

TENNESSEE YOUTH FOOTBALL ALLIANCE

2010

Football & Cheerleading

Rules; Regulations

and

Procedures

REFEREES

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

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.
- 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

- 10.11 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.

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- 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.

11.00 FIELD SPECIFICATIONS

- 11.05 The area in which the players and coaches may occupy and move about unrestricted shall be marked properly and located between the twenty (20) yard lines.
- 11.08 Goal posts are not required but preferred by the League. Field goal or extra point kicking attempts are not to be made on field goals that are placed in alignment with spectator stands unless proper safety netting is in place or the stands are not currently occupied. In such situations, the referee is to spot the ball for the attempt on the opposite goal post.
- 11.09 Fields with no lights must begin their last game at least 1.5 hours from the published sunset for the day. All other fields cannot schedule a game to start after 8:30p

12.00 UNIFORMS AND EQUIPMENT

- 12.07 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.
- 12.09 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

- 13.06 The Head Referee will meet with both Head Coaches at Mid Field prior to the coin toss of each game to introduce the crew and answer any questions by the Head Coaches.
- 13.07 The coin toss shall take place at the forty (40) yard line. Coaches in youth divisions will be allowed to be with their players at the coin toss.
- 13.08 In the event of a major delay caused by interstate traffic (ex.: an accident) which causes an entire team or community to be late for the start of a game, the late arriving team should be allowed a 15 minute warm-up period before the start of the game.

SECTION II: TYFA PLAYING RULES

14.00 PLAYING THE GAME

A. GENERAL RULES

- 14.01 All games played in TYFA shall be played using the playing rules covered in the National Federation High School rule book, except those rules covered under this section.
- 14.02 All quarters shall be ten (10) minutes in length. A ten (10) minute intermission shall be given between the first and second halves. The clock will start and stop in accordance listed in section 15.00.
- 14.03 If a winner cannot be determined at the end of regulation play, a "shoot-out" overtime series shall be played until a winner is determined.
- 14.04 In overtime, the ball shall be placed on the ten (10) yard line. Each team will have four (4) downs to score. If the overtime is tied after both teams have had their downs, the ball will be placed on the Ten (10) yard line and the overtime process will start again.
- 14.05 Beginning with the third overtime period and continuing with each additional overtime period, the ball shall be placed on the five (5) yard line.

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- 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.
- 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.

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- 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.
- 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

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- 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 forth (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 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.

SECTION III: PRE & POST SEASON PLAY

18.00 JAMBOREES

- 18.07 Jamboree games will be four (4) quarters in length and will play with a running clock. The time for intermission or half time shall not exceed five (5) minutes.
- 18.08 Each team will be allowed one (1) time-out per half. Other than the allowed time-outs, the clock will not stop unless an injury occurs or, in the opinion of the referee, time-out is needed due to conditions that may prove hazardous to the players participating in the game.
- 18.09 There will be no overtime periods in Jamboree play.

19.00 PLAYOFF GAMES

- 19.10 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.
- 19.12 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.

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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.

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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

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131 WJB Pride Ln Lebanon, TN

MADISON TITANS

Stratton Elementary School
310 Old Hickory Blvd Madison

MT. JULIET BEARS

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

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

MURFREESBORO MUSTANGS

Middle Point Sports Complex
750A East Jefferson Pk. Murfreesboro

NOLENSVILLE PANTHERS

Rocky Fork Park
2310 Rocky Fork Rd. Nolensville

OLD HICKORY BULLDOGS

DuPont Middle School
1901 Old Hickory Blvd, Old Hickory

SHELBYVILLE EAGLES

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

SMYRNA BULLDOGS

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

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

SPRING HILL RAIDERS

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

WAVERLY-BELMONT BULLDOGS

Tennessee Preparatory School
1200 Foster Ave Nashville