



OFFICIAL FOOTBALL PLAY RULES AND PROCEDURES

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In the event of any conflict in language between any past, present or future printed version of these Tennessee Youth Football League Official Rules & Procedures and the TNYFL.ORG online version, TNYFL.ORG online version shall have priority.

FORWARD

The Tennessee Youth Football League has condensed the Official TNYFL Rules Book to give quicker access to any written language pertaining to play rules and procedures specific to the TNYFL. Play rules not specifically covered herein shall be governed by current edition of the National Federation High School (NFHS) Rules Book. In the event of any conflict in rules between these Official TNYFL rules and the current published rules of the National Federation High School (NFHS), the National Federation High School (NFHS) rules and interpretations shall govern.

Any reference to a particular gender contained within the TNYFL Rules Book such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

AMENDMENTS & CHANGES

Item	Page	Subject / Rule
2.05	7	Unless required by Federal, State or Local Law Enforcement, Coaches and/or Community Administrators shall not carry or possess any firearm within the facility boundaries. Firearms are never allowed at any time on the sideline during games.
5.06.E.2	15	The trailing team uses one of its remaining time-outs. The team ahead by 33 points or more, may not call a time-out.
5.06.F	15	If a winner cannot be determined at the end of regulation play, an overtime period(s) shall be played until a winner is determined, using the NFHS Resolving Ties Games Procedure.
5.07.A.2	16	All Monster Men must on the line of scrimmage and must be covered by a Single Striper on each side of the line.
5.07.A.5	16	All Monster Men must be the line of scrimmage and be within fifteen (15) yards of either side of the ball.
5.07.C	16	A maximum of five (5) Monster Men will be allowed in both the kicking-team and receiving-team 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.
5.07.E.2	16	A 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.
5.07.E.3	16	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 or advance by passing, handing, or running the football. The ball will be declared dead at the spot of the infraction.
5.09.F.5	18	A free punt possessed behind the line of scrimmage, without being touched beyond the line of scrimmage by the defensive team, is declared dead by the officials and awarded to the defensive team at the dead ball spot.

Amendments & Changes are Highlighted

RULE 1.00 THE LEAGUE

- 1.01 This organization shall be known as The Tennessee Youth Football League, herein referred to as “TNYFL, The League or The Organization”. TNYFL shall provide the framework in which a program of competitive tackle football is offered and the ideals of good sportsmanship and fair play are stressed and taught. The Organization provides that member communities will form a league. This Organization shall be responsible for administering all the rules, regulations and procedures set forth in this book and enforce the ideals by which TNYFL was formed.
- 1.02 This organization shall form a league consisting of member communities willing to participate in the ideals of community based football. Each Member Community shall be an established community as set forth by the By-laws and Constitution of the Tennessee Youth Football League.
- 1.03 The organization’s league shall be comprised of communities, meeting the standards set forth and as are duly approved and accepted in accordance with the rules of membership.
- 1.04 Administration of the Organization and League shall be vested in the Executive Committee, whose purpose shall be to administer the rules and regulations set forth.

RULE 2.00 MEMBERSHIP

- 2.01 Any community may apply for membership to TNYFL by formally submitting to the Executive Committee. Approval is subject to the By-laws and Constitution of the Tennessee Youth Football League. The Executive Committee shall investigate and research all new applications to TNYFL and shall have the authority to accept or reject any new program applying to TNYFL. If accepted, the new community will become a member community, with all the rights and privileges granted to a member community, and shall serve a one (1) year probation, which shall be monitored by the Executive Committee.
- 2.02 All existing Communities, shall be reviewed and evaluated at the end of each year and shall be approved or rejected for membership by the Executive Committee at the first (1st) general meeting the following year.
- 2.03 TNYFL will not refund or otherwise return any fees or fines collected from a Member Community in the event that said Community’s membership in TNYFL is terminated at any time before the end of the current season.
- 2.04 Each Member Community shall be responsible for appointment and certification of all coaches.
 - 2.04.A All coaches actively instructing in practices or games shall be certified and approved by USA’s Football National coach’s certification program.
 - 2.04.B Agree to be bound by the TNYFL “Code of Ethics.”
- 2.05 Unless required by Federal, State or Local Law Enforcement, Coaches and/or Community Administrators shall not carry or possess any firearm within the facility boundaries. Firearms are never allowed at any time on the sideline during games.

RULE 3.00 INDIVIDUAL PLAYER AND TEAM ELIGIBILITY

- 3.01 The age of a participant on July 31st of the current year shall be the playing age of that participant for the current season.
- 3.02 (Chart 3.02-1) The Age Divisions for TNYFL are as follows:

Age Division	Player Age
Varsity / Junior Varsity	13 – 14 Years
AAA / AA / A	11 - 12 Years
BBB / BB / B	9 - 10 Years

CCC / CC / C	7 - 8 Years
PeeWee / Junior PeeWee	5 - 6 Years
Chart 3.02-1	

- 3.03** Each participant must provide a legible State or Federal government issued proof of birth document to be verified by TNYFL or a Board Member of TNYFL.
- 3.03.A** This documentation may include court adoption papers or other documentation issued by a State or Federal governmental agency.
- 3.03.B** The “mothers” or “hospital” announcement of birth will no longer be considered adequate documentation to verify date of birth.
- 3.04** Where age appropriate, players must be eligible to play for their middle or high school and be actively enrolled in school or home schooled. Any player suspended from school is ineligible for games until suspension is cleared. Eligibility is determined by TSSAA rules.
- 3.05** A participant, having met all the requirements of registration by TNYFL and who at their discretion wish to play for their Member Community, may not be a member of any other organized team in any other league engaged in the sport of tackle football, nor may the participant be a member of any school team.
- 3.06** A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TNYFL, may continue to be a participant of both TNYFL and the school team until Fee Day for the Youth Program or the Wednesday before Week 3 of the regular season game for the Varsity Program, at which time the participant must declare his status.
- 3.07** School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant’s school or where rosters are not required, is permissible.
- 3.08** All players shall practice and play with only one (1) organized team within TNYFL during the season.
- 3.09** If a participant, rostered to play in TNYFL, is on an official roster of a team that is not a part of TNYFL and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TNYFL for the remainder of the current season.
- 3.10** Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TNYFL Rules & Ethics Committee to determine further sanctions.
- 3.11** The League shall have a Fee Day, at which time all participants are to be rostered to a team.
- 3.12** All Member Communities must declare all teams at Fee Day and each team declared must have a minimum of eleven (11) players on each roster.
- 3.13** TNYFL teams shall be limited to thirty-two (32) players.
- COMMENT:** It is strongly recommended that teams carry no less than sixteen (16) players.
- 3.14** No player that is participating in TNYFL at the senior age of their age division can be rostered at a division level lower than the level at which they participated while at the junior age of the same age division, unless one of the following conditions exist:
- 3.14.A** Participants are playing for the same Community and that Community did not have a team at a lower division than the one on which the player was rostered during their junior age.
- 3.14.B** Participants were rostered with a different community or youth league during their junior age.
- 3.15** All players registering to play in TNYFL, including any players registering late, must try out for the triple level team in each age division.
- 3.15.A** After each triple level coach in each age division evaluates and selects the players for their triple level team from the available pool, all players that remain are released and a double level team is formed.

