the hosting community and volunteers they solicit.
- 25.02 The Committee shall have the responsibility of:
- a) Investigating and locating a host field for the Championship
 - b) Scheduling all duties for the Championship

26.00 CHANGES IN THE RULEBOOK

- 26.01 Each member community may propose playing rule changes, in writing to the Ethics/Rules Committee, to be heard between January and March. Rule changes will be voted on and considered final at the April meeting of that year.
- 26.02 In proposing playing rule changes, each member community must explain to the Executive Board of TYFA the intent of the proposed change.
- 26.03 Member communities will present all playing rule changes to their local Board of Directors and the TYFA Executive Member and Voting Delegate shall vote as directed by their local Board.
- 26.04 A quorum shall be present of the member communities before playing rule proposals can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of the Executive Board of TYFA will be required to send a change or new playing rule to the Voting Delegation.
- 26.05 A quorum shall be present in the Voting Delegation before rule proposals or changes can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of the Voting Delegation of TYFA will be required to change or add a new playing rule.
- 26.06 Procedures and regulations, as defined in this book, may be changed at anytime provided: a majority vote of approval of a quorum of the Executive Committee is required to send a change back to the member communities and to initiate a vote by the Voting Delegation. A majority vote of approval of a quorum of the Voting Delegation will be required to amend or enact a new regulation or procedure.
- 26.07 Roll Call vote shall be required for the Executive and Voting Delegation voting.

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SECTION VI – CHEERLEADING

28.00 THE CHEERLEADING COMMITTEE

- 28.01 The cheerleading program is a component of TYFA, known as the Tennessee Youth Football Cheerleading Alliance. It will also be known as TYFCA. TYFCA shall be under the direction of the Cheerleading Committee, a sub committee of the Executive Committee of TYFA and governed by the Constitution, By-Laws, and Rulebook of TYFA as administered by the TYFA Executive Board.
- 28.02 The Cheerleading Committee shall elect a Vice President of Cheerleading and Secretary from member communities.
- 28.03 The Vice President of Cheerleading shall appoint an Athletic Director for each Division.
- 28.04 The term of Vice President and Secretary shall be two (2) year terms, with no member community holding more than one (1) office of TYFCA.
- 28.05 The Vice President of Cheerleading shall be at all regular TYFA meetings to report on cheerleading matters.
- 28.06 The Cheerleading Committee may change any rules regarding competition at the April meeting only. Requests for changes will be proposed at the March meeting and voted on at the April meeting.
- 28.07 Changes in procedures and regulations may be made at any time during the year, with a majority vote of the members where a quorum of voting members is present.
- 28.08 All changes by the Cheerleading Committee must be reported to the TYFA Executive Committee.
- 28.09 The TYFA Treasurer and the Vice President of Cheerleading will set a budget amount for cheerleading to be combined with TYFA's budget for approved by TYFA's Executive Board. This amount may be spent for cheerleading matters with approval by the Cheerleading Committee. Any funds needed above the budgeted amount must be requested in advance and be approved by the Executive Board and the Voting Delegates of TYFA.
- 28.10 The Vice President of Cheerleading shall appoint an Ethics Committee comprised of one representative from each conference and one at large member. When an Ethics complaint involves one of the represented communities, the Vice President of Cheerleading will take the place of the respective community for that hearing only.

29.00 ROSTERS & ELIGIBILITY

- 29.01 All cheerleaders must be rostered with TYFA in accordance with TYFCA rules for Game Day squads on TYFA fee night. Game Day squads are to be formed at the discretion of each individual community as to age limitations.
- 29.02 A government issued proof of birth document (copies only) is required for all cheerleaders and are to be turned in with the game day rosters and a five (5) dollar fee per cheerleader on fee night. Rosters and birth documents are to be on file with the Athletic Director of Cheerleading.
- 29.03 To be eligible for TYFCA Competition/Exhibition and Cheerleading, a cheerleader must be five (5) years old as of July 31st of the current year and may not be fifteen (15) years old or older before August 1st of the current year.
- 29.04 No one under the age of five (5) as of July 31st of the current year is to be rostered and will not be allowed on the sidelines or the approved cheering area (NO MASCOTS). To be eligible for TYFCA Competition a cheerleader must be an active participant on a game day squad for the entire season

