

# Bald Eagle Area

Youth

Football

Rulebook

## **ADULT CODE OF CONDUCT**

**F1:** In order to uphold the goals of Bald Eagle Area Youth and ensure that all participants have the benefit of a safe and fun learning environment, all parents, guardians and other adults and attendees of Bald Eagle Area Youth events, including but not limited to practices, competitions, and banquets, must behave accordingly in a respectful, courteous and sportsmanlike manner at all times.

**F2:** Any adult who is using alcohol, tobacco or illegal drugs and/or appears intoxicated at a Bald Eagle Area Youth event, and/or who is flagrantly rude, attempts to intimidate, verbally abuse, heckles, taunts, ridicules, boos, throws objects and/or uses vulgarity or profane language/gestures with an official, coach, volunteer, staff member, participant or other event attendee, will receive a verbal warning and/or be asked to leave a Bald Eagle Area Youth event. The member organization may also provide a written warning to the individual regarding the misbehavior. The adult's children may also be removed from the event. Any adult who commits one of the above stated offenses a second time, will be banned from any and all Bald Eagle Area Youth events for a period of one year from the date of the second offense, and their children may also be removed from the program(s) for that time period.

**F3:** Any adult who physically assaults an official, coach, volunteer, staff member or participant or threatens grave bodily harm may be banned from any and all Bald Eagle Area Youth events for one year from the date of the offense, and their children may also be removed from any and all Bald Eagle Area Youth programs for that same period of time. After the ban has expired, if the individual commits another offense of the adult code of conduct, the individual will be permanently banned from any and all Bald Eagle Area Youth events and the individual's children may also be permanently removed from any and all Bald Eagle Area Youth programs.

## **COACHES CODE OF CONDUCT**

All coaches and football participants will abide by a Code of Conduct, which includes the following provisions. If any of these rules are broken, the League shall have the authority to impose a penalty. Coaches shall:

**F1:** Not smoke and/or use smokeless tobacco on the field.

**F2:** Not criticize players/participants in front of spectators, but reserve constructive criticism for later, in private, or in the presence of team/squad members if others might benefit.

- F3:** Accept decisions of the game officials and judges on the field and in competitions as being fair and called to the best ability of said officials.
- F4:** Not criticize an opposing team, its players, coaches, or fans by word of mouth or by gesture.
- F5:** Emphasize that good athletes strive to be good students that are both physically and mentally alert.
- F6:** Strive to make every football and spirit activity serve as a training ground for life, and a basis for good mental and physical health.
- F7:** Emphasize that winning is the result of good "teamwork."
- F8:** Not engage in excessive sideline coaching and shall not leave the bench area to shout instructions from the sidelines.
- F9:** Together with team officials, be jointly responsible for the conduct and control of team fans and spectators. Any fan who becomes a nuisance and out of control will be asked to leave.
- F10:** Not use abusive or profane language at any time.
- F11:** Not "pile it on" or encourage their team to get a commanding lead and raise the score as high as it can. In these instances, every effort shall be made to let all players play.
- F12:** Not receive any payment, in cash or kind, for services as a coach in Bald Eagle Area Youth Football & Cheer. This includes any coach, expert, consultant or choreographer, regardless of his/her roster status.
- F13:** Not permit or encourage "sweating down" tactics in order for a player to make the team weight.
- F14:** Not recommend or distribute any medication, controlled or over the counter, except as specifically prescribed by participant's physician.
- F15:** Not permit an ineligible player or spirit participant to participate in a game.

**F16:** Not deliberately incite unsportsmanlike conduct.

**F17:** Abstain from the possession and drinking of alcoholic beverages and the possession or use of any illegal substance on both the game and practice fields.

**F18:** Remove from a game or practice any participant when even slightly in doubt about his/her health, whether or not as a result of injury, until competent medical advice is available.

**F19:** Control their fans. Remember, as a team coach you're responsible for your team, and fan reaction will usually be in step with your reaction.

