

# BREVARD COUNTY YOUTH FOOTBALL AND CHEERLEADING ASSOCIATION 2017 TACKLE RULES & REGULATIONS

## 1. TEAMS

- 1.1 Teams are divided into divisions according to the list below. The age of the player for the season is the age of that player on August 1st of that season.

<ul style="list-style-type: none"><li>• Player age as of Aug. 1, 2017.</li><li>• The age shown is the maximum league age allowed in the division.<ul style="list-style-type: none"><li>○ Playing up to a higher tackle football division is allowed.</li><li>○ Playing down in lower football divisions is no longer allowed.</li></ul></li><li>• There is no weight limit for any position in any tackle football division.</li></ul>	
<b>Division</b>	<b>Football</b>
Flag	4 - 6
Jr. Rookie	7
Rookie	8
Mighty Mite	9
Pee Wee	10
Bantam	11
Junior	12
Senior	13 - 14

- 1.2 To be qualified for a league to play, a team must start the season with a minimum of 14 players unless approved by the BOD on an individual team basis. Additional players may be added to the official roster to maintain a 11 man official roster in accordance with Article II Section 2 of the Operations Manual).
- 1.3 A team must have 14 players present at check in ½ hour before the scheduled game time unless opposing Club and League officials have been notified 24 hours before game time. If circumstances warrant, the game may be postponed or rescheduled. It is the responsibility of the home club member president to contact the BCYFCA Vice President.
- 1.4 Players may not play or have been placed on the roster for any other organized tackle team during the playing season. Once the BCYFCA regular season begins, the player must not be on an official roster for any other organized football team. If so, he or she is disqualified from BCYFCA for the remainder of the season and any BCYFCA games that he or she might have appeared on the

official roster will cause their team to forfeit these games.

1.4.1 Official roster is the roster as verified by BCYFCA at roster verification day. Player will be verified by Area Agents and sent to Vice President and Secretary

- 1.5 No BCYFCA team may participate in games with any other organizations that are not members of the BCYFCA during the League season, unless approved by the BOD. The BOD must approve games outside of the official schedule, before the completion of the BCYFCA Super Bowl Games.
- 1.6 The maximum numbers of teams allowed, per Member Organization; in Tackle Football shall be Seven (7), one team per division.

## **2. PLAY RULE**

- 2.1 Each individual BCYFCA member club shall have a play rule for the regular season. It shall be written and enforced within the individual member club with these minimum guidelines:
- 2.1.1 Each player shall play a minimum of 4 plays per game including playoff games. Participation on special team plays count toward the minimum play rule with the exception of PAT kick and field goal tries in the JR Rookie and Rookies Divisions where there is no rush.
- 2.1.2 If a player does not play a minimum of 4 plays during a game, he/she shall play a minimum of 8 plays the next scheduled game.
- 2.1.3 Disciplinary action of a player may supersede the play rule and will be at the discretion of the coach and individual member club president. However, the parent/guardian must be notified prior to the game when such disciplinary action is occurs.
- 2.1.4 Any attempt to circumvent the play rule will be handled by the BCYFCA Vice President and Executive Board. Violation of the minimum play rule a second time for the same player will result in the suspension of the Head Coach.
- 2.1.5 The minimum play rule does not apply in Super Bowl games, although member clubs may adopt a minimum play rule to include playoffs or Super Bowl.

## **3. Check-INS**

- 3.1 All football players will be checked in. All tackle football players shall check in ½ hour before their scheduled game time. There is no early check-ins for any players. NO exceptions. If games are running ahead of schedule, the Head Coaches from each team must approach the league Presidents to start the game early. Both Presidents must agree.
- 3.2 An official roster and laminated ID cards must be used at check-ins. Official roster must be typed except for children that are added after roster verification who may be written in. Laminated ID cards can be written in legible print.

- 3.3 Kick Off Classic is the first official game to start off the season.
- 3.4 During check-in, all players must be dressed with Jersey on and helmets off.

