

TRI-COUNTY YOUTH FOOTBALL & CHEERLEADING CONFERENCE, INC. FOOTBALL RULES

TCYFCC FOOTBALL RULES

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1. DEFINITIONS

- A. Season: June 1st until the final football game for a particular team. This may be the last regular season game if the team did not qualify for post season play, a post season contest in which the team was eliminated, or the TCYFCC Super Bowl.
- B. *Practice*: Any gathering of any number of players and any team staff member or organization official to discuss or teach, either physically or verbally, or review video any football plays or techniques in a manner consistent with game day preparation. Scrimmages, walk through, conditioning drills, pre-season tournaments or jamborees, and video review are considered practices and count toward the total hours per week allowed.
- C. Week: Monday to Sunday.
- D. *Full Contact:* Physical contact between two players in a forceful or aggressive manner with the intent to thwart or stop the opposing player's movement.
- E. *Blitzing:* An intentional movement into a gap prior to the flow of the play being established, or reaction to a hand off, by the offense.
- F. *Media Personnel:* Personnel from public or private news or sporting agencies; organization or team photographers; and team and/or commercial videographers.
- G. Team Staff Member: Any coach, team manager, or junior coach listed on the official roster.
- H. *Suspension:* During the suspension period the member may not be present at or within 1000 yards of any TCYFCC activity to include games, practice, scrimmages, competitions, etc.
- Highest Seed: Considered to be the team with the best win/loss record. The highest seed is #1
- J. *Mini Game*: A mini game is defined as one half (½) of a game to be played at a time, date, and location as determined by the TCYFCC Football Director. Each team shall have 2-time outs and there will be a five-minute break between quarters. In the event of a tie then Kansas City tie breaker rules shall apply. During a mini game the 5-play rule is waived.



2. TEAM COMPOSITION

- A. Each TCYFCC team shall have no more than thirty-five (35) players with the exception of Mighty Mites who shall have no more than twenty-eight (28). There shall not be fewer than eleven (11) players at all levels.
- B. Special circumstances may exist where the team composition of Mighty Mites may have to be altered due to lack of participants. Teams are discouraged from attempting to field a level if there are fewer than 15 registered players. Once a team is full, organizations will refer players to the nearest TCYFCC organization and not outside leagues.
- C. Cutting of players and try outs are not allowed. Players cannot be cut from a team for any reason outside of disciplinary and attendance issues. Teams must have disciplinary and attendance policies in place with parental acknowledgement to cut a player.
- D. Anyone not a registered player and over the age of 18 (excluding *media personnel* and chain gang), must have a TCYFCC ID badge and comply with the Hillsborough County requirements for coaching certification and/or background check. (See TCYFCC Bylaws ARTICLE IX LIABILITY, INSURANCE, AND CERTIFICATION). The Staff of each TCYFCC team shall consist of the following:
 - 1) One (1) Head Coach Must be at least twenty-one (21) years of age.
 - 2) No more than five (5) assistant coached.
 - 3) No more than two (2) team managers/team parents.
 - 4) No more than two (2) water boys/junior coach.
 - 5) Each park is responsible for their sideline management and parents at all times.
 - 6) The Head Coach is responsible for sideline management during their game.
 - 7) Maximum team staff members allowed on sideline is 10 per rule D, 1)-6).
 - 8) Junior coaches must be under 18 and at least 2 years older than the oldest player on team.

3. AGES AND DIVISIONS

A. The following age limits shall be strictly enforced: (Ages are determined as of July 31st of the current season).

Team/Division	Ages
Mighty Mite	4*, 5, 6
Pee Wee	7,8
Midget	9, 10
Junior Varsity	11, 12
Varsity	13, 14

- B. 4-year old's will be at parks discretion with a maximum number of 5.
- C. Division age limits shall be strictly adhered to. No player shall move divisions without just cause and prior approval from the Executive Board.
- D. Teams will be broken down into divisions. The schedule will consist of at least 3 non-division games before division play begins. The team finishing with the best division record will be the Division Champion and receive a team award as determined by the TCYFCC executive board.