- 3.15.B** The double level coaches in each age division shall evaluate and select their teams from the available pool of remaining players.
- 3.15.C** If enough players remain, a single level team must be formed.
- 3.15.D** This rule supersedes any Member Community's By-Laws which are found to be inconsistent with the intent of this rule.
- 3.16** A player may not be dropped from a triple level team to a double level team (and subsequently from a double level to a single level team) for any reason other than a failure to compete at the triple or double level in the age division which the child plays.
 - 3.16.A** A triple level or double level coach cannot be forced to move a player down; whom he feels is talented enough to play at the level in question.
 - 3.16.B** Any player that failed to make the triple level team in his age division may not be dropped directly to the single level team for any reason other than a failure to compete at the double level team.
 - 3.16.C** The single level was created for players with little or no playing experience.
- 3.17** If any member of the Executive Board identifies a participant whom he/she believes should be playing at a higher level of competition, they must refer the matter to the TNYFL Rules & Ethics Committee.
 - 3.17.A** No roster challenges regarding this matter will be heard by the Rules & Ethics Committee forth-eight (48) hours after Week 2 of regular season play.
 - 3.17.B** This committee shall investigate and recommend to the Board of Directors of TNYFL a course of action.
 - 3.17.C** The decision of the Board of Directors shall be final.
- 3.18** If there are two (2) or more teams from a Member Community at the Single or Double level, these teams shall be divided evenly according to talent, size and ability. **COMMENT:** Player draft is the recommended method of selecting players.

RULE 4.00 LEAGUE PRACTICES & SCHEDULES

- 4.01** Fall practice starts on Monday before the last Saturday of July.
- 4.02** The first day of practice shall be conducted with no equipment and shall be non-contact (T-shirts and shorts). On the second day, teams may wear helmets only. Subsequent practices may be in full equipment and pads.
- 4.03** During the pre-season and prior to the first regular season game played on the Official TNYFL Schedule, there is no limit to the number of days a team or Member Community may practice.
- 4.04** Once the first (1st) regular season game of the Official TNYFL Schedule is played, practice in pads is limited to three (3) days per calendar week and no more than 6 total hours.
- 4.05** All pre-season camps must:
 - 4.05.A** Occur at least 14 days prior to the first day of TNYFL practice;
 - 4.05.B** Be no longer than 10 days;
 - 4.05.C** Be published on the TNYFL website;
 - 4.05.D** Be open to any player per TNYFL age guidelines.
- 4.06** All games shall be played as scheduled in accordance with the Official TNYFL League Schedule.
 - 4.06.A** No later than the March, the Competition & Scheduling Committee shall make recommendations for Conference alignment and to complete the preliminary schedule.

- 4.06.B** Each Member Community's TNYFL Director shall be responsible for making the Competition & Scheduling Committee aware of any weekends in which their community cannot host games.
- 4.06.C** A composite master schedule will be prepared and handed out at the May meeting of the Board of Directors by the Competition & Scheduling Committee.
- 4.06.D** Once this Competition & Scheduling Committee has all Community information and completes a master schedule and the Board of Directors approves that master schedule, no changes will be allowed in the master schedule.
- 4.06.E** All Homecoming and special event days, such as opening day ceremonies, must be submitted to the Competition & Scheduling Committee prior to the release of the final Official League Schedule. Failure to submit times for Homecoming or other Special Events in the manner above will not be scheduled.
- 4.06.F** The Competition Committee will make its best effort to schedule byes for all teams on the Saturday designated for Cheerleading competition. It is requested of all communities to coordinate with Cheer to schedule what games they do have on that day at times that will further minimize conflicts with the Cheer Competition Schedule for the age groups of those games.
- 4.07** The Competition & Scheduling Committee will generate a season schedule using the master schedule as the format for scheduling all other age divisions.
 - 4.07.A** Once generated, a copy shall be sent to each Member Communities' TNYFL Representative for the purpose of assigning game times.
 - 4.07.B** Once the Competition & Scheduling Committee receives all times from the TNYFL Representatives of each member community, the Competition & Scheduling Committee shall generate the final schedule.
 - 4.07.C** Once the Competition & Scheduling Committee generates the final schedule, no game times may be changed for any reason except in the case of postponement due to weather.
- 4.08** Each team in TNYFL shall be scheduled to play an equal number of regular season games.
- 4.09** An officially scheduled game may not be postponed or rescheduled for any reason other than weather conditions, unless approved by the President of TNYFL.
- 4.10** Delaying or altering game times by a Member Community, except in the case of weather or games running over their scheduled time due to injury or overtime, will not be allowed and may result in a forfeit for hosting community's team scheduled to play at their officially scheduled time
- 4.11** All official schedules are posted on the TNYFL website. These schedules take precedence over all other schedule versions.
- 4.12** All TNYFL hosting communities shall submit their game scores to TNYFL for divisional standings no later than 2:00 p.m. the following day after the games are played.
 - 4.12.A** There is a \$100 fine for each missed submission.
- 4.13** When a TNYFL community has a postponement, the following notifications must to be made by the Community's Executive Board Member to the following: Web Administrator; Head Referee; TNYFL Scheduler; and Scheduling Committee Chair.
- 4.14** Rescheduling of postponed games will be done, with input from the following: The involved Member Communities; the TNYFL Scheduler, Scheduling Committee Chair; Head Referee; and the Web Administrator being notified.

RULE 5.00 RULES OF PLAY

- 5.01** Playing Field & Facilities
 - 5.01.A** Each Member Community in TNYFL must have a home field.

- 5.01.A.1 If a Member Community has a working agreement with another Member Community to share facilities, the Executive Committee must approve this agreement.
 - 5.01.A.2 All games played in TNYFL are played on fields approved by the TNYFL Executive Committee.
- 5.01.B Each Member Community shall have a playing field at least eighty (80) yards in length.
 - 5.01.B.1 The field must have benches on both sidelines.
 - 5.01.B.2 All warm-up areas are to be maintained in excellent condition.
- 5.01.C All fields are to be marked clearly with proper lines.
 - 5.01.C.1 The Member Community shall mark their field properly, at a minimum, with lines every ten (10) yards.
 - 5.01.C.2 The field is to be marked with appropriate boundaries for coaches and players. 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.
- 5.01.D Fields not meeting the required standards of TNYFL shall be corrected to specifications before any game is to be played.
 - 5.01.D.1 Failure to correct any field problems will be referred to the Executive Committee.
 - 5.01.D.2 At the discretion of the Executive Committee or any committee appointed to handle this situation, this may result in possible forfeiture by the hosting community of all games played that day.
- 5.01.E Goal posts are not required, but preferred by the TNYFL.
 - 5.01.E.1 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.
- 5.01.F 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 any games to start after 8:30pm.
- 5.01.G The hosting Member Community is responsible for a chain crew.
 - 5.01.G.1 Children under the age of 16 are not allowed to work the chains or down markers.
 - 5.01.G.2 The yardage chains shall be operated on the home side of the field.
 - 5.01.G.3 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.
- 5.01.H The host Community shall maintain a safe playing area as well as the surrounding area reserved for spectators.
 - 5.01.H.1 The hosting community must have adequate seating for spectators and this seating shall conform to basic established safety guidelines.
 - 5.01.H.2 The hosting community must have clearly defined sideline boundaries separating the spectators from the sidelines.
 - 5.01.H.3 All cheerleaders are to remain on the same side of the field with their football team and shall be restricted to the same area as the football players and coaches. **EXCEPTION:** If the spectator's area (grandstand) is located on one side of the field, cheerleaders from both teams may occupy the same side.
- 5.01.I Each Member Community of TNYFL will have a "Fan Ejection Policy" on file with TNYFL and posted prominently at their fields on game days. Each community is expected to enforce their policy.

- 5.01.J** The hosting Community should supply a public address (PA) system and play announcer for each game played.
- 5.01.J.1** Spotters will be allowed in the announcer's booth at the sole discretion of the home Field Director.
 - 5.01.J.2** Other than the official PA system, no other amplified sound reinforcement systems will be allowed during any game.
 - 5.01.J.3** From the time the offensive team breaks from the huddle until the end of the play, as determined by the referee's signal ending the play, the announcer shall refrain from any type of announcing. Once the referee signals the play over, the play announcer may announce.

