



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

Table of Contents

1. TEAM COMPOSITION	
2. AGES AND DIVISIONS	
3. PRACTICE	
4. TCYFCC SCHEDULE	
5. UNIFORMS AND EQUIPMENT	
6. STOPPING, SHORTENING, OR POSTPONING GAMES	
7. PLAYER ELIGIBILITY	
8. GAME OFFICIALS	
9. PLAYING RULES	
10. OFFICAL ATTENDANCE CHECK	
11. PRE-GAME ATTENDANCE CHECK	
12. ADDING DROPPING PLAYERS	
13. CHAMPIONSHIPS/PLAYOFF POSITIONS TIE BREAKER RULE	
14. PLAYOFF AND SUPERBOWL	
15. RULE CHANGES	
16. PROTESTS	
17. SPECIAL RULES FOR THE MIGHTY MITE DIVISION	
18. EJECTIONS	
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DEFINITIONS

1. **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.
2. **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.
3. **Week:** Monday to Sunday.
4. **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.
5. **Blitzing:** An intentional movement into the A gap prior to the flow of the play being established, or reaction to a hand off, by the offense.
6. **Media Personnel:** Personnel from public or private news or sporting agencies; organization or team photographers; and team and/or commercial videographers.
7. **Team Staff Member:** Any coach, team manager, or junior coach listed on the official roster.
8. **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.
9. **Highest Seed.** Considered to be the team with the best win/loss record. The highest seed is #1
10. **Lowest Seed.** Considered to be the team with the worst win/loss record. The lowest seed is #8.
11. **Mini Game:** A mini game is defined as one half ($\frac{1}{2}$) 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.

1. 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 MM 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. Max allowed on sideline per rule D a 1 through 6
 - 8. Junior coaches must be under 18 and at least 2 years older than the oldest player on team.

2. AGES AND DIVISIONS

- A. The following age limits shall be strictly enforced: (Ages are determined as of July 31st of the current season).
- 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
- E. In the event of an odd number of teams – the top 8 teams with the best overall record will make playoffs.

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

3. CONDITIONING AND PRACTICE

- A. Conditioning will be allowed June 1st.
 - 1. Only 4 hours per week.
 - 2. Trustee must be present.
 - 3. No football, pads, shields, or dummies, no contact allowed.

TCYFCC FOOTBALL RULES

4. No running of plays or formations.
 5. No football equipment is allowed.
 6. No football clinics unless approved by executive board.
 7. Speed and agility equipment is allowed.
 8. Does not count towards 8 hours of conditioning once practice starts.
- B. Practice shall not begin until July 1 . The following criteria is required:
- C. Practice shall be defined as any team or team members gathering to study of or execute football plays in a manner consistent with game day preparation.
- D. No one will be allowed to practice until all TCYFCC documents have been completed and submitted.
- E. Each player will have a total of 8 hours of conditioning before hitting 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 league where the participant will play during the season. During the 8 hours of conditioning use of equipment will be as follows:
1. Hours 1 thru 4 – Helmet and Shorts only
 2. Hours 5 thru 8 – Helmet, Shorts, and Shoulder pads only
 3. After 8 hours; Full Gear, Blocking Pads, Sleds, and Full Contact is permitted. Each player must complete
 4. 8 hours of conditioning before full contact can begin.
 5. Full contact is defined as physical contact between
 6. two players in a forceful or aggressive manner with the intent to thwart or stop the opposing
 7. player’s movement.
- F. Blocking Pads, Tackling Dummies and Sleds may be utilized during the practice days with the following restrictions:
1. Coaches can only handle the blocking pads or tackling dummies during this time. No players shall hold a bag or shield for drills.
 2. Emphasis shall be placed on teaching “Technique” as oppose to aggressive movements.
 3. Blocking pads and tackling dummies shall be utilized for teaching at low speeds and limited movement
 4. during this time i.e. (fit drills, blocking drills and hand placement).
- G. Practices will be limited to a maximum of two hours per day. All practices, scrimmages, and games must be conducted under strict supervision by a trustee. Any activities containing contact between participants shall be limited to 1 division up or down. Teams shall hold practices as follows:
1. Practice week 1 thru 4 -- 5 days for a total of 10 hours
 2. Practice week 5 thru 6 – 4 days for a total of 8 hours
 3. Practice week 7 thru end of season – 3 days for a total of 6 hours (Unless **RULE 3 G** Applies).
- H. Teams with a bye week shall be permitted to practice an additional 2 hours during the bye week. The term “bye week” will equal a true bye week, a non-scheduled game, or a forfeit.
- I. Curfew for ALL practices shall be 9pm
- J. One Trustee from each organization shall be present at all practices, scrimmages and games. Coaches shall not act as Trustees at the same time.
- K. With exception of controlled scrimmages, all practices MUST be held at each Organizations official practice facility or a location approved by the Governing Board. The TCYFCC Football Director will be notified prior to any scrimmage involving teams outside of TCYFCC.
- L. In case of inclement weather Players and parents will be directed to their vehicles and will not be allowed to remain outdoors functioning lightning detector must be on the field during the adverse

