

Community Youth Football League

CYFL

Rules and Regulations

2016

Final
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Community Youth Football League

Rules and Regulations

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ELIGIBILITY

The Community Youth Football League (CYFL) is a grade based organization. Example, one 5th grade player on a team will classify that team as a 5th grade team. A 3rd grade player may play on a 4th grade team, but a 4th grade player may not play on a 3rd grade team.

Minor League

1st Grade

Cannot turn 8 by November 15, 2016
90 lb. opening weight limit
93 lb. week 4 allowance

2nd Grade

Cannot turn 9 by November 15, 2016
95 lb. opening weight limit
98 lb. week 4 allowance

3rd Grade

Cannot turn 10 by November 15, 2016
105 lb. opening weight limit
108 lb. week 4 allowance

Junior League

4th Grade

Cannot turn 11 by November 15, 2016
115 lb. opening weight limit
118 lb. week 4 allowance

Major League

5th Grade

Cannot turn 12 by November 15, 2016
125 lb. opening weight limit
128 lb. week 4 allowance

Varsity

6th Grade

Cannot turn 13 by November 15, 2016
Unlimited Weight

No player may play for any other organized football program while participating on a CYFL team. Should a player leave a team during the season for any reason, he/she is ineligible to play for any other member team in the CYFL for the remainder of the season. A player becomes a member of a team when he/she submits a signed CYFL contract (see attachment 1). The Executive Board may grant exceptions to the league residency rule.

RESIDENCY RULE

The CYFL will allow a 60% / 40% school district residency rule per team. A non-resident player will be eligible to play for a CYFL organization if their residency does not compete with another member organization school district. This rule will be enforced each year on the last day to add players according to the approved CYFL schedule. If a team exceeds the 40% non-resident criteria, a waiver must be presented by the organizational president prior to the last day to add players and approved by the executive board. The CYFL prohibits try-outs of any kind for participation in the league.

GRANDFATHERED PLAYER RULE

Any resident player rostered on a CYFL team during the previous season will be grandfathered and eligible for play on their original team should the player move out of the school district. The player must remain in good standings with the CYFL for their status to remain valid. Should the player fail to register by the CYFL roster cut-off date or is inactive from play for any remaining years, the Grandfathered Player Rule is voided. For the player to regain eligibility status they must meet eligibility criteria contained in the CYFL Rules & Regulations. The Grandfathered Player Rule applies to any player meeting the CYFL residency rule criteria upon joining the league. The grandfathered player's CYFL league contract must be printed on blue paper and included in the team's contract book.

CONTRACTS

CYFL Player Contracts (attachment 1) must be completed and signed by both parents prior to the league preview game. A copy of the player's birth certificate, recent photograph and a school report card must be included with the contract. The CYFL Executive Board will have the final approval authority on all CYFL Player Contracts.

Team Contract Books are to be submitted to the CYFL at the league Preview Game. Contract books are to be organized according to the CYFL Contract Book Instructions (see attachment 6). The CYFL Coaches Roster (see attachment 10) must be included with the contract book at preview. **Team rosters are closed at 12:00pm, Friday, August 26, 2016. No player will be permitted to join a team after that date.**

CODE OF CONDUCT

The Community Youth Football League (CYFL) is a private, non-profit organization, which exists to provide a beneficial service and football experience to its players, parents, coaches and the community. Participation is a privilege, which may be revoked if the guidelines for conduct, as set forth below, are not observed:

- A. The CYFL has established the following rules for parents and spectators attending CYFL sanctioned games.
1. All spectators and coaches must pay the game entrance fee as set forth by the CYFL.
 2. Pets are not allowed.
 3. Food, coolers and beverage containers are not permitted. Concessions are to be purchased from the host team; food and snacks are not to be brought into the game field areas. No tailgating in the parking lots is permitted.
 4. Alcohol is not permitted on the field or on any adjacent areas, including parking lots.
 5. All facilities are smoke and tobacco free.
- B. The following guidelines for parents, players, coaches and spectators attending CYFL sanctioned events will be applied.
1. Parents and spectators must remain in the designated spectator areas.
 2. Parents, players, coaches and spectators should demonstrate good sportsmanship. The basic rules of good sportsmanship include:
 - Show respect for opponents.
 - Show respect for officials and their decisions. Do not argue with officials.
 - Maintain self-control at all times. Do not engage in any altercations.
 - Recognize and appreciate skill in performance regardless of affiliation.
 - Do not use abusive or offensive language or profanity.
 - Do not engage in behavior which disrupts the conduct of play.
 3. Grievances or concerns involving officiating, rule interpretation or misconduct are to be brought to the CYFL Executive Board through the organization's president. No other method of attempting to settle problems will be acknowledged or tolerated.