#### **4. ID CARDS**

- 4.1 Each tackle football player is required to have a laminated identification card with a recent picture to be certified by his or her BCYFCA Member Club Tackle Agent or President. Certification is to be given only after age verification by a copy of the birth certificate issued by a governmental agency or religious organization. A copy of the certification is to be maintained by the member club Player Agent. The laminated ID card is to be kept by the player's head coach along with a copy of the official roster for use at check-ins. All ID cards must be completed and certified. All ID card information must match the official roster. Any incorrect information such as wrong jersey numbers or wrong player's picture will be grounds for player ineligibility. Any tampering with cards in any attempt to circumvent the spirit of this rule shall result in immediate suspension of the coach and forfeiture of the game or games involved. The name on the back of the jersey does not need to match the ID card, roster or birth certificate. Clarification can be found in Section 9 of the BCYFCA Operations Manual (Rosters).
- 4.2 The member organizations are to report all instances of players whose cards have been punched to the BCYFCA Vice President. A list of players who have not shown up for a game will be distributed by email or text by Thursday prior to the next scheduled game; then will be distributed to all league presidents.
- 4.3 Player ID cards are to be presented in the same order as the official roster lineup, in number order. Each card shall be separately laminated and presented.
- 4.4 Each tackle football team shall be required to have a BCYFCA certified laminated identification card with photograph for each and every coach, trainer or parent assistant with a maximum of 8 per team. The laminated photo identification cards shall be present at all times on the sideline during the divisional tackle team's game. Failure to have a laminated photo identification card while on the sideline is grounds for immediate removal from the playing field. Only the division playing badged coaches and any badged BCYFCA Administrative Board Members.

#### **5. CHAMPIONSHIP**

- 5.1 BCYFCA leagues shall be divided into two conferences: North Conference and South Conference. Leagues shall be assigned to a Conference based on the Area into which they are grouped in accordance with Section 7 of the BCYFCA By-Laws (Structure).
- 5.2 Within each Conference, the teams of each division shall be seeded into the playoff Bracket according to their win/lost percentage in regular season games played within that team's Conference, as scheduled by BCYFCA. Games that have been forfeited shall be counted with equal weight in the calculation of the win/lost percentage as if the game had been played. Games that have been cancelled by the BCYFCA shall be counted in the calculation of the Win/lost percentage as if they had never been scheduled.
- 5.3 Ties among teams with identical Conference win/loss percentages shall be broken according to the following table:

<b>Two Team Tie-Breaker</b>	<b>Three or More Team Tie-Breaker</b>
a. Highest win/loss percentage in regular season games between the tied teams (Head-to-Head record)	a. The tied team that has defeated all of the other tied teams (Head-to-Head sweep)
b. Highest win/loss percentage in all regular season games.	b. For Conference Championships or for elimination from playoffs, a half-game, single elimination playoff among the tied teams shall determine seeding, with the winner of the playoff being the higher seed, the runner up being the next higher seed, etc. Seeding in this tie-breaking playoff shall be determined randomly.
c. For Conference Championship or for elimination from playoffs, the winner of a tie breaking game of regulation length between the two teams shall be the higher seed.	c. Random seeding (e.g., by lot)

- 5.4 In the event of a 3-way tie, the 3 teams will play a one half play-off game (20 minutes). Positions will be determined by a dice roll at a meeting. If any team forfeits they will not be eligible for playoffs. And the 2 original teams will play 1 full game. (If there are fewer than four teams in a Conference's division, the playoff bracket will be adjusted such that higher seeds have byes in the first round.)
- 5.5 All tie-breaking games shall be played at locations and times determined by the BCYFCA Executive Board.
- 5.6 The highest seeded team in each division of each Conference shall be the Conference Champion for that division.
- 5.7 A maximum of four (4) teams shall qualify for the playoffs from each tackle division of each Conference.
- 5.8 The playoff system will be set as follows:
- 5.8.1 In the first round, the 1st seed of each division will play the 4th seed; the 2nd seed will play the 3rd seed. (If there are fewer than four teams in a Conference's division, the playoff bracket will be adjusted such that higher seeds have byes in the first round.)
- 5.8.2 The first round playoff games will be hosted by two (2) member organizations in the South Conference, and two (2) member organizations in the North Conference. One site of each Conference will host lower division games of that Conference; the other site will host upper division games of that Conference. 1<sup>st</sup> round of playoffs site will be determined before roster verification. Hosting league will be responsible for payment of referees for playoff games.
- 5.8.3 In the second round of the Conference playoffs, the higher seeded team will host the playoff games. If the higher seeded team is unable to host the game, the BCYFCA BOD will determine its location. Hosting league will be responsible for payment of referees for playoff games.

5.8.4 The winners of each Conference's playoff brackets will meet in the BCYFCA Super Bowl whose location is determined by rotation among the BCYFCA member leagues.

5.8.5 BCYFCA will pay for referees for Super Bowl only.

5.9 The Conference Champions will receive a Conference Championship Trophy.

5.10 The Super Bowl Champions shall receive \$125.00 plus a Super Bowl Championship Trophy.

## **6. Games and Operational Rules – See Operations Manual**

### **7. RULES**

7.1 Unless otherwise specified in these rules, game rules shall be in accordance with Florida High School Athletic Association (FHSAA) Rules. There will be no protest of an official's ruling, on the field.