weather. If lightning is detected within 10 miles practice/game will be suspended for a minimum of 30 minutes. Practice/ game may not resume until there has been 30 minutes without detecting lightning within 10 miles

- M. 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.
- N. 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

4. TCYFCC GAME DAY SCHEDULE

- A. All TCYFCC games shall be scheduled on Saturdays according to the following timeframes.
 - 1. Teams may not begin warm-up until start of the prior game.
 - 2. Check-In times may be adjusted in the event of early or late running games.

Division	Check In Time	Game Time
Mighty Mites	8:00am	9:00am
Peewees	MM Halftime	10:30am
Midgets	Pw Halftime	12:00pm
Junior Varsity	Midget Halftime	2:00pm
Varsity	JV Halftime	4:00pm

5.UNIFORMS AND EQUIPMENT

- A. Each player shall have a complete uniform, including: Helmet with face guard, with plastic clips, shoulder pads, thigh pads, hip and knee pads, tailbone pad, and shoes with non-removable rubber cleats or screw-on cleats with metal tips, colored (no white/clear) mouth protector that is not required to be attached to the helmet, and numbered team jerseys. (Pacifier style mouth protectors are permitted in any color including white)
- B. 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.

TCYFCC FOOTBALL RULES

- C. 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 is waived
- D. 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. IAW NFHS Rules tinted face shields are not authorized. Officials must be able to clearly see the player's eyes without having to remove the helmet during injuries.
 - 2. The player's organization shall notify the opposing trustee. The TCYFCC Vice President and/or Football Director must be notified prior to the next scheduled game by the changing organization.
 - 3. The opposing trustee shall change the number and sign the change on all copies of the official roster and the attendance sheet
- E. 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.
- F. Should the number substitution affect subsequent games, the procedure outlined in **RULE 5— UNIFORMS AND EQUIPMENT.D** above shall be followed.

6. 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.
 - 1. 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.
 - 2. 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.
- C. In the event of inclement weather or adverse conditions, play shall be delayed for 1 hour before the game is called. If the game is called, 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.
- D. In the event of stopping or shorten 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.
- E. In the event a game is suspended the home team shall immediately notify the TCYFCC Football Director and Vice President.
 - 1. If a team has sufficient players (11 or more) but quits a contest before it's proper conclusion without agreement with both trustees, the team shall be fined \$500.