5.02 Player Equipment

- 5.02.A** Each Member Community's current uniform color scheme shall be on file with The League and shall be kept by The League Secretary. The current uniform color scheme on file with The League Secretary for a Member Community shall take precedence over a new community entering TNYFL or an existing Member Community making a color change.
- 5.02.B** All color changes must be approved by a two-thirds (2/3) vote of the Executive Committee. If a Member Community requests a color change, and another Member Community already has these colors, the Member Community that originally had the color scheme shall take precedence over the requesting Member Community.
- 5.02.C** If two (2) Member Communities have the same color scheme, the visiting team shall wear vests that pull over the game jersey. If the referee decides no conflict is apparent, vests are not required. **IMPORTANT:** Vests are to be provided by the hosting community.
- 5.02.D** All teams participating in any official TNYFL game shall wear jerseys that are of the same color.
- 5.02.E** Players shall be numbered 00 to 99, with the number having no relationship to position. A player may not participate in a TNYFL game with an unnumbered jersey. Players cannot participate in a game with a number that is taped or drawn on a jersey.
- 5.02.F** Any team of a Member Community uses two (2) sets of jerseys, in which each set is a separate colored jersey, they must have the same numbers for both sets and each player must wear the same number, as rostered on Fee Day.
- 5.02.G** All kickers must wear shoes or cleats. No barefoot kicking is allowed.
- 5.02.H** Footballs shall be of leather, rubber, or composite in construction.
 - 5.02.H.1** For Varsity and Junior Varsity divisions, the ball must be no smaller than the equivalent size and weight of the TDY.
 - 5.02.H.2** For AAA through B divisions, the ball must be no smaller than the equivalent size and weight of the TDJ.
 - 5.02.H.3** For CCC through Junior PeeWee divisions, the ball must be no smaller than the equivalent size and weight of the K-2 or PeeWee.

5.03 Weight Limits & Weigh-in Procedures

5.03.A (Chart 5.03.A-1) The weight limits for all single striper positions, with the exception of the Varsity age divisions, are as follows:

TNYFL Weight Limits							
AAA	140	BBB	115	CCC	90	PeeWee	65
AA	130	BB	105	CC	80	Junior PeeWee	60
A	120	B	95	C	75		
Chart 5.03.A-1							

COMMENT: There are no weight restrictions in the Varsity Division.

5.03.B Players at or under the defined weight limits for their Division, shall be referred to as “Single Stripers”

5.03.B.1 A Single Striper shall be required to wear one (1) or no stripes on their helmets.

5.03.B.2 All communities shall be consistent in the striping of helmets.

5.03.C Players exceeding the defined weight limits for their Division shall be referred to as “Monster Men”, also known as “Double Stripers”.

5.03.C.1 Each Monster Man or Double Striper shall be required to wear two (2) stripes on their helmet.

5.03.C.2 All communities shall be consistent in the striping of helmets.

5.03.D Each hosting community must have a weigh-in area that is enclosed in the event a player needs to remove any clothing or equipment during weigh-in.

5.03.E Each Member Community participating in TNYFL shall be required to have a set of balance beam scales to be used at all weigh-ins.

5.03.E.1 No other scales will be allowed.

5.03.E.2 A certified fifty (50) pound weight is required and must be used to verify calibration of scales before each official weigh-in begins.

5.03.F Official weigh-in and TNYFL Game Day Roster exchange shall take place thirty (30) minutes prior to the scheduled game time, at which time all players must attend weigh-in regardless of weight status.

5.03.F.1 Coaches can observe all players during the weigh-in process.

5.03.F.2 An official TNYFL Game Day Roster is to be presented by each coach to the host community Field Director (or official conducting the weigh-in) prior to weigh-in.

5.03.F.3 Each player listed on a team official game roster is to step on the scales to be weighed, provided they are in attendance.

5.03.F.4 Double Stripers must show their helmet to ensure proper striping.

5.03.G An officially signed TNYFL Game Day Roster must be presented at weigh-in, before each game played.

5.03.G.1 No other roster will be accepted.

5.03.G.2 Failure to have the official roster at weigh-in thirty (30) minutes before a scheduled league game will result in an automatic forfeit.

5.03.G.3 No appeals will be allowed.

5.03.G.4 Any improper roster must be given to the host community TNYFL Executive Member and immediately forwarded to the TNYFL Executive Board.

- 5.03.H** Players may not remove their padded game pants or game jersey for weigh-in.
- 5.03.H.1** Players will not be allowed to weigh-in if the player does not have in their possession padded game pants and game jersey while on the scales.
- 5.03.H.2** All equipment with the exception of padded game pants and official game jersey may be removed from the player prior to or during the weigh-in.
- 5.03.I** A player shall be considered over the assigned weight limit for his Division, if the bar on the balance beam scales touches and remains in contact with the upper portion of the scale. As long as the bar does not come to rest on the top bar of the scale, the player shall be considered under the weight limit for his Division.
- 5.03.I.1** A player may step off the scales, only once, to remove any additional items and return to the scales for a final weigh-in.
- 5.03.I.2** In case of a dispute, the Field Director will be the final authority on this matter.
- 5.03.J** Players over the assigned weight for their Division must play that game as a Monster Man and must be striped properly according to striping procedures for Monster Men.
- 5.03.K** If a player presented at weigh-in as a Monster Men and weighs-in under the assigned weight for their Division, that player may play as a single striper, if he so desires, and must be striped accordingly to the striping procedures for Single Stripers.
- 5.03.L** Any striping changes must immediately at the weigh-in and be completed before the pre-game conference.
- 5.03.M** If a Monster Man enters the game with striping defined for a Monster Man, the player must remain a Monster Man for the entire game.
- 5.03.N** Any player failing to have proper stripe (stripes) on their helmet shall be removed from the game until their helmet is corrected.
- 5.03.N.1** If a single striper weighs in above the defined weight limit for his division, as outlined by the TNYFL weight limits, and being designated a Monster Man or Double Striper, but plays as a single striper, the said player will be an illegal participant in that game. **PENALTY:** This violation will result in a fifteen (15) yard penalty.
- 5.03.O** Players must weigh-in with their game jersey that matches the number listed on the official TNYFL Game Day Roster.
- 5.03.O.1** A player will not be allowed to participate in a game in an un-numbered jersey or a jersey that does not match the team's jersey. **EXCEPTION:** where Blood Rule is invoked, no other jersey can be used for weigh-ins or games.
- 5.03.P** If a player arrives without his game jersey, the Field Director shall invoke the Blood Rule for weigh-ins.
- 5.03.P.1** Should the player obtain his official jersey before the pre-game conference, he may change to his official jersey after reporting in to the Field Director and to the opposing Head Coach.
- 5.03.P.2** Once pre-game conference has concluded, the player must wear the jersey which was presented at weigh-in.
- 5.03.P.3** There is no provision for the player to change jerseys at any time after the pre-game conference, except in an instance that the Blood Rule is invoked during the game.
- 5.03.Q** Any player arriving for a game after the official weigh-in and after pre-game conference has concluded must wait until halftime of his teams' game before he can be weighed. **EXCEPTION:** The Field or Community Director may decide to weigh-in the late player for participation in the first half at his discretion.

- 5.03.Q.1** No player may be denied the right to be weighed or participate after half time. All players arriving late must be weighed at halftime.
- 5.03.Q.2** Coaches from both teams have the opportunity be on hand and in the weigh-in area when the player is weighed.
- 5.03.R** The official weigh-in shall be considered concluded once all officially TNYFL rostered players have been weighed-in and the pre-game conference has begun.
 - 5.03.R.1** If no protest is filed during weigh in, and the game is played, the game may not be protested.