Violations of any part of this Code of Conduct may result in immediate removal from a game or sanctioned CYFL facility, suspension or expulsion from the Community Youth Football League.

RECRUITING

Each member organization of the CYFL shall serve a specific school district by being a feeder system for its high school athletics and by providing opportunities for that district's children to participate in youth football. Each community organization shall name the (1) one school district it serves and the high school into which it feeds. All members of that organization's teams must reside in, or attend a private or parochial school in that school district. The CYFL prohibits try-outs of any kind for acceptance onto a team. The CYFL will officially announce when the first day of practice can be held for the season. No football conditioning or practice will be permitted until that time. Generally this is 4 weeks before Preview. The CYFL Executive Board must approve all exceptions. Completed CYFL contracts are to be turned in at Preview.

PLAYING RULES

- A. In accordance with Ohio House Bill 143, all coaches are required to have completed the prescribed concussion recognition training and must be able enforce the requirements of the law in regards reporting and managing players associated with concussions.
- B. Ohio High School Athletic Association rules shall govern play, except as noted within.
- C. Quarters shall be eight (8) minutes long, clock stopping. Grades 1, 2 and 3 will have 35 seconds to put the ball in play.
- D. In the event of clock or watch failure, a running time of fifteen (15) minutes per quarter will be used.
- E. Free substitution will be allowed.
- F. After a safety is scored the officials will spot the game at the 40 yard line and play shall resume from there.
- G. Half-time shall be ten (10) minutes.
- H. All ties are final except in division games, play-off or championship games. In the event of a tie, the game will be played according to OHSAA rules with the following exception. During the first series of play in an overtime match, the ball will be spotted at the 20 yard line. During the second series of play the ball will be played at the 10 yard line. For the third and all remaining series of play in overtime, the ball will be spotted at the 5 yard line.
- I. There shall be no kickoffs at any grade level. The ball will be placed on the offense's forty (40) yard line
- J. Grades 1st through 4th will have a punt option in which the ball will be moved down field twenty (20) yards on the fourth down only. Position on fourth down must be on/outside the 50-yard line.
- K. Grades 1st through 3rd are prohibited from blitzing defensive players that are within the offensive tackles and 3 yards off the ball. Any defensive player in this area must be in a down (3 or 4 point stance) position. Defensive players outside this area may be in the up (2 point stance) position and blitz or rush at the snap of the ball.
- L. Grades 1st through 3rd must have a minimum of four (4) players in the offensive huddle.
- M. Grades 1st and 2nd are permitted in having two coaches on the field during play. Only one (1) coach is permitted on the field during play at the 3rd grade level. All on field coaches are prohibited from coaching after the offensive huddle breaks. Defensive coaches must be a minimum of 10 yards behind their deepest player. Offensive coaches must be behind the deepest offensive player by 10 yards. On field coaches may start coaching once the ball is in play but are not permitted to physically interfere with the play.
- N. No communication devices of any kind are permitted for use on any team sidelines. Cell phone use of any kind is prohibited by coaches on team sidelines during league play.
- O. Games will not be permitted to begin before the scheduled start times.
- P. No game shall be cancelled without the approval of the CYFL league president. Field managers must notify the league president prior to any cancellations or postponements are declared.
- Q. The CYFL President will have all discretionary power in enforcing the CYFL Rules and Regulations or policies.

RULE VIOLATIONS

If any team official or player knowingly and willfully violates or attempts to violate any of the CYFL rules and regulations, the team may forfeit membership in the CYFL and all its games may be declared losses, including those already played.

The Executive Board will make the decision and their decision will be final. A team may be expelled from the CYFL with no refunds for any of the following:

- A. Playing a player with an invalid CYFL contract, birth certificate, photograph or school report card.
- B. Playing a player who has not weighed-in.
- C. Playing a player whom is ineligible for any reason.

The Head Coach of each team is responsible for the behavior of his/her assistant coaches, players and spectators. All coaches, staff and players shall conduct themselves in a sportsmanlike manner and stay within the twenty-five (25) yard lines. Arguing with the officials is prohibited and could result in an ejection from the game.

The OHSAA rules clearly grants the officials authority to eject a coach, player or spectator at anytime whether before, during or after a scheduled game.