4. CONDITIONING AND PRACTICE

- A. Conditioning may begin June 1st. The following criteria are required:
 - 1) Only 4 total hours of activities per week.
 - 2) Trustee must be present at all activities.
 - 3) No full contact is allowed.
 - 4) No running of plays or formations.
 - 5) Athletes must wear shorts, shirts and cleats only. Helmets and/or shoulder pads are prohibited.
 - 6) No football clinics unless approved by the TCYFCC executive board.
 - 7) Speed and agility equipment is encouraged.
 - 8) These activities do not count towards 8 hours of acclamation once practice starts.
- B. *Practice* shall not begin until June 15th. The following criteria are required:
 - 1) No athlete is permitted to practice until all TCYFCC documents have been completed and submitted.
 - 2) Each player will have a total of 8 hours of acclamation before *full contact* can begin. These hours must be counted starting on the first day of official *practice* for the TCYFCC fall season. All 8 hours shall be completed at the league where the participant will play during the season. During the 8 hours of acclamation use of equipment will be as follows:
 - a) Hours 1 thru 4 Helmet and Shorts only.
 - b) Hours 5 thru 8 Helmet, Shorts, and Shoulder pads only.
 - c) After 8 hours; Full gear, blocking Pads, sleds, and full contact is permitted.
 - d) Blocking pads, shields, tackling dummies and sleds may be utilized during the practice days with the following restrictions:
 - Coaches can only handle blocking pads or tackling dummies during this time. No players shall hold a bag or shield for drills.
 - ii. Emphasis shall be placed on teaching "Technique" as opposed to aggressive movements.
 - iii. Blocking pads and tackling dummies shall be utilized for teaching at low speeds and limited movement during this time (i.e., fit drills, blocking drills and hand placement).
 - 3) *Practice* will be limited to a maximum of two hours per day. Any activities containing *full contact* between participants shall be limited to 1 division up or down. Teams shall hold *practices* as follows:
 - a) Practice week 1 thru 6 -- 5 days for a total of 10 hours.
 - b) Practice week 7 or 8 4 days for a total of 8 hours.
 - c) Practice week of game 1 through end of season 3 days for a total of 6 hours (Unless RULE 4.B.4) Applies).
 - 4) Teams with a bye week shall be permitted to practice an additional 2 hours during the bye week. The term "bye week" is defined as a week during which a team has no game scheduled due to a holiday or a forfeit.
 - 5) Curfew for ALL practices shall be 9pm
 - 6) One Trustee from each organization shall be present at all *practices*, scrimmages and games. Coaches shall not act as Trustees at the same time.
 - 7) With the exception of controlled scrimmages, all *practices* MUST be held at each organization's official *practice* facility or a location approved by the TCYFCC Executive Board. The TCYFCC Football Director will be notified prior to any scrimmage involving teams outside of TCYFCC.
 - 8) In case of inclement weather, a weather delay will be declared. Players and parents will be directed to their vehicles and will not be allowed to remain outdoors during the weather delay. Functioning lightning detector equipment must be on the field during all conditioning and *practices*.
 - 9) If lightning is detected within 10 miles, the practice will be suspended for a minimum of 30 minutes.

 Practice may not resume until there has been 30 minutes without detecting lightning within 10 miles.
 - 10) The following drills and warm-up exercises are banned within TCYFCC: Neck Bridges, Bull in the Ring, Nut Cracker Drill (Oklahoma) and any drills or exercises not generally accepted as safe that may not be reflective



- of actions that would normally occur during the course of a game.
- 11) Intentionally placing players in intimidating hitting drills for the purpose of encouraging players to quit is not acceptable. Coaches determined to be using this or any other tactic to drop weaker players will be immediately dismissed for the remainder of the season and may be permanently suspended.

5. TCYFCC GAME DAY SCHEDULE

A. All TCYFCC games shall be scheduled on Saturdays according to the following timeframes.

Division	Check In Time	Game Time
Mighty Mite	8:00am	9:00am
Pee Wee	MM Halftime	10:30am
Midget	PW Halftime	12:00pm
Junior Varsity	Midget Halftime	2:00pm
Varsity	JV Halftime	4:00pm

- B. Teams may not begin warm-up until the start of the prior game.
- C. Check-In times may be adjusted in the event of early or late running games.

6. UNIFORMS AND EQUIPMENT

- A. Each player shall have a complete uniform and safety equipment, including: Helmet with face guard and chin strap, shoulder pads, thigh pads, hip and knee pads, tailbone pad, shoes with non-removable rubber cleats or screw-on cleats, colored (no white/clear) mouth protector that is not required to be attached to the helmet, and numbered team jersey. Pacifier style mouth protectors are permitted in any color including white. Cleats with metal spikes of any kind are prohibited. Metal chin strap buckles are prohibited.
- B. IAW NFHS Rules state that tinted visors are prohibited. Officials must be able to clearly see the player's eyes without having to remove the helmet during injuries. Athletes who require special tinted visors must submit a doctor's order from a licensed Ophthalmologist to the TCYFCC Football Director for approval of tinted visors.
- C. All equipment must be in good condition and certified for the age and/or weight classification for which it is to be used. Helmets must bear the "NOCSAE" seal and evidence of safety inspection within the previous two (2) years. Proof of inspection will be turned in to the TCYFCC Vice President no later than the June TCYFCC Board meeting, to be submitted to the TCYFCC Secretary and added to the official records.
- D. Once assigned, a player's jersey number shall not normally be changed from that shown on the official roster. Jersey numbers shall be defined as 0-99. There are no number range requirements assigned by position. NFHS rules on numbering restrictions are waived.
- E. If a player's jersey should be lost, stolen, or damaged irreparably, and a change in jersey number is required, the following procedures shall be followed:
 - 1) The player's organization shall notify the opposing trustee. Should the number substitution affect subsequent games, the TCYFCC Vice President and/or Football Director must be notified prior to the next scheduled game by the changing organization.
 - 2) The opposing trustee shall change the number and sign the change on all copies of the official roster and the attendance sheet
 - 3) Should a player's jersey be irreparably damaged during the course of a game, and a number substitution is



required, the opposing head coach, both Trustees, and the press box shall be notified of the change.