**F20:** Uphold all rules and regulations of Bald Eagle Area Youth Football and Cheer League.

## PART I - THE BALD EAGLE AREA YOUTH STRUCTURE

### **DEFINITIONS**

#### **F1-LEAGUE:**

The term "League" has two definitions, each separate and distinct as applicable:

- A. It is a legal term to define a type of League/Conference, **or**
- B. It is a grouping of teams of the same ages and weights (playing division) into a "league" for scheduling purposes.

A League consists of a minimum of three (3) teams playing in the same Age/Weight division.

#### **F2-ASSOCIATION:**

Associations are organizations that sponsor and administer one or more teams. They raise monies, buy equipment, recruit coaches, secure fields, etc.

Associations are characterized by specific geographical coverage. In cities, they often adopt commonly understood neighborhood names. In the suburbs, they usually take the town name. In rural areas, an

association name may embrace an entire county (or a substantial part of it). An association's recruiting area is approved by its League and is normally consistent with its geographical name.

### **F3-TEAM:**

A team is the universal, basic unit of organization. At minimum, a team consists of a group of participants organized under the direction of a coaching staff in a given Age/Weight division. Each football team may have a maximum of one spirit squads.

### **F4-DIVISION:**

Division has several meanings, the most common of which refers to one of the three (3) Age/Weight classifications: Flag (FG), Junior (JP), Senior (S) The basic ages and weights for each division of play are listed in Rule 1 F:4.

### **F5-ELIGIBILITY:**

A player is eligible if they meet the criteria under the Age/Weight Divisions, has been physically cleared to play and

has parental/guardian permission to play. Flag players are ineligible if they compete in another flag football program

(unless as part of school curriculum).

## **INTRODUCTION TO THE RULES**

**F1:** The rules contained herein ARE REQUIRED to be enforced by each league, conference and federation in Bald Eagle Area Youth Football and Cheer League.

**F2:** FOR ALL PURPOSES, THE BALD EAGLE AREA YOUTH PLAYING SEASON SHALL BE DEFINED AS AUGUST 1 THROUGH DECEMBER 31, OR THE LAST GAME/COMPETITION, WHICH EVER COMES FIRST. All Leagues, administrative personnel, coaches, players and spirit participants are subject to disciplinary action for violations of Bald Eagle Area Youth rules and regulations at any time during a stated playing season.

**F3:** NO RULES WILL BE ADDED AFTER MAY 1<sup>st</sup> UNLESS IT IS A SAFETY ISSUE.

## PART II - BALD EAGLE AREA YOUTH REGULATIONS

### ARTICLE 1: POWERS/AUTHORITY OF LEAGUE

**F1:** The League has, among its powers, the obligation and authority to enforce National rules. In addition, it has the right to make Bald Eagle Area Youth rules more stringent than those appearing in this book, with the exception of the scholastic fitness requirement. Examples would be: increasing Mandatory Play, from the minimum of 10 or 12 plays (depending on division) to any higher number; or establishing a 2-year instead of a basic 3-year spread.

**F2:** A League may not make rules less strict - that is, it cannot increase maximum weight, decrease or eliminate minimum weight, abolish Mandatory Play, etc.

**F3:** Leagues participating in regional play-offs will follow all BEAFCL Rules as printed in this book.

### ARTICLE 2: BOUNDARIES

**F1:** A League is responsible for the establishment of its own boundaries. However, it shall not infringe upon the territorial rights or boundaries of another chartered League.

**F2:** Associations must establish boundaries. Boundaries will be set by a defined, readily recognizable format, i.e. town limits, school districts, streets, etc.

### ARTICLE 3: DUAL MEMBERSHIP

An Association holding a Bald Eagle Area Youth charter may enter any one of its teams into membership in any other youth football program (i.e. American Youth Football).