Any coach or player ejected from a game by an official will be suspended from participating in the next scheduled CYFL event. In accordance with the OHSAA rules, any coach ejected from a game must vacate the facility immediately following the ejection. The referees will prepare a report and forward it to the CYFL executive board notifying them of the ejection(s). Furthermore, the ejected coach, in addition to the team's head coach, will be ineligible to act in any coaching capacity at the next scheduled CYFL game.

Sportsmanship violations must first be handled at each team level. If it persists, the CYFL will rule on the severity with a maximum penalty of team expulsion. The CYFL Executive Board's decision will be final.

The CYFL Executive Board will take disciplinary action against any suspended coach who is caught violating a suspension. Two ejections during one season will constitute a suspension of all league coaching privileges for the remainder of that season.

MISCELLANEOUS RULES

- A. The standardized CYFL gate sign must be posted at each field entrance.
- B. An admission charge of three dollars (\$3.00) per person for ages 12 and over will be in effect at all CYFL sanctioned regular season events. All attendees must pay the game entrance fee as set forth by the CYFL with the exception of (a) CYFL board members serving in an official capacity (b) game officials or (c) cheerleading and football coaching staff or organization volunteers of the host organization. The latter is at the discretion of the host organization. Players and cheerleaders are admitted free.
- C. In the event that referees do not arrive by game time, the CYFL Official will appoint referees after a fifteen (15) minute waiting period, with possible equal representation for both teams.
- D. No alcoholic beverages will be permitted at sanctioned CYFL events.
- E. Tailgate parties are prohibited at game field locations. A \$100 fine plus associated clean-up costs will be imposed against the organization committing the infraction.
- F. No food is permitted to be brought into the game field locations.
- G. Only team coolers with water and/or team drinks for use during the game will be permitted in the gate and must be accompanied by a head coach. The Field Manger will be responsible for inspecting team coolers. No other coolers will be permitted into the game site.
- H. Any unauthorized called forfeit is not permitted without the approval of the league president. A \$250 fine will be assessed to an organization which declares or has a head coach declare an unauthorized forfeit.
- I. No player may wear a hard cast, splint, brace or immobilizer of any type or of any material during league play. Athletic tape or elastic wrap are the only support material permitted.
- J. Teams are not permitted to distribute post game drinks or snacks. No food or drinks are authorized for distribution at the game site following the event. Teams are expected to support other organization's concessions. Teams / squads are encouraged to purchase their post game team drinks from the field concessions.
- K. No pets are allowed at any CYFL sanctioned event to include the game field, spectator's area, or designated warm up areas.

WEIGH-INS

Each player will be required to weigh-in before each CYFL sanctioned event using the established weight limits. Weigh-ins should be conducted at least 30 minutes prior to the scheduled start time or at halftime of the previous game. A three (3) pound weight allowance will be added at week four. A CYFL Official or field manager will conduct the weigh-ins. Each team is permitted to have one representative present to observe their opponent's weigh-ins, however, the lack thereof will not prevent the weigh-in official from conducting weigh-ins. No more than one team representative from each team will be permitted to be in the weigh-in area during weigh-ins. Teams will be weighed upon arrival to the scales.

Any player who arrives after the weigh-ins will be permitted to weigh-in at any time during the scheduled game. The player's head coach or designate must notify both the field official and the opposing head coach of the arrival of the late player. It is then the prerogative of the opposing coach to waive the weigh-in requirement. If the opposing coach elects not to waive the requirement, the late arriving player will be weighed in by the field official to determine their eligibility for play. This rule applies at anytime during the game.

The minimum equipment required for weigh-ins will be game jersey; pants containing knee, thigh, hip and tail pads and socks. Shoes may be removed for weigh-ins. **Any player not in the specified minimum equipment while on the scale will be deemed ineligible to play and will be suspended from participating in that game.**

Each organization must utilize a certified league scale and 50 lb. certified weight. Both the scale and the certified weight must be present at each game for weigh-ins. Non-league certified scales are not authorized for use during weigh-ins.

The certified weight will be placed on the scale by the weigh-in official prior to the teams arriving for weigh-ins. The slide bar on the scale will be set to match the certified weight and the scale will be adjusted so the needle is floating or zeroed. When the first team arrives at the scale for weigh-ins the certified weight will be removed and the slide bar will be set to the specified weight. Weigh-ins will commence when the first team arrives at the scale. At no time will the certified weight be used after weigh-ins to verify the accuracy of the scale.

The scale furnished by the home field team is the official weigh-in scale. No other weighing device will be used for CYFL game weigh-ins.