7. STOPPING, SHORTENING, OR POSTPONING GAMES

- A. All games must be played to completion, except under such conditions or circumstances where the safety and welfare of the players may be adversely affected. Both organizations Trustees must agree to any shortening of a game.
- B. A game may be postponed for good cause, providing the visiting team is given at least four (4) hours' notice and there is agreement by both teams.
- C. In the event the team desiring to postpone a game is unable to contact the head coach, Trustee, or president of the opposing team's organization, or the opposing team will not agree to a postponement, then the question shall be submitted to the TCYFCC Executive Board whose decision shall be final.
- D. In the event a visiting team fails to show or shows with less than the required eleven (11) players, such team's organization shall be required to pay the officiating fees for that game and the game result shall be recorded as a forfeit.
- E. In the event of stopping or shortening a game(s) due to unforeseen circumstances, the minimum play requirement shall be waived. If the game is rescheduled the minimum play rule shall be reinstated.
- F. In the event a game is suspended the home team shall immediately notify the TCYFCC Football Director and Vice President.
- G. If a team has sufficient players (11 or more) but quits a contest before its proper conclusion without agreement with both trustees, the team shall be fined \$500.
- H. In the event of inclement weather or adverse field conditions, play shall be delayed for 1 hour before the game is postponed. The on-site Trustees from each organization will determine if the contest will be delayed or postponed. If the game is postponed, a make-up time shall be scheduled within 1 week (1st practice night or as soon as officials can be secured). When the game is rescheduled for a different date, a check-in shall be required before the start of the game. If a game is delayed and subsequently postponed during the second half and the score difference is 29 points or more the game is final. The Trustee from the losing team may declare the game and score final without concurrence of the trustee of the winning team.
- I. During post-season play if a game is delayed and subsequently postponed and there is a score difference of 29 points or more the game will be declared final.

8. PLAYER ELIGIBILITY

- A. Any football player who is or was considered a member of a High School team who dresses out for a game during the period of August 1st through December 31st, shall be ineligible to play during that *season*.
- B. Players are prohibited from practicing or playing for a TCYFCC team while a member of any other youth tackle football team.
- C. Any player rostered with a middle school football program may participate with a TCYFCC Organization.
- D. Participation in flag football programs is allowed. Participation in "All- Star" or other select programs are prohibited during the TCYFCC season if practices or tryouts consist of full contact. TCYFCC participants may attend non-contact camps, clinics, or tryouts during the *season*.



- E. Any football player who is rostered with a TCYFCC team may not participate with any other team (exception, **RULE** 8.C) until their TCYFCC season is over, or that player quits
- F. Every participant must be enrolled in and attending an accredited school or registered with the County they reside for home schooling (appropriate documentation required), unless the participant is too young to attend school. Any player who is not enrolled in and attending an accredited school shall be ineligible to participate, unless he has graduated from an accredited school. Any player who quits school after the *season* begins shall become ineligible to continue to play.
- G. The responsibility of notification of withdrawal from school shall be the responsibility of the individual player. Failure to notify the organization of his/her withdrawal shall result in his immediate removal from the team.
- H. Any other players with knowledge of an individual's withdrawal from school shall be required to report such withdrawal to his/her organization's officials. Failure to do so may result in the individual also being subject to dismissal from the team.
- I. Any organization official knowledgeable of an individual's withdrawal from school shall be responsible to investigate the situation in an appropriate manner and report it to the TCYFCC President in a timely fashion.
- J. If failing to report the non-attendance of a player by any individual—player, coach, or organization official is deemed to be of a vindictive nature, disciplinary action may be warranted.
- K. If a player receives an out of school suspension, then the player is suspended from participating in games for the duration of the suspension.
- M. Any organization knowingly using an ineligible player will be placed on 1-year probation and will forfeit the right to host any post-season games or Cheer Offs for a period of two years.
- N. A violation of **RULE 8—PLAYER ELIGIBILITY** shall result in the forfeiture of all games at the point in time in which the player became ineligible and continued to participate.
- O. If at any time during the *season* the eligibility of a player becomes a question, after a majority vote of the TCYFCC Executive Board, the questioned player(s) may be required to provide documents to prove his/her eligibility (i.e. original birth certificate, school records, etc.)
- P. A player(s) may move from one-member organization to another member organization in successive years with the written consent of both organizations. Not giving written consent is only for the purpose of collecting equipment or unpaid funds or any documented disciplinary actions from the organization. This rule may be waived with the written consent of both organizations or the approval of the TCYFCC Executive Board.
- Q. Any participant found owing any money to an organization will be suspended until the obligation is taken care of. The organization shall not be held liable.
- R. Players may NOT participate in *practice* until a waiver is granted. Electronic communication by the previous organization is permitted to allow the player to *practice*. A formal waiver will be obtained prior to the first regular *season* game or said player is ineligible.