5.04 Game Preliminaries

- 5.04.A** 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.
- 5.04.B** The Head Game Official shall have the sole power to stop or delay a game for any reason he feels will cause harm to a player or players as well as any situation that may arise in which he or his officiating crew are in apparent danger.
- 5.04.C** The Head Game Official and his officiating crew shall make sure the game is played in accordance with the rules set forth in this rules book and the National High School Federation Rules Book.
- 5.04.D** Each game shall have one (1) official to operate the game clock, which may be an official TNYFL representative as approved by the Head Official of the game.
- 5.04.E** All games of TNYFL play during the regular season shall have three (3) officials on the field during a game.
- 5.04.F** There shall be no more than six (6) certified football coaches and no more than two (2) certified cheer coaches on the sidelines during football games.
- 5.04.G** There shall be no additional players or children, other than those on the current team's roster, on the sidelines during a football game.
- 5.04.H** All communication between a team and the officials is to be through the team's Head Coach or for Junior PeeWee, PeeWee, C and CC level games, the "on field" coach.
- 5.04.I** The coin toss shall take place at Mid Field. Coaches are allowed to be with their players at the coin toss.
- 5.04.J** All penalties will either be five (5) or ten (10) yards in length. **EXCEPTION:** Unsportsmanlike Conduct, which shall be fifteen (15) yards.

5.05 Starting & Ending a Game

- 5.05.A** Games may be started earlier than scheduled if all expected players are present and the early start time is agreed upon by both team's Head Coaches, the local Field Director, and the Head Referee for that game.
- 5.05.B** 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.
- 5.05.C** Games may be played in the rain.
- 5.05.D** Games and practices shall be suspended immediately, without any delay, when there is lightening present in the area of play. Games may be resumed only if no lightening has been observed in the area for at least fifteen (15) minutes. All Member Community officials are to be responsible for ensuring all games are suspended at the first sight of lightening and shall inform the Head Referee that the games are to be suspended.
- 5.05.E** As a minimum standard, TNYFL adopts the current TSSAA Heat Policy. Games and practices shall be suspended immediately, without any delay, when the current heat index at the Member Community is in excess of 104 degrees Fahrenheit. That heat index (Wet Bulb) reading is taken at the local facility. The

determination of the heat index and the decision to continue, cancel or modify practices or games rests solely with the Member Community Field Director or TNYFL Executive Board Member. **COMMENT:** The current heat index can be determined by measuring the temperature and humidity.

- 5.05.F** In the event of a weather related delay, it shall be the responsibility of the Member Communities' TNYFL Director or, if absent, a person appointed to be in charge, to determine when games are to resume.
- 5.05.G** The Member Communities TNYFL Executive Member or, in his absence, a designated official of the Member Community shall first meet with the Head Referee and, if games are postponed, shall call all coaches together to make the announcement that games are postponed. **COMMENT:** It is known that some communities use parks or fields that are controlled by their City's Parks and Recreation Board in which they, the City, determines whether their fields can be used.
- 5.05.H** 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 for that day.
 - 5.05.H.1** Any team who leaves the playing site and is not present when the game is resumed will forfeit the game.
 - 5.05.H.2** 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.
- 5.05.I** Games will resume from the point the game was halted and all games that follow the suspended game or games shall be played that same day, regardless of the start time.
- 5.05.J** Any game that is to be postponed due to weather conditions will be the decision of the Head Game Official and an official of the hosting Member Community. The following actions govern the notification and rescheduling of postponed games:
 - 5.05.J.1** The President of TNYFL must be contacted immediately if a game is to be postponed.
 - 5.05.J.2** A TNYFL Executive member must report to the league any game that was halted, delayed or postponed.
 - 5.05.J.3** The postponed game will be played on a mutually convenient field, when the original home field is of significant distance from the visiting team, on the following Sunday, Monday, or Tuesday.
 - 5.05.J.4** If weather conditions prohibit make up games to be played, the games will be scheduled at the quickest possible times, with the approval of the Executive Committee as submitted by the Scheduling Committee.
- 5.05.K** A decision to postpone a game due to weather may not be made prior to the day in which the game is to be played, except in the case of any pending natural disaster.

5.06 Playing The Game

- 5.06.A** All games played in TNYFL shall be played using the playing rules covered in the National Federation High School Rules Book, except those rules covered under this Official TNYFL Rules Book.
- 5.06.B** All quarters shall be ten (10) minutes in length. A ten (10) minute intermission shall be given between the first and second halves.
- 5.06.C** The clock will start and stop in accordance with NFHS rules or as amended by this rules book. The following are the exceptions:
 - 5.06.C.1** 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. The preceding exception will not apply during the last four minutes on the clock of the second (2nd) and fourth (4th) quarters of play.

- 5.06.C.2 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.
- 5.06.C.3 Junior PeeWee, PeeWee, C, and CC Divisions shall have 45 seconds to snap the ball or free kick after the ready-for-play signal.
- 5.06.C.4 CCC, B, BB, BBB, A, AA, and AAA Divisions shall have 30 seconds to snap the ball or free kick after the ready-for-play signal.
- 5.06.D 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.
- 5.06.E 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:
 - 5.06.E.1 The margin is closed to less than 33 points.
 - 5.06.E.2 The trailing team uses one of its remaining time-outs. The team ahead by 33 points or more, may not call a time-out.
 - 5.06.E.3 The referee stops the clock due to injury.
- 5.06.F If a winner cannot be determined at the end of regulation play, an overtime period(s) shall be played until a winner is determined, using the NFHS Resolving Ties Games Procedure.
 - 5.06.F.1 The ball shall be placed on the ten (10) yard line. Each team will have four (4) downs to score.
 - 5.06.F.2 If at the end of the first (1st) overtime period and both teams remain tied, the ball will be placed on the ten (10) yard line and the overtime process will start again.
 - 5.06.F.3 Beginning with the third overtime period and continuing with each additional overtime period, the ball shall be placed on the five (5) yard line, until a winner is determined.
- 5.06.G On an 80-yard play field, all free kicks to begin a half or after a score will be made from the kicking team's thirty-five (35) yard line, unless moved by penalty.
- 5.06.H A free kick shall not be kicked out of bounds between the goal lines untouched in bounds by the receiving team. If the free kick is kicked out of bounds untouched, the receiving team has the following choices:
 - 5.06.H.1 Accept a five (5) yard penalty from the previous spot and have the kicking team re-kick.
 - 5.06.H.2 Accept the penalty by putting the ball at the inbounds spot fifteen (15) yards beyond the previous spot.
 - 5.06.H.3 Decline the penalty and put the ball in play at the inbounds spot.
- 5.06.I All players for all age divisions must participate in every game present unless cause can be shown. Failure to play a player as described in these rules will result in a possible ethics violation. Each community shall be responsible for monitoring the playing time of all its participants. **COMMENT:** Examples of cause can include, but are not limited to: excessive practices missed, team related disciplinary action, or a player's unwillingness to participate.
- 5.06.J In all Divisions, it is illegal to motion any player, who continues as part of the motion, to execute a crack-back block. **COMMENT:** Common example of this action is to motion an slot receiver, who at the snap of the ball, who would attempt to execute a crack-back block on a defensive end or near-side linebacker.
 - 5.06.J.1 **PENALTY:** A ten (10) personal foul penalty shall be marked off against the Offensive team when the crack-back rule is violated.

5.07 Monster Man / Double Striper Player Rules

5.07.A On Offensive the following Monster Man requirements apply:

- 5.07.A.1 The maximum number of Monster Men that can be on the field of play and on the offensive line at any time during a game shall be five (5).
- 5.07.A.2 All Monster Men must be on the line of scrimmage and must be covered by a Single Striper on each side of the line.
- 5.07.A.3 For AA Divisions and below, all Monster Men must be in a three (3) or four (4) point stance at the snap of the ball.
- 5.07.A.4 For AAA Division, Monster Men may use a two (2) point stance and must be set at the snap of the ball.
- 5.07.A.5 All Monster Men must be on the line of scrimmage and be within fifteen (15) yards of either side of the ball.

5.07.B On Defense the following Monster Man requirements apply:

- 5.07.B.1 The maximum number of Monster Men that can be on the field of play and on the defensive line at any time during a game shall be four (4).
- 5.07.B.2 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.
- 5.07.B.3 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 would occupy, when a wide out is used.

5.07.C A maximum of five (5) Monster Men will be allowed in both the kicking-team and receiving-team 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.

5.07.D A Monster Man may not advance the football at any time during a game.

5.07.E A Monster Man will be allowed to kick off, punt and kick extra points.