During weigh-ins if the scale needle rests against the top limit stop, that player will be recorded as above the prescribed weight limit. The needle must be in solid contact with the upper stop before a player is deemed ineligible for play. A floating scale needle does not constitute a player being weighed out. The CYFL official or field manager conducting the weigh-ins shall make the final decision as to eligibility for play.

If a player registers a weight above the set weight limit they may be reweighed after the team completes the weigh-ins. Any player awaiting a reweigh must remain in the weigh-in area until the second weight is recorded.

Players may put on any uniform accessory such as T-shirts, sweatshirts, sweatbands and protective padding after weigh-ins, however, they must play in the minimum equipment worn during their weigh-ins. Players are not permitted to visit the scales to pre-weigh prior to the official team weigh-ins.

If a CYFL Executive Board member is conducting weigh-ins the presence of team representatives is not required.

6th Grade teams will report to the weigh-in area for a uniform and equipment check 30 minutes prior to the schedule game time.

UNIFORM AND EQUIPMENT

Footwear Rubber or plastic molded cleats only. No screw on cleats of any type, metal tips, metal coverings, or metal in any form is permitted for play.

Mouth Guards Mouth guards must be worn at all times during games.

Uniforms Each player must wear the following to be eligible to play in any game. Authorized footwear, socks; football pants with tail, knee, thigh and hip pads, shoulder pads, jersey with declared number; and a certified helmet with face guard.

The CYFL official on site or field manager will make the final decision as to equipment approved for league play

RESTRICTED WEIGHT RULE

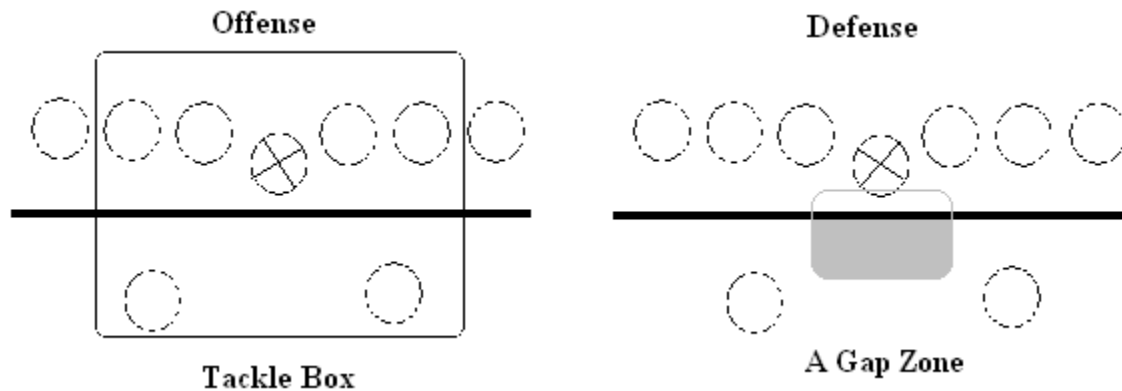
Grades 1st through 4th - During weigh-ins, players who exceed the base weight limits will be permitted the opportunity for limited game participation using the restricted weight rule. Utilizing the standard weigh-in procedures, if a player fails to meet the base weight limit after their second attempt during the weigh-in process, that player will be designated as a restricted player. Restricted players will be identified by two strips of 3/4" electrical tape placed side by side for a total width of 1 1/2" and running the length of the crown of the helmet from the top edge of the facemask rearward to the bottom, rear edge of the helmet. Only two colors will be permitted, those being either red or yellow. The official conducting the weigh-ins will install the tape in accordance with the rule and must ensure that the tape color selected contrasts the restricted player's helmet color. Each home site is responsible for having both colors of tape available for all CYFL weigh-ins.

Two restricted players are permitted to play per down on both offense and defense within the following limitations:

On offense, the restricted players are only permitted to serve as either an offensive guard or tackle during any down. If two restricted players are on the field during any one down they must be positioned one per side of the center. During point after attempts (PAT), field goal tries or punts, the restricted player may serve in the capacity of kicker / punter. During a punt in which the kicker is the restricted player, no fake punts will be permitted. While used as an offensive tackle, the restricted player may not be the outermost lineman on the line of scrimmage during an unbalanced line formation. At the snap of the ball the restricted player is only permitted to block defenders inside the tackle to tackle box. No pulling of the offensive guard or tackle for the purpose of blocking defensive players located outside of the tackle box such as defensive ends or cornerbacks will be permitted.