- S. A player cannot move from one (1) organization to another after their first day of *practice*. This rule can only be waived by the TCYFCC Executive Board.
- T. Players that leave TCYFCC to participate with an outside organization and wish to return to TCYFCC in the same season, they must return to the same TCYFCC team.
- U. Game Attendance is required at a minimum of 70% of eligible rostered regular season games to be eligible to participate in Post season play. Exceptions will only be granted for documented medical issues, with TCYFCC Executive Board notification and approval.

9. GAME OFFICIALS

- A. All TCYFCC games shall be played with five (5) officials but a minimum of three (3) shall be required. One official must remain in the press box to run the clock. For the Playoffs and Super bowl six (6) officials for all age levels.
- B. When determined appropriate, a specific complaint of an official's conduct or interpretations of Rules shall be forwarded, in writing, to the TCYFCC Vice President and Football Director.
- C. **ONLY the head coach may engage or question officials during a game.** The first infraction will result in a sideline warner. Subsequent infractions will result in an unsportsmanlike penalty. Trustees are prohibited from disputing judgment calls. Assistant Coaches, League Officials, and parents are not authorized to engage officials and are subject to disciplinary process as described in the TCYFCC Bylaws.
- D. No coach, player, trustee, or spectator may touch, grab, bump, or have physical contact with any game official against his/her will. The individual shall be immediately suspended from any TCYFCC event to include practices pending an investigation and disciplinary hearing
- E. If a Coach, Trustee, Organizational Board member or parent engages an official off the field on the grounds of the facility, in the parking lot, are anywhere else they will be immediately suspended from attending any TCYFCC event to include practices pending an investigation and disciplinary hearing by the TCYFCC Executive Board.

10. PLAYING RULES

- A. All games shall be played according to the Florida High School Activities Association (FHSAA) rules with the following exceptions:
 - 1) Quarters shall be ten (10) minutes in duration for Varsity, Junior Varsity, and Midget games, eight (8) minutes for Pee Wee, and Mighty Mite games. Halftime will be ten (10) minutes.
- B. The following ball sizes shall be used, brand must be genuine leather Wilson, leather Riddell or Nike:

Division	Wilson	Riddell
Varsity	TDY	RDY
Junior Varsity	TDJ	RDJ
Midgets	K-2/	RDP
Peewees	K-2	RDP
Mighty Mites	K-2	RDP

C. All night games preceding a school day shall begin no later than 7:30 p.m. except in extreme circumstances as



determined by the TCYFCC President to be in the best interest of the TCYFCC.

- D. All games should start as close to the scheduled time as possible. A reasonable amount of time shall be allowed for proper player warm-ups, official's instructions and introduction of team captains.
- E. During exhibition games only one coach shall be allowed on the playing field during play. The coach is permitted to be in the huddle during play call and must stand 10 yards behind the ball when in play.
- F. While the ball is in play there shall be no coaching or interfering with the play or an unsportsmanlike conduct penalty will be applied.
- G. For Mighty Mite Division only one coach on the field for the entire season regardless of exhibition, regular season, or playoff games.
- H. In the Midget, Pee Wee and Mighty Mite divisions, one (1) point shall be scored for running "a point after touchdown" and two (2) points for forward passing or kicking "a point after" touchdown. In all other divisions, two (2) points shall be scored for kicking the "point after touchdown" and one (1) point for running or passing a "point after touchdown".
- I. All teams shall refrain from running up scores. Coaches and Trustees are under obligation of sportsmanship and fair play to take reasonable steps to avoid running up the scores, and thereby, demoralizing and embarrassing the opposing team.
- J. When there is a point spread of twenty-nine (29) points or more, the following rules will go into effect:
 - There will be a mandatory continuous clock, except for time-outs, official time-outs, and injury time-outs. The team leading by twenty-nine (29) points or more is prohibited from calling a time-out during the last two minutes of any game.
 - 2) When the point spread falls below twenty-nine (29) points, normal time keeping shall resume.
 - 3) There shall be no kick offs of any kind. Losing team shall get the ball at their 40-yard line; winning teams shall get the ball at their 20-yard line.
 - 4) On punts, the kicker must kick the ball without being rushed. Following the punt, the ball will automatically be dead at the spot where it rolls dead. There shall be NO returns on punts.
 - 5) There shall be no passing, reverses, trick plays or blitzing of any kind allowed for the winning team.
 - 6) Any violation shall result in an unsportsmanlike penalty of 15 yards and possible fines/suspensions for violations of rules listed above.
- K. It is the intent of the TCYFCC to see that all players listed on the official roster are given a reasonable opportunity to play in every game, barring sickness, injury or disciplinary action. Therefore, all eligible (non-sick, injured, or disciplined) players that are on the sideline during a game shall be guaranteed a minimum of five (5) plays pergame. Any ineligible players will be announced at check-in. The five (5) play rule also applies to all Play Offs and Super Bowl games.
- L. Should a player become injured, sick, or refuse to play prior to obtaining the minimum number of plays the head coach will inform their trustee and the opposing head coach. The trustee will inform the opposing trustee.
- M. Declaring a player ineligible due to illness or injury or any other cause after a game when it is shown the player did not have the required number of plays is not acceptable.
- N. Breaching this GUIDELINE shall subject the head coach to disciplinary action as follows:



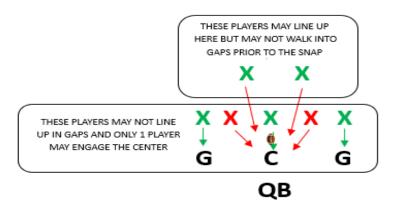
- 1) 1st Offense 2nd Offense Three game week suspension to include all team activities. Organizations will be fined \$500. 3rd Offense- Coach is permanently suspended. Organizations will be fined \$750.
- 2) Additional Offense Subject to ARTICLE XVI DISCIPLINARY PROCESS of the TCYFCC Bylaws
- 3) Post Season Offense– Playoffs- Organizations will be fined \$1000. Head Coach will be suspended for the remainder of the post season.
- 4) Super bowl- Organization will be fined \$1000. Head Coach will be suspended for the first 3 games of the next season to include all team activities.
- O. Each organization's trustee is tasked with the responsibility of ensuring all their coaches are familiar with and understand these and all other applicable rules. Copies of appropriate rules must be available at all games.
- P. Any individual who is absent from the official attendance check shall be checked in at the next regular scheduled game. All requirements under *RULE 14—ADDING AND DROPPING PLAYERS* must be met for the individual to be added to the roster.

11. SPECIAL RULES FOR THE MIGHTY MITE DIVISION

- A. Regulation fields shall be used. Eleven players per side.
- B. NFHS rules will be used with exceptions listed on this sheet.
- C. Each game shall be played using four (4) eight-minute quarters, regulation clock.
- D. Delay of game shall be called following 30 seconds from the ready for play signal.
- E. Kicks:
 - 1) There shall be no kick-offs. The ball will be placed on the 40-yard line.
 - 2) On 4th down, the head coach of the team on offense must declare to the referee if he is going for it, punting or wants the ball placed ten yards down field.
 - 3) The offense may choose to punt the ball or have the ball spotted ten yards from their line of scrimmage and the ball will turn over on downs at that spot.
 - 4) On punts, the kicker must kick the ball without being rushed. The defense must move outside the hash marks. Following the punt, the ball will automatically be dead at the spot where it rolls dead. There shall be NO returns on punts.
- F. One (1) coach may be on the field with each team and may not have contact with players, including verbal, once the ball is snapped. The coach shall be positioned ten yards behind the offense or defense. The first offense will be a warning, the second offense will result in a 15 yards unsportsmanlike penalty, the third offense will be an ejection.
- G. Extra points must be by run, pass, or kick. Run = 1 point. Pass = two (2) points will be scored for passing (pass must be a forward pass which is caught across the line of scrimmage) or kicking for the "point after touchdown" and one point (1) for running the "point after touchdown." Kick=2 points. There shall be no field goal attempts.
- H. If a game ends in a tie, Kansas tiebreaker shall be used.
- I. All penalty enforcement shall be in accordance with NFHS rules as used in all other tackle games used in youth football.
- J. If the defensive formation is a 5-2, 3-4, or 6-2, only one defensive player may be lined up head over the center. Players will not be allowed to shade to the left or right. Nor may they line up in the gaps on either side of the



center. If your defensive formation is a 4-3 or 4-4 your two interior defensive linemen may line up directly over the offensive guards. They cannot shade or line up in the gap on either side of the center. Any other defensive formation that is utilized that requires interior lineman near the center must not allow the interior lineman to line up in the gap on either side of the center. This defensive player must be in a 3 or 4-point stance and may not engage the center until the center/QB exchange is complete. Violation of this rule is a live ball foul for "Illegal Defense" and shall result in a 5-yard penalty assessed against the defensive team. All other players have to line up outside of the guards or on an outside shade. They can be standing or in a 3 or 4-point stance. None of these players can stunt into the A gap. No *blitzing* of the A gap until the ball is snapped.