### ARTICLE 4: WAIVERS OF RULES/CHARTER COMMITTEE

The Charter Committee for Bald Eagle Area Youth shall consist of the Executive Board. They are responsible for reviewing, granting, suspending or revoking the privileges and conditions of the local league's charter.

**F1:** Waivers shall only be granted upon a written application executed and verified by the President of the League, attesting that the Waiver sought is based upon good cause and can be shown to be in the best interest of Bald Eagle Area Youth players and spirit participants assuring their safety.

**F2:** All Waivers expire annually on December 31 every year.

Only waivers which, serve in the best interest of Bald Eagle Area Youth Football will be given consideration.

#### ARTICLE 5: COACHES REQUIREMENTS

A team's or squad's coaching staff is in complete charge of the team or squad whenever it is together on the practice or playing field, traveling as a group to and from practice sessions and games, or together for any team function, such as a banquet. The coaching staff is under the direction of the Head Coach; other coaches are called Assistant Coaches. The following applies to all coaches:

**F1:** A Head Coach must be at least 21 years of age. A rostered adult representative (21 years or older) must be present for practices, games and functions.

**F2:** An Assistant Coach must be at least 18 years of age and a high school graduate. A football team may have a maximum of four (4) assistant coaches, plus a maximum of one (1) Coach-Trainee, (1) Equipment Manager, (1) Trainer, (1) Team Parent and (1) Administrator.

**F3:** Teams are permitted to carry a Coach-Trainee, who must be a minimum of 16 years of age.

**F4:** The Head Coach will determine the assignments of the Assistant Coaches.

**F5:** In the absence of a specialized, trained person affiliated with the team/squad in the medical area (physician, paramedic, specially trained volunteer), one of the coaches must be the holder of a current Red

Cross Certificate in Community CPR and First Aid, or the P.R.E.P.A.R.E. Course by the National Center for Sport Safety ([www.sportssafety.org](http://www.sportssafety.org)) or their equivalent.

**F6:** Coaches are to be selected by methods approved by League rules and/or by-laws.

**F7:** Once approved for coaching, a coach is automatically terminated at the close of each season. To coach the following year, the same League approval is required. Any violation of the rules committed by a coach during the season, even though the hearing is not held until after the close of the season, is still under the jurisdiction of the sponsoring association and/or League.

**F8:** Coaches do not make team or League policy. Rather, they carry it out. However, on the playing and practice fields, the coaching staff is in complete charge and shall not be interfered with except in cases of rules violations and any other conduct deemed by higher authority to be contrary to the welfare of youth.

**F9:** The Head Football Coach has final responsibility for his/her actions, those of his/her assistant coaches, players, staff and parents.

**F10:** Each League shall establish its own rules regarding the placing of coaches with sons, daughters or siblings within its own boundaries.

## ARTICLE 6: REGISTRATION

A candidate cannot begin practice with a team until he/she has "signed up." To register, the candidate must sign a standard, locally-supplied form approved by the League. The sign-up fee, if any, may be collected at this time. All coach trainees and teen demonstrators under the age of 18 must be registered/certified in the same manner as all other minors participating in Bald Eagle Area Youth Football and Cheer League. All candidates must furnish the following:

### **F1-PARENTAL CONSENT:**

A written statement from either a parent or legal guardian, stating that the child has his or her permission to participate. The League or team may supply a standard form for this.

### **F2-MEDICAL EXAMINATION:**

A signed statement from any Licensed State Examiner; (i.e. Medical Doctor, Registered Physician Assistant, Registered Nurse Practitioner, etc.) that the candidate is physically fit and there are no observable conditions, which would contra-indicate their participation in football or cheer. Note: If regular school medical examination was performed after January 1 of the current year, and the results are releasable to parents, a copy of such a report may be used in lieu of a new examination.

**SPECIAL NOTE:** A person with a loss of limb may participate provided that the individual has a signed statement of approval from an examining physician and that the use of the limb is no more dangerous to players than the corresponding human limb, and does not place an opponent at a disadvantage.