On defense, the restricted players may not serve in the capacity of the defensive nose guard or be lined up on the center or offensive guards. Restricted players are only permitted to serve in the position of defensive tackle only and must be in a down stance position and lined up **outside** of the "A" gap zone at the snap of the ball. If two restricted players are on the field during any one down they must be positioned one per side of the ball and outside of the "A" gap. At the snap of the ball, the restricted players may rush through any gap, those being "A", "B" or "C".

At any time during play if a restricted player gains control of the ball or is used in a role other than an interior blocking lineman or as defender lined up inside the "A" gap zone, the referees will terminate the play immediately.



5th Grade Exception - The restricted player is permitted participation from tackle to tackle on both the offensive and defensive side of the ball. The restricted player at any time **cannot** be the **END PLAYER** on either the offensive or defensive line of scrimmage.

6th Grade – Unlimited participation by any player.

Rules violations will be penalized as follows: During a game, if a player lines up in a position other than those specified by the rule the play will be blown dead at the snap of the ball. A dead ball, five (5) yard illegal procedure penalty will be assessed. For a second offense during the same game, a 15 yard unsportsmanlike conduct penalty will be assessed. For a third offense during the same game, the head coach will be ejected from the game and will subsequently be suspended from coaching during the next CYFL scheduled event.

KICKING RULE

This rule applies to all kicking attempts whether point after touchdowns or field goals. Point after attempts following touchdowns will be limited to either kicking attempts worth two (2) points or running / pass plays worth one (1) point. All field goals attempts will be worth three (3) points. If the offense elects to kick a field goal or extra point, the head coach must notify the officials as to their intent to kick.

For all kicking tries in grades 1st through 4th the offensive and defensive players must line up with their hands on their knees, in their respective positions. The defense is prohibited from rushing or any action to disrupt the attempt (i.e. shouting, jumping, etc). Any defensive action will be treated as a dead ball foul with a five yard or half the distance to the goal penalty being assessed. At that time the offense's head coach must declare his intent to either kick or play the down. For grades 1st through 4th, the offense will have three (3) seconds from the time of the snap to get the kick under way. If the ball is not kicked within the three (3) second period, the officials will blow the ball dead and the play will be ruled an unsuccessful attempt. For grades 1st through 4th, if at any time in which the ball contacts the ground, whether a bad snap or the holder losing control of the ball, the play will be immediately blown dead.

During kicking attempts at the 5th and 6th grades, the defense is permitted to attempt the block with restrictions. During 5th grade play, only two (2) defenders are permitted, one on each side of the ball. Both players must be on the line of scrimmage and a minimum of 4 yards off the ball. At the snap of the ball the defenders may take any route in their attempt to block the kick. All eleven offensive players are permitted to participate.

During 6th grade play, four (4) defensive players are permitted, two on each side of the ball. Two (2) down linemen must be a minimum 2 yards off the ball and two (2) other defenders must be a minimum of four yards off the ball. At the snap of the ball the defenders may take any route in their attempt to block the kick. All eleven offensive players are permitted to participate.

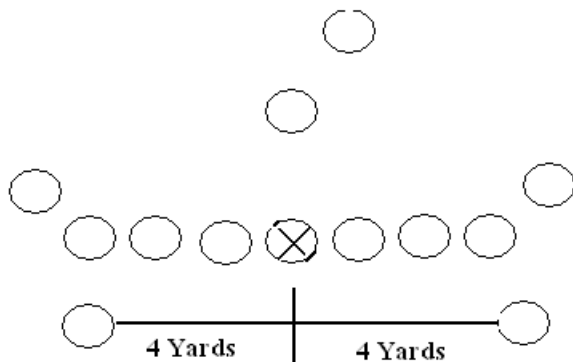
At both the 5th and 6th grades those defensive players not identified as the rushing must remain five yards back off the line of scrimmage.

The offensive units must line up with the normal offensive splits. No extra wide stances intended to widen the offensive line will be permitted by the officials.

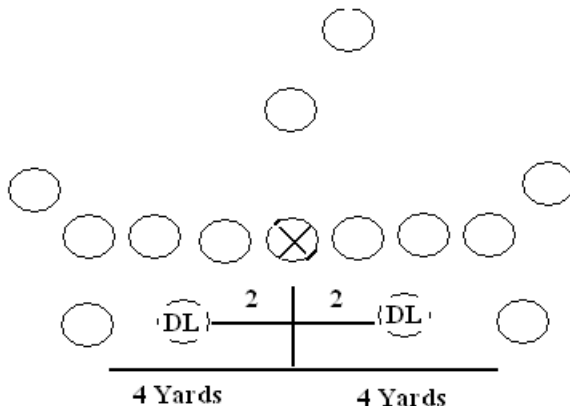
In the event that an attempted field goal fails, the defense will takeover on offense with the ball spotted at the original line of scrimmage, that being, the down marker at the point of the field goal try.