- 5.07.E.1 During a punt, the ball is declared dead at the spot of the fumble or mishandled snap, or where the ball touches the ground before being handled by the Double Striped player.
- ~~5.07.E.2 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.~~
- 5.07.E.2 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 or advance by passing, handing, or running the football. The ball will be declared dead at the spot of the infraction.
- 5.07.E.3 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.

COMMENT: 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.

5.07.F A Monster Man that is out of position or not lined down, as defined by the rules, 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 as a live ball foul.

5.08 Scoring

- 5.08.A** Except for the Varsity Division, which scores according to the National High School Federation Rules, points scored during a game are awarded as follows:
- 5.08.A.1** 6 points for a touchdown
 - 5.08.A.2** 2 points for a safety
 - 5.08.A.3** 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.
 - 5.08.A.4** 2 points on a successful try after a touchdown if a pass is completed beyond the line of scrimmage or by a placekick.
 - 5.08.A.5** Three (3) points will be awarded for any successful field goal attempt.
- 5.08.B** The score of a forfeited game shall be 1-0 in favor of the offended team.
- 5.08.C** 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.
- 5.08.D** All attempts for a try after a touchdown by placekick shall be considered a live play. The defensive team may rush the play and attempt to block or otherwise stop the attempt.
- 5.08.E** 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 Head Referee shall place the ball at the appropriate spot (the original 3 yard line of a High School Field).
- 5.08.E.1** Once this is done, the ball must be kicked.
 - 5.08.E.2** Any action other than a placekick in this situation shall result in a dead ball and no score being allowed.
- EXCEPTION:** The proceeding rule 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.

5.09 Youth Division Specific Rules

- 5.09.A** In Junior Pee Wee, Pee Wee, C, and CC Divisions one (1) coach from each team, one coach being on offense and the other coach on defense, will be allowed to be on the playing field during the game to have direct contact and instruct players.
- 5.09.B** Beginning in the CCC Division and above, coaches will not be allowed on the playing field during live play.
- 5.09.C** For Junior PeeWee, PeeWee, C, and CC Divisions 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 not inside the defensive team's twenty (20) yard line.
- 5.09.C.1** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the two (2) yard restriction on linebackers and the 6-man line restriction shall be removed.
 - 5.09.C.2** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the linebacker rules are violated.
- 5.09.D** For Junior PeeWee, PeeWee, C, and CC Divisions Blitzing will not be allowed when the ball is snapped and the line of scrimmage is not inside the defensive team's twenty (20) yard line.
- 5.09.D.1** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the restriction on blitzing shall be removed.
 - 5.09.D.2** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the blitzing rules are violated.

COMMENT: It is not considered blitzing if the defensive player is two (2) yards or more off of the line of scrimmage at the snap of the ball.

5.09.E Once all players are set at the line of scrimmage and the quarterback begins his cadence, both coaches on the field must:

5.09.E.1 On offense, be ten (10) yards from the line of scrimmage and two (2) yards behind the deepest running back.

5.09.E.2 On defense, be two (2) yards behind the deepest defensive player.

5.09.E.3 May not instruct or communicate with any player in the game.

5.09.E.4 Violation of this rule will result in a ten (10) yard illegal participation penalty.

5.09.E.5 Repeated violation of this rule will result in the replacement of the coach on the field by the Head Referee.

5.09.F On fourth (4th) down in B, CCC, CC and C Divisions, a free punt may be declared by the offense.

5.09.F.1 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.

5.09.F.2 The punt shall be a free kick and all players must remain in their positions until the ball is kicked.

5.09.F.3 The kick must be made from within the lateral boundaries of the normal offensive tackle positions.

5.09.F.4 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.

5.09.F.5 A free punt possessed behind the line of scrimmage, without being touched beyond the line of scrimmage by the defensive team, is declared dead by the officials and awarded to the defensive team at the dead ball spot.

5.09.F.6 Both the receiving and kicking teams must have a minimum of 5 players on the line of scrimmage set within the inside shoulders of the offensive tight ends or within the normal position of the tight ends would occupy when the ball is snapped.

5.09.G In PeeWee Divisions (which includes Junior PeeWee) teams may declare a punt on 4th down only.

5.09.G.1 When a punt is declared, the referee shall mark off and place the ball twenty (20) yards down field from the previous spot.

5.09.G.2 The placement of the ball on a punt shall not exceed the ten (10) yard line of the receiving team.

5.09.H There will be no free kicks for Junior PeeWee and PeeWee to start a half or after a score. The ball will be placed on the offensive 20 yard line to begin play.

5.09.I There will be no free kicks for Junior PeeWee and PeeWee following a safety. The ball will be placed on the defensive 30 yard line to begin play.

5.09.J In CC and below Divisions, no defensive player may line-up directly or "head-up" on the offensive center position. Players may line-up in the gaps to either side of the center.

5.09.J.1 A five (5) yard illegal procedure penalty shall be marked off against the defensive team when alignment rule is violated

5.10 Varsity Division Specific Rules

5.10.A The Varsity Programs (Varsity and Junior Varsity) shall play under the National High School Federation Rules except where noted in sections of this rules book or further in this section.

- 5.10.B** The Varsity Program has no weight limits and, therefore, no Monster Man designation.
- 5.10.C** All players registering to play in TNYFL in the Varsity program must first try out for the Varsity team. After the Varsity coach evaluates and selects the players for his team from the available pool, all players that remain are released and Junior Varsity team (or teams) may be formed.
- 5.10.D** Any community may declare a Varsity and Junior Varsity team by the Wednesday prior to the 3rd week of the regular season.
- 5.10.E** Any player participating in the TNYFL Varsity Program must be registered with TNYFL with the same registration requirements as other participants.
- 5.10.F** No player may be rostered at the Junior Varsity and Varsity both divisions simultaneously.
- 5.10.G** 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 levels once he is rostered with TNYFL
- 5.10.H** Varsity games will be played on an 80 yard field or a 100 yard field, if available.
- 5.10.I** TNYFL will schedule as many games as necessary for Varsity and Junior Varsity teams registered as TNYFL teams to play each other at least once.

RULE 6.00 TNYFL JAMBOREE GAMES

- 6.01** TNYFL will host a pre-season Jamboree, to be held on two (2) Saturday's prior to the start of the regular season schedule.
- 6.02** Weigh-in and game roster exchange shall take place at the Jamboree.
- 6.03** TNYFL shall supply referees to officiate all Jamboree games. TNYFL shall provide a total of 3 referees. The payment of referees shall be the responsibility of the TNYFL Treasurer.
- 6.04** Field Directors of hosting communities shall be responsible for providing a clock operator, approved by the Head Game Official.
- 6.05** Member Communities as needed from each conference will be selected to host their respective conference Jamboree and these selections will be made on a rotating basis.
 - 6.05.A** The hosts for the Jamboree will be assigned based on the host's community's capabilities regarding fields, personnel, etc.
 - 6.05.B** As many hosting sites as needed will be selected.
 - 6.05.C** A community may elect not to host a Jamboree, giving the Jamboree to another community.
 - 6.05.D** The Jamboree sites must go through the site rotation process.
- 6.06** Jamboree games will be four (4) quarters in length and will play with a 10-minute running clock. The time for intermission or half time shall not exceed five (5) minutes.
- 6.07** Other than the allowed time-outs, the clock will not stop unless an injury occurs or, in the opinion of the referee if a time-out is needed due to conditions that may prove hazardous to the players participating in the game. Each team will be allowed one (1) time-out per half.
- 6.08** There will be no overtime periods in Jamboree play.
- 6.09** In addition to the Jamboree, TNYFL Member Communities may host additional pre- or post-season games.
 - 6.09.A** During such events, hosting communities are responsible for procuring TNYFL approved referees, and the games are expected to be conducted in accordance with TNYFL Rules and Regulations.