### **F3-PROOF OF AGE:**

A certified copy of the birth certificate on file bearing the seal of the issuing office of the state of birth is the best guarantee of reliability of claimed date of birth and is form of proof most recommended. Passports are also reliable. Military ID cards are acceptable. Certified wallet-size certificates issued by a state or commonwealth are acceptable. Any other alleged "proof of birth date," including photo copies of "originals," are to be accepted only upon the willingness of the team administration to have its schedule forfeited should fraudulent application later be determined.

## **ARTICLE 7: FORMATION OF TEAMS AND SQUADS**

Tryouts of any kind within Bald Eagle Area Youth are prohibited. Tryouts are defined as any means used to ascertain the level whereby a participant is placed on a team, including assessments, evaluations, or any other method used to place a participant in Bald Eagle Area Youth. Not more than 30 players shall be assigned to a football team at the start of pre-conditioning on August 1 or the later starting date of the association, whichever comes first.

## **ARTICLE 8: MANDATORY CUTS**

Any participant must be cut who:

**F1:** is found to have signed up as a result of parental pressure or tells team management he/she does not really want to participate.

**F2:** refuses or cannot furnish the 3 required items-Parental Consent, Medical Examination, and Proof of Age.

**F3:** attempts to intimidate fellow participants in practice by word and/or physical deed. No refunding of fees shall be required.

**F4:** is an extreme discipline problem (and then, only with the concurrence of the League.)

## ARTICLE 9: VOLUNTARY CUTS

A participant shall be considered a voluntary or "self-cut" participant when he/she simply no longer shows up at practices or games of his/ her own free will.

While voluntary cuts are not charged to any team for the purpose of these regulations, a coaching staff may attempt to disguise its cutting pattern by arranging practices in such a way as to discourage participants of lesser ability into quitting on their own. While these practices are not common, they have been known to occur and are considered intentional avoidance of the rules and regulations and are, therefore, punishable as a result of a hearing.

If a team or spirit squad loses 20% or more of its assigned participants prior to certification, it is mandatory that the association investigate the causes for the participants voluntarily leaving the team or spirit squad, and take whatever appropriate action may be needed. The results of this investigation shall be reported to the League and the League shall have final authority as to whether appropriate actions were taken.

## ARTICLE 10: CERTIFICATION

**F1:** Certification is that process whereby the team or association will file with the League of which it is a member, a complete roster of players for the regular season schedule.

**F2:** A certified copy of each roster will be forwarded by the League to BEAFCL by the announced deadline. This is a certified roster in that the League has accepted the information at a pre-season session with its teams, based upon information submitted, and the teams are restricted to these participants for the balance of the season.

**F3:** This will be accomplished on the official Bald Eagle Area Youth roster form, or on any form developed by a League, providing that the form is approved by Bald Eagle Area Youth.

**F4:** Certification must be completed prior to the opening game of the regular League schedule. The procedures for accomplishing certification are discussed hereafter. To be certified onto a team, a participant shall qualify under the following:

- A. Eligibility according to residence shall be decided by the League when the candidate resides in an area other than that authorized for the association by the League.
- B. Each association shall attempt to assign a first-time participant to the lowest age and weight division for which he/she is qualified.
- C. Once certified for a particular age/weight division, a participant shall not be permitted to recertify to a lower division of play without the written approval of the BEAFCL Board.
- D. Ages shall be verified by birth certificate as specified in Article 6, F3.
- E. Associations will require a new picture of a football player at least every two (2) calendar years.

#### ARTICLE 11: RETENTION OF ELIGIBILITY

Once certified, a participant must meet the following requirements to retain eligibility:

**F1:** Transfer policy in case of change of residence will be decided by the Association.

**F2:** Retain parental consent.

**F3:** Maintain sound physical condition.

#### ARTICLE 12: DROPS AND ADDS

**F1:** A team may add participants to its certified roster as long as said roster was certified below the maximum number permitted, or to replace those originally certified and no longer on the team for any valid reason.