30.00 GAME DAY PROTOCOL

- 30.01 Half-time cheers, dances, or stunts will be limited to three (3) minutes per squad & are to be performed for the opposing crowd. Game day stunts shall follow the height guidelines set forth in Rule 32.18.
- 30.02 The visiting squad shall be introduced and perform first.
- 30.03 At the end of the game, all cheerleaders shall line up behind the football team for the purpose of shaking hands with the opposing team and their cheerleaders.
- 30.04 If a football player becomes injured during a game, both cheerleading squads are to stop cheering, kneel on one knee, or stand quietly, until the player is up or removed from the playing field, at which time the injured player should be applauded.
- 30.05 All cheers, chants, and music are to be free of vulgar words, phrases, and motions. No type of derogatory cheer will be allowed. This includes the Spirit cheer that is shouted across the field. The penalty for violation of this rule shall be: 1st offense – a warning for the coach; 2nd offense – the coach will be called to appear before the TYFCA Ethics Committee; 3rd offense – the coach is removed from TYFCA.
- 30.06 Unsportsmanlike conduct will not be tolerated and is subject to go before the Ethics Committee.
- 30.07 Cheerleading coaches are to keep their cheerleaders off the playing field and within the defined sidelines boundaries, as designated by the home team, except at half time.
- 30.08 Each squad must be accompanied by at least one (1) coach on game day. No squad should be on the field without a certified coach.

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- 30.09 All participant uniforms must cover the midriff when standing at attention. Covered midriff does include flesh or nude colored body suits and liners; however fringe would not count as a cover.
- 30.10 Basket tosses, elevator tosses, and similar multi-base tosses are prohibited on surfaces other than a mat, grass, or rubberized track.

31.00 GUIDELINES FOR CHEERLEADING COACHES

- 31.01 All coaches and directors that enter the playing field on game day or for competition/exhibition must be listed on the squad's roster and be NYSCA or UCA or TYFCA certified. A maximum of 4 (four) Competition coaches' names per squad will be submitted at Competition fee night for roster. Anyone not rostered and wearing their TYFCA badge along with a photo ID will not be permitted in approved cheerleading area.
- 31.02 All cheerleading coaches shall be prohibited from using any form of tobacco, alcohol, or illegal drugs as well as any form of profanity while on the playing field or practice field, or at any time while in contact with children.
- 31.03 Coaches are to be familiar with cheerleading techniques, stunts, and jumps.
- 31.04 Coaches are to be on time and should set a good example for their squads and communities at all times.
- 31.05 Coaches are to be in control at all times, whether at a game or practice.
- 31.06 Coaches are to treat all cheerleaders, parents, and other coaches (football and cheerleading) with respect.
- 31.07 Coaches should always look the part by dressing appropriately and with spirit in mind at games and practices.
- 31.08 Cheerleading coaches are to treat all cheerleaders fairly, teach all cheerleaders equally, and make them feel a part of the squad.
- 31.09 Cheerleading coaches are to present themselves in a positive manner, even when critiquing their squad.
- 31.10 Coaches and Directors are to carry certification badges at all games, practices, and competition/exhibition.

CHEERLEADING NOTES AND DEFINITIONS

NO SQUAD should perform any stunts without first performing skill progression drills and proper step and lock procedures. All skills should be mastered before progressing to the next skill level to ensure safety to the cheerleaders.

TOP PERSON – a person who is held off the floor by another person or persons

BASE – a person who supports the majority of a top person's weight while the top person is off the ground.

SPOTTER – a person who is responsible for assisting or catching the top person in a partner stunt or pyramid. This person cannot be in a position of providing primary support for a top person but must be in a position to protect the top person coming off of a stunt or pyramid.

CRADLE- a dismount form a partner stunt, pyramid or toss in which the top person is caught in a face-up, piked position before being placed on the performance area or remounting into another stunt, pyramid or loading position.

LOADING POSITION – a position in which the top person is off the ground in continuous movement that puts the bases and top in a position to end the movement in a stunt.

STUNT – one or more bases supporting one or more top persons of off the ground.

CUPIE – a stunt in which both feet of the top person are in one hand of a base.

BASKET TOSS – a stunt in which a top person is tossed by bases whose hands are interlocked.

ELEVATOR TOSS – a stunt in which the top person loads into an elevator loading position and is then tossed into the air.

DOUBLE BASED SUSPENDED ROLL- dismount with a foot-over-head rotation where the top person has continuous hand-to-hand contact with two bases who are controlling the top person onto the performance surface or into a cradle.