12. OFFICAL ATTENDANCE CHECK

- A. The official attendance check will be held during the preseason games. Trustee/Alternate Trustees shall be responsible for the check-in. During Post *Season* play an independent trustee may conduct check-in with the approval of the absent team.
- B. Each team shall present to the designated Trustee three (3) type-written, hand printed, or electronic official rosters. See **ARTICLE X—TEAM ROSTER AND OFFICIAL BINDER** of the TCYFCC Bylaws. No player will be cleared to play in any regular or post season game that has not been certified. This will not be waived under any circumstances.
- C. Prior to the check-in of each player, the Trustee representative shall certify that the information on the official rosters and the information in the binder is accurate and matches the player in all respects.
- D. Players shall be checked in by older age players first, followed by younger age players and each player shall be required to wear or carry his/her properly numbered game jersey. Refer to **ARTICLE X—TEAM ROSTER AND OFFICIAL BINDER** of the TCYFCC Bylaws for specific directions.
- E. Only one (1) TCYFCC Trustees/Alternate Trustee per team shall be present for the official attendance check. No parent or on-lookers shall be allowed in the immediate area.
- F. The player will step before the opposing Trustee giving his name and his jersey number.
- G. The opposing Trustee will compare this information and the picture in the database against the player.
- H. The opposing Trustee will verify the player's date of birth with the player.



13. PRE-GAME ATTENDANCE CHECK

- A. Every player should be checked in prior to game time of every TCYFCC game. This rule will not be waived under any circumstances. (See *RULE 12—OFFICAL ATTENDANCE CHECK*).
- B. Conduct of attendance check;
 - 1) Each team's Attendance Check representative shall be a TCYFCC Trustee, Alternate Trustee, or TCYFCC Executive Board Member. (See *RULE 12—OFFICIAL ATTENDANCE CHECK*.)
 - 2) Attendance Check shall be attended by the players and Trustees from each team only. Parents, other coaches, and on-lookers shall not be permitted in the check-in area.
 - 3) During Post *Season* play, a Trustee from a team not involved may conduct attendance check. In the absence of an involved team's Trustee a Trustee from another team may conduct attendance check with the approval of the absent team.
 - 4) Attendance check shall be conducted in game gear no hats, jewelry, or headphones, etc.
 - 5) Any Player who is game ineligible due to injury, illness, or disciplinary action shall be declared during check-in. Opposing Trustees shall be notified of any changes to a player's game eligibility status after check in.

14. ADDING AND DROPPING PLAYERS

- A. No players shall be added after the final sealing or all games will be forfeited by such team and the team adding such players shall be ineligible for post season games. Games may continue to be played by such teams, but for record-keeping purposes, a win shall be credited to any opponent team(s) in which they continue to play after Game Week Four.
- B. If a rostered team drops below fifteen (13) rostered players for any division, they may add back to the maximum of twenty (20) rostered players without penalty. The organization must notify the TCYFCC Vice President and TCYFCC Football Director and receive written approval from the TCYFCC Executive Board to do this. No players will be added after week 6. In the event after week 6 a team falls below 11 TCYFCC Executive Board may allow team to add back to 12 players. If the roster falls below 13 players due to a rules violation the team will not be allowed to add players to the roster.
- C. Any player deleted from a team's official roster may not be reinstated without the approval of the TCYFCC Executive Board.
- D. No organization shall alter or change its own roster. Any changes must be made by another organization's Trustee or Alternate Trustee. All Changes must be signed and dated by both organizations' Trustee.

15. DIVISION CHAMPIONSHIPS, PLAYOFF POSITIONS AND TIE BREAKER RULES

- A. Championships and Play Off positions shall be determined in the according to the following criteria and in the following order:
 - 1) Teams will be equally divided into National and American Division. There will be one (1) champion in each Division in each age division.
 - 2) Division record will determine the highest seed.
 - 3) The rest of the division is seeded for playoff purposes by dividing the total number of division games won by the
 - total number of division games played. A tie game counts as half (1/2) a game won and half (1/2) a game lost.
 - 4) Head-to-head records will be used in the event division records are equal.
 - 5) Overall win/loss percentage including non-division games will be used in the event division records and head to head records are equal.



- 6) A coin toss will be used in the event division, head-to-head records, and overall win/loss percentage records are equal.
- 7) If playoff elimination is in question, then a *Mini Game* shall replace the coin toss.
- 8) *Mini Game* shall be defined as one half (½) of a game. Each team shall have 2-time outs. In the event of a tie then Kansas City tie breaker rules shall apply. During *Mini Games* the 5-play rule shall not be enforced.