2. In the event of inclement weather or unsafe field conditions related to inclement weather and after being delayed for one (1) hour, the on-site Trustees from each organization will determine if the contest will be delayed or postponed. One (1) hour must pass before deciding on postponement or calling the game final. If in the second half and the point difference is 35 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.
3. During post season play if there *is not* a point spread difference of 35 points (running clock) the game will be resumed within one (1) week unless the Trustee for the losing team agrees to end the game with the scores final. If there is a running clock the game is final

7. 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 year. Any player rostered with a middle school football program may participate with a TCYFCC Organization.
- B. Any football player who is rostered with a TCYFCC team may not participate with any other team until their season is over, or that player quits. If said player quits and then participates with another team, they are not eligible to return to their original team for that season.
- C. 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.
 1. 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.
 2. Any other players knowledgeable 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.
 3. 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.
 4. 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.
 5. If a player receives an out of school suspension, then the player is suspended from participating in games for the duration of the suspension
- D. Players are prohibited from practicing or playing for a TCYFCC team while a member of any other tackle football team with any youth or school program. If a player quits to participate in another program that player may not return.
- E. Participation in flag football programs are 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.

TCYFCC FOOTBALL RULES

- F. 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.**

4. **A violation of *RULE 7—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.**
5. 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.)
6. 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.
 - a. 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.
 - b. 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
7. A player cannot move from one (1) organization to another after their first day of practice.
 - a. This rule can only be waived by the TCYFCC Executive Board.
 - b. **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.**
8. Football player's attendance check is to be conducted 1 hour prior to game time. Any player not checked in by kickoff will be ineligible for that game.
9. 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.

8. 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 Executive Board.

9. PLAYING RULES

A. All games shall be played according to the Florida High School Activities Association (FHSA) rules with the following exceptions:

1. Quarters shall be ten (10) minutes in duration for Varsity, Junior Varsity, and midgets games, eight (8) minutes for , Peewees, and Mighty Mite games. Halftime will be ten (10) minutes.
2. 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

3. 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.
4. 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.
5. 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.

6. While the ball is in play there shall be no coaching or interfering with the play or an unsportsmanlike conduct penalty will be applied.
 - a. For Mighty Mite Division only one coach on the field for the entire season regardless of exhibition, regular season, or playoff games.
 7. In the Midget, Pee Wee and Mighty Mite divisions, one 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”.
- B. 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.
- C. When there is a point spread of twenty-nine (29) points or more, the following rules will go into effect:
1. 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.
 - a. Any violation shall result in an unsportsmanlike penalty of 15 yards and possible fines/suspensions for violations of rules listed above.
- D. 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 benched) players that are on the sideline during a game shall be guaranteed a minimum of five (5) plays per-game. Any ineligible players will be announced at check in. The five (5) play rule also applies to all Play Offs and Super Bowl games.
1. Should a player become injured, sick, or refuses 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.
 2. 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
- E. 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.
- D. Each organizations trustee is tasked with the responsibility to ensure all their coaches are familiar with and understand these and all other applicable rules. Copies of appropriate rule must be available at all games.

TCYFCC FOOTBALL RULES

- E. In the event of a tie game, the Kansas City Tie Breaker (four (4) downs from the ten (10) yard line as defined in the FHSAA rules shall decide the game.

10. OFFICIAL 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 or hand printed 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 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 DOB with the player

- G. Any individual who is absent from the official attendance check shall be checked in at the next regular scheduled game. All requirements under **RULE 12—ADDING AND DROPPING PLAYERS** must be met for the individual to be added to the roster.

11. PRE-GAME ATTENDANCE CHECK

- A. Every player shall be checked in prior to game time of every TCYFCC game. This rule will not be waived under any circumstances. (See **RULE 10—OFFICIAL 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 10—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 weigh-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 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.