- 6.09.B** Weigh-ins will be optional, but not weighing in does not imply that the TNYFL weight limits can be ignored.
- 6.09.C** Non-TNYFL teams which participate must present “Certificates of Insurance” showing the hosting community and TNYFL listed as additional named insureds.

RULE 7.00 TNYFL PLAYOFF GAMES

7.01 At the conclusion of the TNYFL regular season schedule, TNYFL will sanction playoffs to determine the TNYFL League Division Champions.

7.02 For all 4-team Divisions, all teams will make the playoffs.

7.02.A Division standings are used to determine playoff seeding. If all teams play every other team twice, both games played against a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. Otherwise, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game, unless all remaining teams have a similar schedule. Then both games would be used to determine Division seeding. **COMMENT:** Overall win/loss records will have no bearing on playoff seeding.

7.02.B In the case of a tie in Division standings, use the following, in order, to break each tie:

7.02.B.1 Head-to-head regular season results. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.02.B.2 Least total of points allowed in head-to-head play. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.02.B.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.02.B.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

7.03 For all 5, 6, 7 and 8 team Divisions, all teams will qualify for the playoffs.

7.03.A Division standings are used to determine playoff seeding. Games played with a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. If teams play each other multiple times, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game. **COMMENT:** Overall win/loss records will have no bearing on playoff seeding.

7.03.B In the case of a tie in Division standings, use the following, in order, to break each tie:

7.03.B.1 Head-to-head regular season results. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.03.B.2 Least total of points allowed in head-to-head play. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.03.B.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.03.B.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

7.03.C For all 5 team Divisions, the #4 and #5 seeds will have a first-round "play-in" game.

7.03.D For all 6 team Divisions, the #1 and #2 seeds are awarded first-round playoff byes.

7.03.E For all 7 team Divisions, the #1 seed is awarded a first-round playoff bye.

7.04 For all AA, BBB, BB, CCC, CC, Peewee and Jr. PeeWee Divisions. The top 8 teams shall qualify for the playoffs.

7.04.A Division standings are used to determine playoff seeding. Games played with a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. If teams play each other multiple times, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game. **COMMENT:** Overall win/loss records will have no bearing on playoff seeding.

7.04.B In the case of a tie in Division standings, use the following, in order, to break each tie:

7.04.B.1 Head-to-head regular season results. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.04.B.2 Least total of points allowed in head-to-head play. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.04.B.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.04.B.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

7.05 For the Single A Division. The top 4 teams shall qualify for the playoffs in an expanded A+ Championship Division. The next 8 seeds (seeds 5-12) shall qualify for the playoffs in the Single A Championship.

7.05.A Division standings are used to determine playoff seeding. Games played with a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. If teams play each other multiple times, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game. **COMMENT:** Overall win/loss records will have no bearing on playoff seeding.

7.05.B In the case of a tie in Division standings, use the following, in order, to break each tie:

7.05.B.1 Head-to-head regular season results. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.05.B.2 Least total of points allowed in head-to-head play. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.05.B.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.05.B.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

7.06 For the Single C Division. The top 7 teams shall qualify for the playoffs in a Championship Division. The next 8 seeds (seeds 8-15) shall qualify for the playoffs in the C Classic Championship.

7.06.A Division standings are used to determine playoff seeding. Games played with a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. If teams play each other multiple times, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game. **COMMENT:** Overall win/loss records will have no bearing on playoff seeding.

7.06.B In the case of a tie in Division standings, use the following, in order, to break each tie:

7.06.B.1 Head-to-head regular season results. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.06.B.2 Least total of points allowed in head-to-head play. If teams have played more than once, all games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.06.B.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.06.B.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

7.07 For all Single Division play with multiple Divisions (B1 and B2), the top eight (8) teams in each Division will qualify for the playoffs.

7.07.A Division standings are used to determine playoff seeding. Games played with a TNYFL team, shall count towards final win/loss Division standings and playoff seeds will be determined by final win/loss Division standings. If teams play each other multiple times, the last game in the series will be recorded as the division game. **EXAMPLE:** Team A plays Team B twice during the regular season. Only the last game is used to determine the Division game. **COMMENT:** You must be one (1) of the top eight (8) teams in your Division to qualify for the playoffs. Overall win/loss records will have no bearing on playoff seeding.

7.07.B The highest seeded teams in each of the two (2) divisions will be combined in the “Championship” Bracket.

7.07.C The remaining teams in each of the two (2) divisions will be combined in the “Classic” Bracket.

7.07.D The number of teams in each of the Championship and Classic brackets is determined by the league.

7.07.E Games are seeded as follows: Division 1 | #1 Seed vs Division 2 | #4 Seed, Division 2 | #1 Seed vs Division 1 | #4 Seed, Division 1 | #2 Seed vs Division 2 | #3 Seed, Division 2 | #2 Seed vs Division 1 | #3 Seed, Division 1 | #5 Seed vs Division 2 | #8 Seed, Division 2 | #5 Seed vs Division 1 | #8 Seed, Division 1 | #6 Seed vs Division 2 | #7 Seed, Division 2 | #6 Seed vs Division 1 | #7 Seed.

7.07.F In the case of a tie in deciding Division standings, use the following, in order, to break each tie:

7.07.F.1 Head-to-head regular season results. If teams have played more than once, both games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.07.F.2 Least total of points allowed in head-to-head play. If teams have played more than once, both games are taken into account. All teams involved a multi-team tiebreaker must have played each other the same number of times.

7.07.F.3 Least total of points allowed in Division play. Only Division games are taken into account.

7.07.F.4 Coin flip. With three or more teams that are tied, odd man is winner.

COMMENT: In the case of a multiple-team tie, the tie-breakers will be applied in order until one (1) team is determined to prevail. At that time, the remaining teams will revert to top of the tie breaker order until the remaining seeding is determined. That process will continue until all teams are seeded accordingly.

- 7.08** The playoff schedule will not be changed. Once the schedule is final, no team will be “reseeded” depending on the outcome of games from the previous week.
- 7.09** Any team that has forfeited a regular season game will automatically drop to the end of any tie breaking determination.
- 7.10** The higher seeded team shall host all playoff games and be designated the Home Team.
- 7.11** If a community who has qualified a team or teams to host playoff games and is not able to host at their regular season fields due to field availability, they have the right to determine where the playoff games will be played, with approval from the Schedule Committee.
- 7.12** No team shall advance to the next level of the playoffs without first playing and defeating a scheduled opponent, unless the opponent forfeits its rights to play the game either by not showing up or leaving the field prior to the conclusion of the game being played.
- 7.13** All playoff games must be played in accordance with the official league rules.
- 7.14** Disputes of rosters must be resolved before leaving the official weigh-in area. Once the weigh-in has concluded and both coaches have left the official weigh-in area, rosters will be considered legal and no disputes involving players may be filed.
- 7.15** The Head Coach of a team may file a protest if the Head Coach feels a playing rule, as defined in the TNYFL Rules Book, has been misunderstood or misapplied.
 - 7.15.A** All protests involving playing rules must be resolved before a playoff game can resume.
 - 7.15.B** Once the game has ended, any protests involving rules or regulations will not be heard.
- 7.16** Only the TNYFL Executive Board can disqualify a team from the playoffs for any violation of the rules of this organization at any time during the season or any roster violation prior or during the playoffs and uphold a forfeit of any playoff game in which an illegal player or roster was used. The Rules & Ethics Committee shall do the investigation and make its findings known to the Executive Board.
- 7.17** 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.
 - 7.17.A** In the case of postponement, all teams must re-weigh before resuming the game.
- 7.18** Teams not making the play-offs will be invited to play in a bowl game. If the division has an odd number of teams, the team with the poorest record will not participate unless another team has folded or a substitute game can be arranged.