16. PLAYOFF STRUCTURE, SUPERBOWL, AND PRO-BOWL

- A. Play Offs: Eight (8) teams will qualify for post season play. The top 4 teams in each division, using the criteria described in *RULE 15*.
- B. In the event that TCYFCC has an odd number of total teams to start the season the top 8 teams overall, based on Division records, will qualify for post season play. This playoff adjustment will be determined and announced prior to the start of the season by the TCYFCC Executive Board.
- C. Play Off games to determine the participants in the Super Bowl will be scheduled as follows:
 - 1) Round 1 The American Division Champions will play the 4th seed from the National Division.
 - 2) Round 1 The National Division Champions will play the 4th seed from the American Division.
 - 3) Round 1 The 2nd seed in the American Division will play the 3rd seed in the National Division.
 - 4) Round 1 The 2nd seed in the National Division will play the 3rd seed in the American Division.
 - 5) Round 2 The winner of American Division Champion vs 4th seed National Division will play winner of 2nd seed National Division vs 3rd seed American Division.
 - 6) The winner of National Division Champion vs 4th seed American Division will play winner of 2nd seed American Division vs 3rd seed National Division.
 - 7) Highest seeded team shall choose the game site, unless the opponent is hosting the playoff round.
- D. Highest seeded team shall choose sideline. The second round of Play-Off winners shall meet in a single game—Super Bowl.
- E. Super Bowl shall be held at an approved high school game field or other approved venue with proper amenities capable of handling the volume of participants and spectators that accompany said event. Approval shall be determined by TCYFCC Executive Board Vote.
- F. TCYFCC will organize a Pro-Bowl, occurring the first Saturday in December, at a designated site decided on by the TCYFCC Executive Board. The Pro-Bowl will recognize the most outstanding athletes based on the current season and will be nominated by head coaches of each team. The Pro-Bowl will be conducted in the following manner:
 - 1) The Pro-Bowl will consist of 2 teams for each age group, a National Team and an American Team, for a total of ten TCYFCC representative teams.
 - 2) The American Team and National Team will consist of 28 players for Mighty Mite divisions and 35 players for Peewee, Midget, JV, and Varsity divisions, from the current season. Athletes must meet attendance requirements for that season, as described in *RULE 8.U*, in order to participate in the Pro-Bowl. Athletes who are currently serving suspensions may not participate in the Pro-Bowl.
 - 3) The American Team will be head coached by the Super Bowl winning coach if the coach was in the American Division. If the Super Bowl winning coach was in the National Division, then the American Team head coach will be the current champion from the American Division. If the American Team head coach is unable to participate or unavailable to coach, he or she may select an alternate.
 - 4) The National Team will be head coached by the Super Bowl winning coach if the coach is in the National Division. If the Super Bowl winning coach was in the American Division, then the National Team head coach



- will be the current champion from the National Division. If the National Team head coach is unable to participate or unavailable to coach, he or she may select an alternate.
- 5) Coaching staffs for the Pro-Bowl will be limited to 10 per team, including the head coach. The head coach must include 1 nominated assistant from each Division member on the coaching staff. After this criterion is met the head coach may choose the remaining assistants.
- 6) Team Moms for the Pro-Bowl will be limited to 2 per team. The head coach will choose Team Moms.
- 7) The number of nominated athletes per team will be decided by dividing the roster limit, 28 or 35, by the total number of teams in the division. For example, 35 athletes divided by 7 teams in the National Division equals 5 nominations per team. If the number of nominations per team does not divide evenly, then the number will be rounded down to the nearest whole number for all teams, and the remaining open roster spots may be filled at the discretion of the Pro-Bowl game head coach.
- 8) Athletes will be nominated by their regular season head coach and nominations are due to the TCYFCC Executive Board no later than 5 calendar days from the end of the regular season. If an athlete chooses not to participate, is unavailable to play, or is injured, the head coach of that team will nominate another player. If a team nominates less than the number of nominations per team, then the remaining open roster spots may be filled at the discretion of the Pro-Bowl game head coach. When the number of nominations per team is 5, regular season head coaches will nominate 3 skill players and 2 lineman per team. When the number of nominations per team is 4, regular season head coaches will nominate 2 skill players and 2 linemen. If the number of nominations per team is less than 4 or more than 5, the TCYFCC Executive Board will issue guidance on how to nominate athletes and maintain balanced Pro-Bowl rosters.
- 9) 5 play minimum rules apply to the Pro-Bowl, as described in *RULE 10.K-N*.
- 10) Pro-Bowl practice locations and times will be agreed upon by the TCYFCC Executive Board and American and National Team head coaches. Pro-Bowl practices and games will be limited to 8 hours of participation per week, as described in *RULE 4.B.3* and *4.B.4*.
- 11) American and National Team jerseys will be provided to each participant by TCYFCC and may be kept by the athlete. Athletes will wear their normal helmet and game pants during the Pro-Bowl.
- 12) The TCYFCC Executive Board reserves the right to postpone and/or cancel the Pro-Bowl following unforeseen circumstances, such as securing a field, securing adequate coaching staffs, and/or securing adequate rosters.