#### ARTICLE 13: NO ALL-STARS

All Star teams are prohibited in Bald Eagle Area Youth. Bald Eagle Area Youth rosters are valid from August 1 to December 31 of the current year. Any coach or participant found to compete in an BEAFCL Inter-League game(s) with All Star participants from different rosters of regular season teams will forfeit future eligibility for all Bald Eagle Area Youth programs. Participation in events outside of Bald Eagle Area Youth Football Inter-League play shall be exempt from this rule.

#### ARTICLE 14: AWARDS

**F1:** In compliance with the "team" concept and in view of the ages of Bald Eagle Area Youth participants, no participant will be singled out as "best lineman," "best offensive back," "most valuable player," etc., for the presentation of a special award. Such adulation should be given to an athlete after his/her Bald Eagle Area Youth days, if he/she justly deserves it by performance at the High School level. Individual awards may be presented, but must be given to all team members.

**F2-SPECIAL NOTE FOR PLAYERS:** Awards for individual performances displayed on the helmets are prohibited (i.e., no stars, hatchets, footballs, etc.). The only decal allowed is the team logo and/or an official Bald Eagle Area Youth logo.

#### ARTICLE 15: PRACTICE

**F1-DEFINITION:** To prevent possible bending of the rules and as a protection for children, practices are defined as a gathering of players, without minimum number, in the presence of at least one (1) coach, where one or more of the following activities take place:

- A. chalk talk/skull session
- B. viewing of fundamentals film
- C. group conditioning
- D. individual skills sessions (QB, receiving, blocking, tackling, kicking, etc.)
- E. group skills sessions
- F. dummies and other inanimate contact
- G. play run through without pads (shorts & T-shirt)
- H. play run through with equipment, but without contact
- I. Intra-squad scrimmages with full pads and equipment

As can be seen, a so-called "party" at a coach's home, where films are shown, or where football teams are talked about, can be deemed a practice session, as can a "party" at a parent's home where one or more coaches are present. Use of a football field is not required to satisfy the definition of a "practice session." Each League is directed to establish a policy with respect to home videos and/or films of games or competitions and the viewing thereof. Bald Eagle Area Youth strongly recommends League/Associations discourage "parties/practice sessions" at coaches homes. All the activities/practice sessions must include a minimum of 2 coaches in attendance the entire session.

**F2:** Pre-season practice shall not begin until August 1 (or later). The actual date will be determined in accordance with climate and other factors determined by the League in establishing a common starting date for all teams within its jurisdiction.

**F3:** All practices must be attended by one person holding a Red Cross Community CPR and First Aid Certificate, or its equivalent, if not by an EMT or volunteer physician (such as a parent of one of the participants).

**F4-BEFORE LABOR DAY:** No team may schedule more than 10 hours of practice per week before Labor Day. A week is defined as seven (7) consecutive calendar days. Not more than 2-1/2 hours of practice may be scheduled on any one day.

**F5-AFTER LABOR DAY:** Practices after Labor Day weekend are limited to 6 hours per week. A week is defined as seven (7) consecutive calendar days. Practices after Labor Day weekend are not to exceed 2 hours per day.

**F6-BREAKS:** Break time is not counted against the ten (10) or six (6) hours per week or 2-1/2 or 2 hours of allowed practice time.

**F7-CONTROLLED INTER-SQUAD SCRIMMAGE:** After the first week of practice (10 hours) for conditioning, and after the second week of practice (10 hours) in pads in which contact has occurred, teams may engage in joint practice sessions with other team(s) in what are called controlled inter-squad scrimmages. So as to avoid any misinterpretation, 20 hours of practice is required before inter-squad scrimmages may occur.