RULE 8.00 TNYFL CHAMPIONSHIP

- 8.01** TNYFL will host a Conference State Championship game in each age division.
- 8.02** The Championships will be played at a site or sites to be determined by the Executive Board.
 - 8.02.A** The Member Communities will host the Championship on a rotating basis.
 - 8.02.B** The TNYFL Championships will be played at 1 location, capable of hosting all games.
- 8.03** A Member Community, who offers to be the host location for TNYFL Championships, will assume the duties of the Championship Committee. The Championship Committee will solicit help from other communities, as necessary.
- 8.04** All the member communities in TNYFL shall be responsible for the operation of the TNYFL Championship.

- 8.05** TNYFL will make every attempt to conclude its season by the second (2nd) weekend prior to Thanksgiving.
- 8.06** The Official TNYFL roster as supplied by the League Secretary will be the only roster used for the TNYFL Championship games.
- 8.07** No player will be allowed to participate in a Championship game that is not on the Official TNYFL roster with the correct Jersey listed on that roster.
- 8.08** Only rostered, certified coaches will be allowed on the sidelines during the game.
- 8.09** Only those who have been issued passes by TNYFL will be allowed on the playing field at any time during the Championship Day. Badges shall be issued for coaches, chain crew and media personnel, as well as members of the TNYFL.

RULE 9.00 SPORTSMANSHIP & EJECTIONS

- 9.01** 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 from his parents.
- 9.02** The Head Game Referee shall have the power to eject any coach whose conduct is not proper or if a Head Coach cannot control his parents and/or spectators after the warning flag has been issued.
- 9.03** Abuse of game officials shall not be tolerated.
- 9.04** Any avoidable contact with a referee (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.
 - 9.04.A** Players that are ejected under this rule will be suspended from practice for the next week and from their team's next scheduled game.
 - 9.04.B** Additional fines and discipline may be imposed by TNYFL.
- 9.05** Any player ejected for from any game by an official will serve a one (1) game suspension by TNYFL. Each Member Community of TNYFL is expected to evaluate each instance and determine if further action is to be taken by the community. **COMMENT:** The ejected player may practice with his team during his suspension and may be present on the sidelines during his suspended game, in street clothes.
- 9.06** Any player ejected for fighting will serve a two (2) game suspension by TNYFL. Each Member Community of TNYFL is expected to evaluate each instance and determine if further action is to be taken by the community. **COMMENT:** The ejected player may practice with his team during his suspension and may be present on the sidelines during his suspended games, in street clothes.
- 9.07** Any coach, player, spectator or Community Representative that approaches an official in an unsportsmanlike manner before, during or 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.
- 9.08** A coach that is ejected from any TNYFL game for any reason other than fighting will be immediately assessed the following penalties.
 - 9.08.A** A fine of \$100.00.
 - 9.08.B** The Coach or Community Representative must sit out two (2) games (coaches) or the following two (2) weeks (Community Representative) and will not be allowed to participate in any TNYFL scheduled activities (practices or games) until the fine has been paid and the suspension served.
 - 9.08.C** The Director of Officials shall inform the President, Athletic Director and the League Secretary of all ejections.
 - 9.08.D** The Head Coach shall be responsible for collection of all fines for any Assistant Coach who is ejected.

- 9.09** A coach that is ejected for fighting will be immediately suspended from all coaching activity with TNYFL until they appear before the Rules & Ethics Committee to show cause.
- 9.09.A** The Rules & Ethics Committee will hear arguments and will make a recommendation to the Board of Directors for a course of action.
 - 9.09.B** This recommendation shall become binding upon a simple majority vote of quorum by the Board of Directors.
 - 9.09.C** The recommended action cannot be less than a fine of \$50.00, a two (2) game suspension
 - 9.09.D** All action approved by the Board of Directors is to be applied from the date of approval without regard to the amount of TNYFL events that the coach may have already missed prior to the approval.
 - 9.09.E** The TNYFL Board of Directors will make all reasonable effort to expedite action.
 - 9.09.F** The failure of a Member Community to enforce this rule on any of their coaches will subject that Member Community to a hearing with the TNYFL Rules & Ethics Committee for action.
- 9.10** **(Chart 9.09-1)** Any coach or player that approaches an official in an unsportsmanlike manner (this includes demanding their name), and the official is outside the visual confines of the playing field, the offending community shall receive the following fine:

Offense	Fine
1st Offense	\$50.00
2nd Offense	\$75.00
3rd & Subsequent Offense	\$150.00
Chart 9.09-1	

- 9.11** **(Chart 9.10-1)** Any fan that approaches an official before, during or after a game in an unsportsmanlike manner, the offending community shall receive the following:

Offense	Fine
1st Community Offense	Warning
2nd Community Offense	\$50.00
3rd Community Offense	\$75.00
4th & Subsequent Community Offense	\$150.00
Chart 9.10-1	

- 9.12** All incidents that occur will be reported immediately to the Coordinator of Officials. The Coordinator will then forward the information of the situation to the Executive Board Member of the offending community and the TNYFL Athletic Director.
- 9.13** If a coach is suspended from participation by a Member Community, the Member Community is to notify TNYFL of the suspension.

RULE 10.00 PROTESTS & ETHICS VIOLATIONS

- 10.01** The Rules & Ethics Committee shall have the full authority to rule on any protest brought before the TNYFL, as long as:
- 10.01.A** Declaration is made by the Head Coach of the protesting team to the Head Game Official that the game is being played under protest prior to the end of the game.
 - 10.01.B** A formal protest, in writing, is filed within 24 hours by the Head Coach of the offended team to his/her TNYFL Executive Committee member.

- 10.01.C** A \$50 check accompanies the written protest. A protest will not be considered or heard if the \$50 protest fee is not in the possession of the Rules & Ethics Committee.
- 10.01.D** The Rules & Ethics Committee receives, within 72 hours of the protest, the written protest and a \$50.00 check from the community Executive Committee member.
- 10.01.E** After the Rules & Ethics Committee receives a protest, the committee shall contact all parties involved to schedule a meeting. All parties involved must receive a 48-hour notice of the scheduled meeting.
- 10.01.F** A protest may only be filed for violation or misinterpretation of playing rules that are covered in the National Federation of High Schools Football Rules Book or as defined in this TNYFL Rules Book. Protests involving judgment calls by an official or referee will not be considered.
- 10.01.G** All protests upheld by the Rules & Ethics Committee will result in a refund of the \$50.00 protest fee.
- 10.01.H** All decisions of the Rules & Ethics Committee involving protests shall be final. No appeals may be made to the TNYFL Board concerning the outcome of a protest hearing.

10.02 Ethics Violations

- 10.02.A** The Rules & Ethics Committee shall investigate all cases that are submitted involving ethics violations. This committee shall have full authority in all ethics matters to open a formal investigation as long as the committee receives, in writing, a formal complaint from a program of any alleged violations that covers regulations and procedures in this rules book.
- 10.02.B** If it is determined by the Rules & Ethics Committee that an ethics violation did occur, this Committee must report to the Executive Committee its decision and should recommend action to be taken to resolve the matter. The Executive Committee must either accept the recommendation of the Rules & Ethics Committee or come up with an alternate solution. Action must be taken.
- 10.02.C** The final decision and action taken must be approved and finalized by the Executive Committee.

RULE 11.00 LEAGUE FEES & FINES

- 11.01** At Fee Day, each community will be required to pay a participation fee, which may change from year to year, for each player and cheerleader.
 - 11.01.A** The participation fee is established by the Executive Board upon approval of the TNYFL budget.
- 11.02** Insurance is required for each player and cheerleader to participate in all TNYFL activities. The insurance fee is payable on Fee Day and is included in the registration fee. This amount is determined annually when the policy is renewed.
- 11.03** A \$50.00 fee will be assessed by TNYFL for all protests filed with the Rules & Ethics Committee. The fee will be reimbursed if the protest is upheld.
- 11.04** For the current season, a \$3.00 admission will be charged to all TNYFL Jamborees and Playoff games and \$5.00 for the TNYFL Championship Games for non-players/cheerleaders, over 12 years of age and all adults excluding TNYFL Board of Directors, and identifiable, participating TNYFL coaches.
- 11.05** Each community hosting the Jamborees and Playoff games will guarantee their community's gate fee by paying the pre-determined per game amount prior to the game day. All revenues the communities collect will remain with the communities.
- 11.06** The host community for the Championship games will also be required to guarantee the gate fee by paying the pre-determined per game amount prior to the Championship game day. All revenues the communities collect will remain with the communities.