C. ADDING 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.

D. DIVISION CHAMPIONSHIPS/PLAYOFF POSITIONS TIE BREAKER RULE

- A. Championships and Play Off positions shall be determined in the following manner:

Teams will be equally divided into National and American Conference. There will be one (1) champion in each Conference in each age division

1. Conference Record
2. Head to Head
3. Coin Toss

- a. If Playoff Elimination is in question then a mini game shall replace the coin toss

TCYFCC FOOTBALL RULES

- b. Mini Game shall be defined as one half ($\frac{1}{2}$) 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 Game the 5-play rule shall not be enforced.
- B. The rest of the division is seeded for playoff purposes by dividing the total number of division games won by the total number of games played. A tie game counts as half ($\frac{1}{2}$) a game won and half ($\frac{1}{2}$) a game lost.
- C. In the event that two (2) or more teams have the same Conference Won-Loss record, the following criteria shall be applied in the order listed
 - 1. Head to Head
 - 2. Overall win/loss percentage including non-division games

14. PLAYOFF AND SUPERBOWL

A. Play Offs: Eight (8) teams will qualify for post season play. The top 4 teams in each conference, using conference records.

- 1. In the event of odd number of teams – the top 8 teams overall will qualify for post season play.
- 2. Play Off games to determine the participants in the Super Bowl will be scheduled as follows:
Round 1.
 - 3. The American conference Champions will play the 4th seed from the National conference.
 - 4. The National Conference Champions will play the 4th seed from the American Conference.
 - 5. The 2nd seed in the American Conference will play the 3rd seed in the National Conference.
 - 6. The 2nd seed in the National Conference will play the 3rd seed in the American Conference A. Round 2.
 - a. The winner of American Conference Champion vs 4th seed from National Conference will play winner of 2nd seed National Conference vs 3rd seed American Conference.
 - 7. The winner of National Conference Champion vs 4th seed from American Conference will play winner of 2nd seed American Conference vs 3rd seed National Conference.
 - a. Highest seeded team shall choose the game site, unless the opponent is hosting the playoff round.
 - 8. Highest seed team shall choose sideline.

B. Super Bowl:

- 1. The second round of Play-Off winners shall meet in a single game—Super Bowl.
- 2. 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 Executive Board Vote.

C. Game Day of Champions

- 1. Official schedule may include the Game Day of Champions. Super Bowl winners for the squads, designated by the Hillsborough Sports Authority, have the option to attend if the Super Bowl winning team does not choose to participate; the Super Bowl runner up has the option to attend.

15. RULE CHANGES

- A. TCYFCC Football Rules may be reviewed for possible changes by the Board of Trustees 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.

16. 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
 - 1. 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.
 - 2. 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.
- C. It must be the responsibility of the protesting team to furnish tangible evidence of a contestable violation.

17. SPECIAL RULES FOR THE MIGHTY MITE DIVISION

- A. Regulation field 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. There shall be no kick-offs. The ball will be placed on the 40-yard line.
- F. Kicks:
 - 1. 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.
 - a. 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.
 - b. 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.
- G. One (1) coach may be on the field, with each team and may not have contact, including verbal, once the ball is snapped. The coach shall be positioned ten yards behind the offense or defense.
 - 1. First offense: warning,
 - 2. Second offense: 15 yards for unsportsmanlike,
 - 3. Third offense: ejection.
- H. 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.

TCYFCC FOOTBALL RULES

- I. If a game ends in a tie, Kansas tie-breaker shall be used.
- J. All penalty enforcement shall be in accordance with NFHS rules as used in all other tackle games used in youth football.
- K. If your defensive formation is a 5-2, 3-4, or 6-2 only one defensive player may be lined up head over the center. They 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 lineman may line up directly over the offensive guards. They cannot shade nor 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 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 lineup 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. Violation of this rule is a live ball foul for “Illegal Defense” and shall result in a 5-yard penalty against the defensive team.
- L. No defensive player may blitz between the offensive guards and center (A Gap). Blitzing shall be defining as an intentional movement into the A gap prior to the flow of the play being established, or reaction to a hand off, by the offense. Violation of this rule is a live ball foul for “Illegal Defense” and shall result in a 5-yard penalty against the defensive team.

18. 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 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.
6. 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.
7. 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.

I. 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 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