**F8:** Any player added after a team has formed and/or after the season has started, must be subject to the same 20 hours of conditioning as mentioned in F7 of this article.

**F9:** The following exercises and drills are banned from all practices and pre-game warm-ups; leg lifts and bull in the ring. Leg lifts with knees bent are acceptable.

## ARTICLE 16: CAMPS

**F1:** No Bald Eagle Area Youth organization or personnel associated within, shall require or mandate that a Bald Eagle Area Youth football team, in part or in whole, with or without coach(s) attend a football camp. There shall be no exceptions. However, a Bald Eagle Area Youth football team, in part or in whole MAY attend a camp if they so choose to, providing the following conditions are met:

- A. Coach or other team affiliated personnel does not make it MANDATORY.
- B. Camp provides as part of its services an accident insurance plan for camp participants.

**F2:** Any camps, shall not be endorsed or sponsored by Bald Eagle Area Youth, or by any League, Association, or Team, which does not provide as part of its services, an accident insurance plan for the camp participants.

## ARTICLE 17: IMPORTANT POINT-MEDICAL

The home team or hosting organization has the responsibility to provide medical coverage at each game or competition. In the absence of a physician and or ambulance on the site, the minimum safety requirement will be the presence of one individual associated with the home team/host organization who is currently EMT qualified or is currently certified in Red Cross Community First Aid and Safety, the P.R. E. P.A.R.E. Course by the National Center for Sport Safety ([www.sportssafety.org](http://www.sportssafety.org)), or their equivalent.

Work together with your local EMTs to establish an emergency plan that fits your specific area and needs. Your emergency plan should include, but not be limited to, the following:

- A. introduce or identify trainer/health care provider to visiting coach;
- B. home team/host organization review emergency plan with visiting team;
- C. designated duties for coaching staff and or athletes;
- D. "how to call EMS" next to phone;
- E. specific directions to your facility for emergency medical service (EMS);
- F. emergency numbers;
- G. injury report forms;
- H. treatment authorization card;

I. list of administrators that the coach is required to contact.

Practice your emergency plan early in the season, and repeat often throughout the season. A similar plan should be in place for teams traveling to away games.

All teams are recommended to have a staff member carry the entire team's medical release forms and emergency numbers for all players and spirit participants in case in an emergency their parent(s) or guardian must be reached. Having the family physician's number opposite the participant's name is also recommended.

#### ARTICLE 18: CHARGING ADMISSION

No mandatory admission shall be charged to participating players, spirit squads, or coaching staff members of a team playing any Bald Eagle Area Youth game, whether it be a regular season game, post-season game, post-season bowl game, League playoff game, or Regional or National playoff game. Donations may be solicited at the gate.

#### ARTICLE 19: PROTESTS

**F1:** Only protests involving the eligibility of a player shall be considered.

**F2:** Protests are decided in accordance with the administrative procedures of the League.

**F3:** Teams, Associations and Leagues have the responsibility to communicate protests as soon as they are known to exist. Lack of prompt notification may result in denial of the protest.

#### ARTICLE 20: MANDATORY BACKGROUND CHECKS

**F1:** As a condition of service to a Bald Eagle Area Youth league, all Coaches, Board of Directors' members and any other persons or volunteer workers who have repetitive access to or contact with players and/or spirit participants, must complete and submit an official "Bald Eagle Area Youth Volunteer Application" to the BEAFCL Board. Annual background checks must be completed prior to the applicant assuming his/her duties for the current season, and should be submitted to the Association President prior to the start of the current season. Refusal to submit a fully completed "Bald Eagle Area Youth Volunteer Application" annually must result in the immediate dismissal of the individual or denial of participation for the applicant.