- 11.07** Any community that elects to forfeit a TNYFL game for any reason during regular season or pre/post season will be subjected to a fine per occurrence of not less than the budgeted cost of the game, as determined upon review by the TNYFL Competition & Scheduling Committee.
- 11.07.A** The fine can be avoided if the respective Head Coach, Community President, or TNYFL Director reports for weigh-in at the designated time and site of the game in which the community is making a forfeit to submit a valid roster with the reason for the forfeit outlined in writing.
- 11.07.B** A no-show will result in the maximum (\$500) fine.

RULE 12.00 FEE DAY / ROSTER PROCEDURES

- 12.01** At Fee Day, each Member Community is required to declare each of their teams for the upcoming season.
- 12.02** Each community will prepare individual Team material for each team in their community. All communities will bring their completed team material for exchange and audit to the regular August Board Meeting. Team material will include:
- 12.02.A.1** TNYFL Forms include a current Game Day Roster and Fee Day Roster.
 - 12.02.B** Players information will include:
 - 12.02.B.1** Signed Registration Form (player & parents signature). This can be designated electronically.
 - 12.02.B.2** Signed Parents Code of Conduct. This can be designated electronically.
 - 12.02.B.3** Legible copy of player's Birth Certificate or government-issued birth document.
 - 12.02.C** Coaches sheet protector will include:
 - 12.02.C.1** Signed Coach's Code of Conduct
 - 12.02.C.2** Copy of Coach's NYSCA certification card
- 12.03** ALL Fee Day and Game Day Rosters must be typed.
- 12.04** The name on the rosters must match the name on the government issued birth document. If a child has a nickname or a "called by" name, that name may appear parentheses. If the child last name has changed due to adoption, etc. copies of the final papers should be included.
- 12.05** Fee Day Rosters will be listed alphabetically, last name then first name. All information must be complete for each child. School information must be filled out. If they are "home schooled" those words must appear in the appropriate column. If left blank it will be assumed that child does not attend school and will be ineligible to play.
- 12.06** Game Day Rosters will be listed numerically, with no regard to whether the player is a double-striper or single-striper. First name then last name. These rosters can also be used as Game Day Announcers form.
- 12.07** Team material will be exchanged with a Member Community of similar size. This material will be audited following the process on the Registration & Roster Audit form. Any deficiencies should be reported as soon as possible to the audited community so corrections can be made. All deficiencies will be rechecked for completion prior to Fee Day.
- 12.08** Player additions to an existing team can still be made throughout the week between roster exchange and Fee Day; however the new player's paperwork must be audited in the same manner as other players. The two (2) TNYFL Directors from each community should communicate with each other to make this possible.
- 12.09** It shall be the joint responsibility of each Member Community and the Head Coach of each team in the Member Community to verify that all players rostered to their teams are eligible to participate in TNYFL.
- 12.10** All final rosters shall be delivered to TNYFL on Fee Day by electronic media (ie. thumb drive, CD, etc.) or emailed prior to 10:00 am on Fee Day.

- 12.11** After Fee Day, rosters will have an electronic signature applied and rosters for all teams will be emailed to each community's TNYFL Director for distribution to their community's coaches. It will be the head coach's responsibility to provide the official signed Game Day Roster at each of their games.
- 12.12** Any roster that has a player's name and/or jersey number handwritten on it will be considered an illegal roster and the affected team will forfeit that game.
- 12.13** A member community, who has a participant listed on a Fee Day roster but fails to have all required paperwork, will have until the close of Fee Day to have all paperwork on the said participant in proper order. A participant listed on a roster that does not have the proper paperwork, he will be dropped from the roster and will be ineligible for participation for the current season unless cause can be shown and approval granted by the President of TNYFL for a reasonable extension appropriate for the cause. EXAMPLE: waiting for receipt of a court adoption document.
- 12.14** The League shall have no add-on nights for the PeeWee, C, B and A Divisions. All final rostering must be done at Fee Day for these divisions.
- 12.15** Due to the late selection date for the Middle School teams, and that having an effect on Member Communities' Varsity programs, the League shall extend the Varsity program sign-ups to the Wednesday prior to Week 3 of the TNYFL regular season.
- 12.15.A** Varsity Rosters will be turned in on the regular TNYFL Fee Day.
- 12.15.B** Additions to the Varsity roster are permitted up until the close of registration.
- 12.15.C** Players added must be verified by another TNYFL Executive Member and reported to the TNYFL Secretary prior to participation in a TNYFL game.
- 12.16** Once a participant is rostered, the participant becomes a player and may not change or play in a uniform with a number other than the number he was rostered in unless the blood rule is invoked.
- 12.17** Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TNYFL Rules & Ethics Committee to determine playoff status.
- 12.18** Player making a Team Change
- 12.18.A** After a team roster is filed on Fee Day, a player may not be transferred either down to a double or single level team or laterally where two (2) teams exist in a Member Community within the same level.
- 12.18.B** A player may be elevated to a double or triple level team at any time prior to his last scheduled regular season game.
- 12.18.B.1** A player may not be elevated specifically for playoff and/or championship games.
- 12.18.C** When a player is elevated, the TNYFL Director of the player's community is to submit the information via e-mail to TNYFL's League Secretary no later than Monday at midnight for the player to be eligible to play on Saturday. The information shall include:
- 12.18.C.1** The player's name and jersey number.
- 12.18.C.2** The team the player is currently rostered on.
- 12.18.C.3** The team the player is moving to.
- 12.18.C.4** The reason for the move.
- 12.18.C.5** The effective date of the move. The effective date must be the same date or later as the request.
- 12.18.D** The League Secretary will **note** the change on both rosters, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TNYFL roster for those teams. A copy of the Roster Change Confirmation form will be emailed to the community's TNYFL Director, who will forward it to the head coaches of the teams affected. The Roster Change Confirmation Form must be

attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight. This Roster Change Confirmation form will also be emailed to all TNYFL Directors

12.19 Permanent Blood Jersey Assignment

12.19.A In the event a player will be permanently assigned a blood jersey the TNYFL Director of the player's community is to submit the information via e-mail to TNYFL's League Secretary no later than Monday at midnight for the player to be eligible to play on Saturday. The information is to include:

12.19.A.1 The player's name.

12.19.A.2 The currently rostered jersey number.

12.19.A.3 The assigned blood jersey number.

12.19.B The League Secretary will **note** the change on the roster, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TNYFL roster for that team. A copy of the Roster Change Confirmation form will be emailed to the community's TNYFL Director, who will forward it to the head coach of the team affected. The Roster Change Confirmation Form must be attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight. This Roster Change Confirmation form will also be emailed to all TNYFL Directors.

12.20 Each TNYFL Member Community is expected to have a Coach's Code of Conduct on file for each of their coaches where penalties for adverse actions may be imposed irrespective of those imposed by TNYFL.

RULE 13.00 **RULE CHANGES**

13.01 Each Member Community may propose playing rule changes, in writing to the Rules & Ethics Committee, to be heard between January through March of each year. Rule changes will be voted on and considered final at the April meeting of that year.

13.02 In proposing playing rule changes, each Member Community must explain to the Executive Board of TNYFL the intent of the proposed change.

13.03 Member Communities will present all playing rule changes to their local Board of Directors and the TNYFL Executive Member shall vote as directed by their local Board.

13.04 A quorum shall be present in the TNYFL before rule proposals or changes can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of TNYFL will be required to change or add a new playing rule.

13.05 A roll call vote shall be required for all rule change voting.

13.06 Procedures and regulations, as defined in this book, may be changed at any time provided: a majority vote of approval of a quorum of the Executive Board is required to amend or enact a new regulation or procedure.