7.2 All proposed rule changes will be voted on by the BCYFCA Board of Directors. Proposed changes to rules are to be circulated by the Secretary to all BCYFCA member clubs, via their Board of Directors member.

7.3 When the ball is snapped 5 or more yards the defense cannot engage the center until he can protect himself.

### **8. FACILITIES**

8.1 Each member club shall provide a safe, suitable playing field. Fields will be 53 1/3 yards wide by 120 yards long, consisting of a 100-yard playing field and two 10 yard end zones. Each field will have two goal posts, one at each end zone, a working scoreboard with a clock and lights for night games. Each field shall be appropriately marked in white lines including hash marks.

8.2 Each field shall have a coach's box from the 25-yard line to the 25-yard line as far back as possible but no further than two yards back.

### **9. FOOTBALL SIZE**

9.1 Official Ball sizes are: Pee Wee; Junior- 9 1/2" X 8 3/4"; Youth—11" X 6 1/2"

9.2 The Jr. Rookies, Rookie, Mighty Mite, and Pee Wee teams have the option of using the Pee Wee or larger size football. Bantam and Junior teams have the option of using the junior or larger size football. Senior teams have the option of using the Youth or larger size football

9.3 All balls must be leather or composite balls only. No rubber balls are allowed.

## 10. SCORING

- 10.1 **Junior Rookies, Rookies, Mighty Mites and Pee Wee divisions**, a touchdown is six (6) points. The try for an extra point if completed shall be one (1) point for run or pass. Two (2) points are awarded for successful kick after a touchdown. A field goal is three (3) Points.
- 10.2 **Bantam, Juniors and Senior divisions**, a touchdown is six (6) points. The try for an extra point if completed shall be two (2) points for run or pass. One (1) point is awarded for successful kick after a touchdown. A field goal is three (3) Points.

## 11. KICK-OFF

- 11.1 All Divisions kick-off will be from the 40-yard line unless penalties have been assessed.
- 11.2 Touchbacks will result in the ball being placed on the offensive team 20 yard line.
- 11.3 Safeties will result in the kicking team kicking from their own 20 yard line.
- 11.4 The offense shall have 30 seconds to commence play. JR Rookie, Rookies and Mighty Mite will have 40 seconds.
- 11.5 A free kick, including a kickoff, shall not be kicked out of bounds between the goal lines untouched inbounds by the receiving team. If it is, the receiving team has the

Following choices:

- o Accept a 5---yard penalty from the previous spot and have the kicking team re-kick
  - o Put the ball in play 30 yards beyond the previous spot (i.e., the spot where the ball Was kicked).
  - o Decline the penalty and put the ball in play at the inbounds spot where the ball went Out of bounds
- 11.6 The Junior Rookie can have 2 coaches on the field for the entire game. Rookies can have 2 coaches on the field for kickoff and kickoff return until the 4<sup>th</sup> game.

## 12. TIES

- 12.1 All ties at the end of regulation play will be decided by “Kansas City Tie Breaker”. Team Captains will flip a coin to see who gets the ball first, the ball will be placed on the ten (10) yard line, each team will have four (4) downs to score. A team can’t run the ball back on a fumble, the ball just changes possession.

## **13. COACHES**

- 13.1 Coaching areas are restricted to between the twenty-five yard lines. **ONLY** the division badged coaches, League President, Tackle Director and badged BCYFCA Administrative Board are permitted.
- 13.2 Only coaches with BCYFCA certified badges (laminated photo identification card) during their division only, League President, Tackle Director and BCYFCA Administrative Board are permitted on the sidelines between the 25-yard lines.
- a. At any point during the game, the game officials or opposing head coach may call for an official time out if more than eight (8) authorized adults are in the side line box. The game official shall request presentation of the eight (8) laminated photo ID cards. Unauthorized persons will have one (1) minute to leave the box. If a side line violation (unauthorized persons on side line) occurs, the official shall impose a 5 yard delay of game penalty.
- b. If unauthorized persons do not leave within the one minute period, the official shall give the team an additional one minute warning period and impose an additional 15 yard unsportsmanlike conduct penalty.
- c. Failure of all unauthorized persons to leave the sideline box after both one-minute warnings will result in the immediate forfeiture of the contest.
- 13.3 All coaches will be on a volunteer (unpaid) basis. No one coaching a team etc. in the BCYFCA will be compensated in any way.
- 13.4 All head coaches will be given a copy of the BCYFCA Bylaws and Tackle Football Rules & Guidelines by their club Organization.