**F2:** Each Association shall require and be responsible for enforcing all league and association personnel to annually submit to the Association President a fully completed official "Bald Eagle Area Youth Volunteer Application," prior to the applicant assuming his/her duties for the current season. The Volunteer Application must include signed permission from the applicant allowing the Association to perform the necessary background check. The official "Bald Eagle Area Youth Volunteer Application" shall only be modified in order to comply with local, state, provincial or national laws. Each League shall also require and be responsible for enforcing that an Officer of each member Association complete and submit an official Bald Eagle Area Youth "Association Confirmation of Compliance with Background Checks" affidavit. Each League is required to file an official Bald Eagle Area Youth "League Confirmation of Compliance with Background Checks" affidavit annually with the BEAFCL Board. All volunteer applications, Association affidavits must be maintained by the League for a minimum of one year.

**F3:** No Association shall permit any person to participate in any manner, whose background check reveals a conviction for, or guilty plea to, any crime involving or against a minor. In addition, other charges and convictions may be an indication of an unfit volunteer, and therefore an Association may prohibit any individual from participating as a volunteer if the Association deems the individual unfit to work with minors, as long as the Association applies the same criteria uniformly for all individuals seeking to volunteer.

**F4:** Each Association must require that all Volunteers undergo a background check screening which at minimum includes a check of the records for the state in which the volunteer resides. Beginning in 2005, if an Association utilizes only a state sex offender registry check, that Association must also perform a national database or a Federal background check search, such as those offered by rapsheets.com, the National Center for Safety Initiatives, or the FBI, unless prohibited by law. If a local organization becomes aware of information, by any means whatsoever, that an individual, including, but not limited to, volunteers, players and hired workers, has been convicted of or pled guilty to any crime involving or against a minor, the league must immediately contact the applicable government agency to the accuracy of the information. Upon confirmation of a conviction for, or guilty plea to, a crime against or involving a minor, the league must prohibit the individual from participating in any manner.

Due to the fact that Bald Eagle Area Youth has no direct operational control over the selection of volunteers, each League shall be required to indemnify and hold harmless Bald Eagle Area Youth against all legal actions based upon allegations arising from a failure to enforce all or part of this regulation. Failure to comply with all or part of this regulation may result in the suspension or revocation of the league charter, the removal of league and/or association volunteers, ineligibility for participation in regional and national play, and as well as significant legal liability.

## PART III-ENFORCEMENT POLICY

### POLICE POWERS/HEARINGS & APPEALS

All Bald Eagle Area Youth organizations-Leagues, Associations, and Teams, will be called upon from time to time to do the following:

- A. Resolve disputes between member organizations and individuals.
- B. Take action to enforce National and local rules and regulations.
- C. Discipline both adult and juvenile members.

NOTE: BALD EAGLE AREA YOUTH DOES NOT HANDLE APPEALS. Each League is advised to set up its own tribunal to handle matters in a timely fashion at the local level. WARNING: Failure to do so could result in being taken to court.

### **MINIMUM MANDATED PENALTIES**

Minimum mandated penalties for specific offenses are required to assure that punishment for the most serious infractions will occur on a uniform basis.

#### **F1-ADULT OFFENSES:**

- A. RUN-UP SCORE: A finding of "guilty" shall result in Probation at a minimum; Suspension if the conduct is found to have been intentional; and Dismissal in the case of a repetitive pattern (malice).
- B. ENDANGERMENT OF JUVENILES: Suspension for one (1) year, to permanent suspension upon repeated offense.
- C. TEACHING PROHIBITED OFFENSIVE & DEFENSIVE TECHNIQUES: Suspension for one (1) year, to permanent suspension upon repeated offense.
- D. FIGHTING: Suspension for one (1) year, to permanent suspension upon repeated offense.
- E. CHEATING: Suspension for one (1) year; permanent suspension upon second offense.
- F. THREATS: Suspension for one (1) year; permanent suspension upon second offense.
- G. GAMBLING ON GAME OUTCOME: Suspension for one (1) year.
- H. LACK OF COOPERATION/ OBSTRUCTION: Suspension until compliance is achieved.
- I. VIOLATION OF MANDATORY PLAY RULE: First violation: Suspension (may be reduced to probation); Second violation: Dismissal if original suspension still in effect, probation revoked and original suspension reinstated.
- J. FALSIFICATION OF OFFICIAL DOCUMENTATION: Suspension for one year, to permanent suspension for repeat offense. This would include, but not be limited to, parental consent, medical examination and proof of age.