Fake kicks are prohibited.

5th Grade



6th Grade



18 POINT RULE

When a team gains an 18 point advantage over their opponent, the 18 point rule will go into effect after the extra point attempt is completed. If a team scores a safety that causes an 18 point advantage, the 18 point rule will go into effect immediately. After either the extra point attempt or the safety, the game will be stopped and an official time-out will be taken for the purpose of substituting key positions/players. Play then resumes with the 18 point substitutions (players / positions) in place.

During the official time-out, the losing team's head coach **must** present two (2) copies of the 18 Point Card (Attachment 2) to the head referee. The 18 Point card will list those players in order of preference that the losing coach identifies to be removed from play. The losing head coach will select five (5) offensive and six (6) defensive players. The losing coach must list player numbers in both the offense and defense columns on the 18 Point Card. Players are to be listed on the card in order of impact on game.

In the event that the winning coach does not have sufficient available players to fill an 11 man squad, players will be substituted from the bottom of the list first to reach the necessary 11 members needed for play but must relocate those players into non starting roles, i.e. quarterback to guard or linebacker to defensive tackle.

A player listed on one side of the ball is eligible to play on the opposite, unless also listed there. Player declarations are done one time only, at point of original 18 point differential. All players not listed on the card will be eligible for play. Selected players that appear on only the offensive column of the card are eligible for play on defense and vice versa.

After receiving the 18 Point Card the head referee will provide one copy to the winning head coach and call a two (2) minute time-out to make the adjustments.

Any player listed on both an offensive key position and defensive key position will not be able to return to the game at all until the 18-point margin is reduced below 18 points.

During division playoff and championship games only the offensive players will be removed from play. All defensive players are eligible for play.

JERSEY NUMBERS

Each player's jersey shall be individually and distinctively marked. If two or more jerseys have the same numerals, some easily identifiable marking tape (tape, paint, dye, etc.) shall be added to each one. Game jersey numbers must appear on the CYFL Contract (see attachment 1). If a player number is changed during the season the CYFL must be notified of the change prior to play.

FIELD MANAGERS

A Field Manager shall be designated by each home field organization. That individual shall act as an interpreter and or mediator for CYFL Rules and Regulations during games at that home site. Field managers shall conduct team weigh-ins, however, the field manager may not weigh-in their own team or act in any official capacity while serving as a coach during a CYFL contest.

GAME BALL

The CYFL shall furnish each organization one league ball per team to be used during their home dates including the preview.

The only balls permitted for league play are the Wilson leather K2 for grades 1st through 5th and the Wilson Leather TDJ for grade 6th. Game balls must be marked with the CYFL logo. Home sites are required to ensure balls used at their facilities are serviceable. If replacement game balls are needed they can be purchased through the league.

CONTRACT BOOK TURN-IN

The league contract books will be turned in at the first game of the season scheduled for the weekend of August 27 / 28. A CYFL executive board member will conduct weigh-ins. Teams will be weighed in alphabetical order. Team contract books must be completed and present for weigh-ins. One representative per team is required for weigh-ins. That team representative should be able to answer questions concerning the contract book. Contract books will be held and returned to the organizations at the completion of the 2016 season.

FIELD BOOK

Organizations are required to have a CYFL Field Book present at all weigh-ins. The CYFL Field Book will contain the current CYFL Rules and Regulations, the CYFL Weigh-in Procedures (attachment 3), copies of the CYFL Suspended Game Information Sheet (attachment 4), CYFL Weigh-in Sheet (attachment 5), 18 Point Card Sheet (attachment 2) and the CYFL Ejection Report (attachment 7).

SCOUTING

Any individual scouting an opposing team must be identifiable with the organization they represent. A coach's shirt and/or hat with the organization's emblem or insignia should be worn. All scouts must report to the field manager upon arrival to the game-site. Field managers will direct scouts to designated scouting positions. Scouting or videotaping can only be conducted from the spectator stands. Individuals scouting on behalf of a coach must also be identifiable with the organizations they represent and must adhere to videotaping restrictions. Individuals scouting are not permitted in the sideline area from the 25-yard line to the 25-yard line, and five yards off the edge of the play field.