32.00 COMPETITION JUDGES

- 32.01 The judges used in TYFCA competition shall not have any ties with TYFA and shall be UCA or NCA certified.
- 32.02 There shall be three (3) judges for the TYFCA competition. They will be paid \$100 each.
- 32.03 The judges will give scores in the following categories:
- 1) Spirit
 - 2) Music
 - 3) Cheer
 - 4) Stunt
 - 5) Overall

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Individual trophies will be awarded to each first place overall cheerleader with a plaque for the winning coach. A Spirit Stick or Trophy will be awarded to each squad placing first in Spirit. The trophies for Exhibition will differ from the Competition trophies.

- 32.04 Each cheerleader will receive an award for participation.
- 32.05 All score sheets are to be in triplicate. The original will be on file with the Vice President of Cheerleading, one copy will be given to the respective coach, the third copy to the Community Director There will be a sample score sheet in the back of this rulebook to keep it uniform from year to year.
- 32.06 The judges will make their final tabulations and send them to the scorer's table. They will then be entered into the computer before any awards are presented.
- 32.07 In the event of a 1st place tie in total score both squads will receive trophies for 1st place.
- 32.08 By participating in this Competition, each squad agrees that the decision by the judges will be final and will not be subject for review. Each squad acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each squad expressly waives any legal, equitable, administrative or procedural review of such decisions.
- 32.09 There will be a trophy presented to the Community exhibiting the Best Sportsmanship for the entire Competition. Voting will be by paper ballot from Directors and Administrators appointed by and known only to the Vice President of Cheer

33.00 CHEERLEADING COMPETITION/EXHIBITION RULES

- 33.01 TYFCA shall hold a competition/exhibition for all squads, to be scheduled by the Cheerleading Committee and approved by the Executive Committee. The registration fee to be paid on Competition Fee Day will be twenty (20) dollars which will include a t-shirt for each participant. The fee will apply to competition and exhibition. No one can cheer down. No one can cheer up more than 1 Division. 7/8 year olds will not combine with 9/10 year olds.
- 33.02 Competition squads will be formed by age divisions as defined by TYFCA rule 33.03
- 33.03 The Age divisions for the TYFCA Cheer Competition will be as follows;
 - Pee-Wee Div. 5-6
 - C Division 7-8
 - C Mix 5-6-7-8
 - B Division 9-10
 - A Division 11-12
 - A Mix 9-10-11-12
 - Varsity 13-14
 - Varsity Mix 11-12-13-14
- 33.04 A TYFCA Competition squad may have no more than two (2) cheerleaders as members of that squad who currently cheer for any school program's or private competition squad. To insure a sense of fairness between communities, no squad is to procure professional assistance. Such professional assistance includes, but is not limited to: coaching and professionally prepared routines, cheers, dances, stunts, tumbling, etc. Any professional assistance should be limited to coach's clinics and any community cheer clinics held before Jamboree. This does not apply to cheerleaders taking individual tumbling or gymnastic lessons.
- 33.05 Competition/Exhibition fee day will be at the regular September meeting of TYFCA.
- 33.06 A squad may participate in competition or exhibition – but not both.
- 33.07 Each squad's presentation must include at least one cheer or sideline chant. The musical portion must be a minimum of 30 seconds & not exceed one minute and thirty seconds, total time limit is two minutes and thirty seconds. Timing will begin with the first movement, voice, or note of music, whichever comes first – after the squad is in place on the mat (refer to rule 32.09). If a squad exceeds either time limit, a 5 point per judge penalty will be assessed for each violation. Because penalties are severe, it is recommended that all squads time their routine several times prior to the competition and leave a several second cushion to allow for variations in sound equipment
- 33.08 Community directors are responsible for the content of each squad's music. Vulgar or obscene music will not be allowed and any squad using such will receive a zero (0) for dance score. The TYFCA Ethics Committee will monitor all music. Anything in question will be reviewed immediately after the squad's performance and a determination reached before the scoring is completed.
- 33.09 The use of mats is required for competition and exhibition. The mat size will be at least 40'x40' with no special markings.
- 33.10 Cheerleaders will be allowed to place signs/poms/etc on the mat prior to beginning of routine. Time starts when the music starts or at the first movement after taking places on the mat. Time ends upon completion of the routine – but the ending position should be held for several seconds. Then all signs etc may be removed from the mat upon exit.
- 33.11 Team mothers, assistant coaches, and coaches will not be allowed to place poms on the floor for any squad. Coaches are to stay behind their squad to alleviate any prompting by the coaches