## **14. PRACTICE**

- 14.1 BCYFCA Season practices shall not begin before July 1st.
- 14.2 The first 6 hours of practice shall be for conditioning only. No helmets. No matter when the player starts.
- 14.3 Practices shall be a maximum of eight (8) hours per week when school is in session.
- 14.4 Practices are closed. No coach, player, parent, team support or board member shall observe, film, videotape, photo or otherwise record the practice of an opposing league without opposing league expressed consent.

## **15. GAME TIMES**

- 15.1 Game times during the week shall be at the discretion of the County President, with every consideration of age and travel time.
- 15.2 All tackle divisions shall play ten (10) minute quarters. **JR ROOKIE** will have eight (8) minute

quarters entire game.

15.3 All tackle football half times are ten minutes.

## **16. UNIFORMS**

16.1 BCYFCA Executive Board must vote on any changes to colors or change in design from the previous year of any member league. No league shall alter, change or modify their colors or uniform unilaterally.

## **17. POINT SPREAD**

- 17.1 If a Rookie through Senior team is ahead by twenty-eight (28) points in the second half, the referee shall instruct the clock operator to use a running clock for the remainder of the game. Once started the running clock can only be stopped for injury of a player. **LOSING** team may request a time out at the end of a quarter to stop the clock. **CLOCK WILL STOP ONLY WITH THE AFOREMENTIONED REASONS.**
- 17.2 Once the running clock has been started, the winning team cannot pass the ball. If the winning team fails to abide by this rule, each violation will be a loss of down.
- 17.3 Once the running clock has started, there will be no onside kicks by the leading team at kickoff.
- 17.4 Once the running clock has started, the winning team defense cannot advance a turnover. The ball will be blown dead immediately and the winning team offense will take over from this point.
- 17.5 An investigation will take place if a game ends with a score differential of 42 points or more, he/she will be suspended for one game automatically. Vice President will complete investigation within 72 hours of the game at issue.

## **18. COLORS**

18.1 The BCYFCA BOD must approve uniform color changes.

## **19. EQUIPMENT AND SAFETY**

- 19.1 Equipment must be purchased from a certified manufacturer. Helmets must be re-certified no less than every three (3) years. Every helmet must have a stamp with the re-certification date on the inside earflap.
- 19.2 No plastic or rubberized clothing will be permitted for use by any athlete for the purpose of weight loss. Anyone suspected of using such techniques must be reported to the area tackle football agent who then must report his findings to either the County President or Vice-President for potential discipline by the Executive Board of BCYFCA. It is the responsibility of the league presidents to enforce this rule within their respective leagues.

- 19.3 Each league must submit documentation helmet certification to the BCYFCA Secretary by August 1<sup>st</sup> every year.

## **20. Junior Rookie**

- 20.1 The offense shall have thirty (30) seconds to commence play.
- 20.2 The offensive coach and one defensive coach may be on the field to provide field instructions until the offensive breaks the huddle. Upon the break of the offensive huddle both the offensive and defensive coach must move twenty (20) yards from the line of scrimmage. Instruction stops when the huddle is broken. Failure to abide by this rule will result in a 5 yard penalty, second offense, unsportsman like conduct 15 yard penalty, third offense the team will lose the coach from the field for the rest of the game.
- 20.3 If the offense declares a free kick (punt, extra point, or field goal) neither team may cross the line of scrimmage until the ball is kicked. There are no fake kicks. The kicking team is required to drop kick the ball on punts and place kick the ball on extra points or field goals. Ten (10) seconds are allowed between the snap of the ball and the kick.
- 20.4 The receiving team may advance the punted ball to the line of scrimmage from which the ball was punted. The ball remains in play while it is inbounds until it stops moving on its own or the kicking team touches it without being touched by the receiving team. The ball becomes live when touched by the receiving team and if it is fumbled or muffed either team may recover it. The kicking team may not advance a recovered fumble or muff. Fair catches are allowed. A kicked ball that fails to pass the line of scrimmage is dead where the ball hits the ground. The practice of advancing the ball twenty (20) yards in lieu of punting is not allowed in the tackle divisions.
- 20.5 Once the running clock has been started, the winning team cannot pass the ball. If the winning team fails to abide by this rule, each violation will be a loss of down.

## **21. DATA TRANSMITTING / TAPING EQUIPMENT**

- 21.1 No electronic devices- No coach, Player, team support, chain crew, media or any other person may use an electronic device; Cell phone, headset or any other transmitting device when on the field or the sidelines when a game is in progress. Exceptions are the BCYFCA Administrative Board or league president or their Designee while conducting official league business. Anyone found to be in use of electronically devices will be asked to leave the field/sidelines and report it to the BCYFCA board and they will lose their privileges to be on the sideline for the next scheduled game.