17. RULE CHANGES

- A. TCYFCC Football Rules may be reviewed for possible changes by the TCYFCC Board of Trustee in even numbered years.
- B. Should any rule changes become necessary at any time, the procedure specified in **ARTICLE VIII AMENDMENTS** of the TCYFCC Bylaws shall be adhered to.

18. PROTESTS

- A. An official's judgment call will not be considered as grounds for a protest.
- B. All other protests shall be filed in accordance with By-Law **ARTICLE XVI—DISCIPLINARY PROCESS** of the TCYFCC Bylaws.
- C. Protests must be submitted in writing, with evidence and \$100.00 filing fee, to the TCYFCC President or the President's designee no later than forty-eight (48) hours after termination of the protest game.
- D. Post Season Protests must be submitted in writing, with evidence and \$100.00 filing fee, to the TCYFCC President or the President's designee no later than twenty-four (24) hours after termination of the protest game.



E. It is the responsibility of the protesting team to furnish tangible evidence of a contestable violation.

19. EJECTIONS

- A. An Official's Ejection Report (Email or hard copy) will have the person or player's name, jersey number (if a player), organization name, date, division, and reason for the ejection. The TCYFCC Football Director and TCYFCC 1 Vice President will receive a copy of the Official Ejection Report within 24 hours.
- B. For all ejections an appearance before the TCYFCC Executive Board is at the discretion of the President or 1 Vice President. The organization, player, or coach may not call for a special meeting for reinstatement.
- C. If the ejection requires an automatic *suspension* listed below the *suspension* is applied for the next regular season game, mini game, make-up game, playoff, or championship game that is to be played. Multiple game *suspension* may carry over into the next season. Byes due to a forfeit, game postponements due to weather, etc., do not count as a game in the case of a *suspension*. The *suspension* period is over the next two official TCYFCC actual games played.

D. Football Players:

- 1) All ejections will be reviewed by the TCYFCC Football Director who may, based on the Official's Report and any video evidence, make a *suspension* proposal to the Executive Board for approval.
- 2) Any player ejected from a game or field for unsportsmanlike conduct is automatically *suspended* for the next (1) game.
- 3) Any player ejected from a game or field for a physical altercation or fighting is *suspended* for the next two (2) games. Fighting is defined by the National Federation of High Schools (NFHS) as "Any attempt by a player or non-player to strike or engage a player or non-player in a combative manner unrelated to football. Such acts include, but are not limited to, attempts to strike an opponent(s) with the arm(s), hand(s), leg(s), or foot (feet), whether or not there is contact."
- 4) During a play any player ejected for Illegal Contact defined by the NFHS as "striking or attempting to strike an opponent with a fist, locked hand, forearm or elbow or kick or knee" shall be *suspended* for the next (1) game. This illegal contact is often referred to a "throwing a punch." The TCYFCC Executive Board reserves the right to determine if a player(s) is "fighting" or if the action was "illegal contact" and will determine if the *suspension* length.
- 5) Any player leaving the bench during a physical altercation or fight will be *suspended* for the next two (2) games. Players will remain on the bench and this *suspension* is applicable if the player goes to engage in the confrontation to break it up. Players must remain on the sideline.
- E. At the Trustee's discretion any player that is ejected from a game shall leave the playing field immediately. In some circumstances Trustees may opt to keep the ejected player on the sideline for safety concerns reasons. The player shall not be used as a water boy or for scouting.
- F. During the *suspension* period the player may still practice with the team and is still required to check-in for accountability purposes. The player may be on the sidelines during the *suspension* period at the discretion of the organization's Football Trustee.
- G. Coaches and Organization Officials:
 - 1) Any coach or Trustee ejected must leave within 5 minutes or the Head Official will forfeit the game in favor of the opposing team. Leaving the premises means being on the grounds or within 1,000 yards of the activity. Any coach or Trustee ejected is immediately *suspended* for the next 2 games to include attending or being on the premises or within 1,000 yards of any TCYFCC activity, practice, or game during the *suspension*



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period.

- 2) Any coach or Trustee ejected twice in one season is *suspended* for 1 year from the date of the incident.
- 3) Organizations will take possession of any TCYFCC badges during any *suspension* period.
- 4) Any coach or organization official ejected from a game will be fined \$200. The coach may not participate in any practices or games until the fine has been paid.