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- 33.12 Coaches or a designated representative may start their squad's music or may elect to have a representative of TYFCA do so. Coaches are asked to provide two (2) forms of music (CD and Cassette) in case of equipment failure. Coaches that are concerned about the timing of their music are encouraged to start the music themselves as no protests or appeals will be tolerated concerning this matter.
- 33.13 Squads will be limited to a maximum of 20.
- 33.14 All squads are to check-in one (1) hour prior to their scheduled performance time. Failure to do so may result in forfeiture of practice time. No squad will be allowed on the floor of the competition site before or during competition, except during their actual time to compete.
- 33.15 Cheerleaders and coaches of performing squads are to be in their designated areas at all times.
- 33.16 Poms, flash cards, and megaphones are allowed. All other items considered as props are not allowed. Glitter is allowed provided that it has been applied prior to entry to the competition building. Judges will be advised that this penalty will be enforced by the TYFCA Board. Hats, gloves etc. are not considered props if worn the entire time. As long as they are not removed, they are considered a part of the uniform. A penalty of five (5) points will be assessed to a squad's overall score for any violation of this rule.
- 33.17 Basket tosses are allowed for ages where full extension stunts are allowed.
- 33.18 Cheerleaders and coaches of performing squads are to be in their designated areas at all times.
- 33.19 Stunts and pyramids must follow NCA or UCA safety guidelines.
Height limits are as follows:
- | | |
|-------------|-----------------------|
| Ages 5 & 6 | may go to the waist |
| Ages 7 & 8 | may go to shoulder |
| Ages 9 – 14 | may go full extension |
- Any violation of these limits will result in a score of 0 (zero) for the stunt category and the coach of the squad violating these height limits will be suspended from TYFA for a length of time as determined by the TYFCA Board following a recommendation by the TYFCA Ethics Committee.
- 33.20 PW & C Division squads could combine with height limits to stay the same (i.e. waist high for PW and shoulder high for C). If combined, they would be competing as C Mix Division. 9 through 12 could combine and cheer as A Mix Division. 11 through 14 would combine as Varsity Mix Division.
- 33.21 If stunts are performed ABOVE WAIST HIGH, continuous spotters shall be required. Thigh stands and shoulder sits DO NOT require spotters. A penalty of five (5) points will be assessed against the overall score of any squad violating this rule.
- 33.22 Any squad performing an illegal stunt (as defined by UCA and AACCA) will be disqualified and the coaches will be suspended from TYFCA for a length of time as determined by the TYFCA Board following a recommendation by the TYFCA Ethics Committee.

34.00 COMPETITION FEES AND OTHER RULES

- 34.01 Admission to TYFCA Competition/Exhibition shall be \$5.00 at the door or \$3.00 by purchase of a wristband prior to the Competition date. These will be available for purchase from any cheerleader up until the Sunday before Competition.
- 34.02 Admission is free to all rostered TYFA football players wearing their game jerseys and to all children twelve (12) and under.
- 34.03 All TYFA certified coaches will be admitted to the Competition for no fee if they present a valid certification card.
- 34.04 Until such time as the TYFCA Board shall vote otherwise, the site of Competition will be Blackman High School in Murfreesboro.
- 34.05 The cheer director of each community participating in Competition/Exhibition will be required to be there all day on Saturday. Each Community Director will be assigned a specific area of responsibility (for example, t-shirt sales, trophies etc), which will be attended by the Director or workers from their community at all times. Any community in violation of this rule will forfeit their TYFCA fees rebate.

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35.00 TYFA OFFICERS & COMMITTEE CHAIRMAN

Sharon Samon

Vice President Cheerleading

Sharon Reeder

Secretary

Christina Matlock and Michele Kreidler

Athletic Directors

Kari Trammell

NFC Ethics

Tanya Rummage

CFC Ethics

LaTonya Myers

AFC Ethics

Tabitha Scruggs

At Large Ethics

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CHECKLIST FOR COMPETITION/EXHIBITION

1. Make envelopes for score sheets – on the outside, write each category, the squad and division.
2. Make badges for coaches.
3. Secure announcer and sound equipment.
4. Trophies and awards.
5. Contact video person.
6. T-shirts
7. Decorations
8. Print enough score sheets for the judges and fill in squad name, etc.
9. Hospitality room (be sure to have bottled water for judges).
10. Computer operator.
11. Beginning cash for gate.
12. Print forms for announcer (winners & places)
13. Contact Premier for mats and spotters
14. Secure judges

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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
131 WJB Pride Ln Lebanon, TN

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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