Upon suspension of any penalty provided herein, an accused shall be placed on probation, among the general conditions of which shall be: (1) that the accused be and remain of good behavior and that he strictly enforce all rules and regulations of Bald Eagle Area Youth; and (2) if in violation of the Mandatory Play Rule, that the accused prepare and submit to his Association his written plan to supervise implementation of the Mandatory Play Rule (MPR).

In addition, a player denied his required number of plays will start the next game and receive double the number of mandatory plays in that game. The failure of a convicted coach to comply with this provision will be deemed a second violation.

## **F2-JUVENILE OFFENSES:**

Fighting, intimidation, or disrespect for authority shall be cause for ejection from a game/competition. Any player or participant ejected from any game/competition for cause shall be ineligible for participation in their next game/competition. A second ejection during the same season shall be cause for removal from the team for the balance of that season.

## **F3-TEAM AND ASSOCIATION OFFENSES**

A. FAILURE TO KEEP FAITH WITH JUVENILES & PARENTS is defined as any deliberate practice of a team or association, which placed the health, welfare and safety of juveniles in jeopardy, or exploits or treats them in such a manner that the juvenile becomes a "tool" of the team.

To file this charge, the violation must result from team or association policy, and not be an aberration of one individual. This implies that the practice is carried out by order of, or with the knowledge of, the officership, and no steps are taken to end it.

MINIMUM PENALTY: Probation of the organization coupled with permanent suspension of its president and all others who participated in the practice. Upon a second offense, suspension of the organization until all officers are removed.

B. FIGHTING/RIOTING/INCITEMENT TO RIOT: Game related: forfeiture of the game for first offense; forfeiture of the season for second offense within the same season. Scrimmage-related: at the discretion of League.

## PLAYING RULES

Except as specifically modified for Bald Eagle Area Youth Football, all games are to be played under the state rules for varsity football of the applicable governing body-either the individual state member of the National Federation of State High School Athletic Associations or the National Collegiate Athletic Association. It is recommended that each coach have their own copy of the current year's high school rules. Write to the National Federation at PO Box 690, Indianapolis, IN, 46206, web address: [www.nfhs.org](http://www.nfhs.org) or to the NCAA at PO Box 6222, Indianapolis, IN, 46206-6222, web address: [www.ncaa.org](http://www.ncaa.org).

### RULE 1: AGES AND WEIGHTS

#### **F1-JULY31 CUTOFF-LEAGUE AGE:**

The player's age on July 31 of the current year shall be the player's age for the coming season.

#### **F2-SPECIAL NOTE FOR JUNIORS:**

Although the game is serious to the kids, from the adult viewpoint, Junior is strictly a training division, completely free of any pressure to win, with a total emphasis on learning. One (1) coach is permitted on the field except during kick-offs and punts.

There shall be no rushing of punts, field goals or point after touchdown (while attempting a kick) in Junior play.

#### **F3-TACKLE AGE/WEIGHT SCHEMATIC**

<b>Division Name</b>	<b>Ages</b>	<b>Certification Weight Maximum (lbs)</b>	<b>End of Season Max Maximum (lbs)</b>
JUNIOR	10 and under	130 lbs. 100 lbs. To carry the ball	139 lbs.
SENIOR	12 and under	145 lbs.	154 lbs.
(older/lighter)	13*	125 lbs.	134 lbs.

125 lbs to carry the ball

\*The asterisk (\*) provision allows a so-called "older but lighter", player to also qualify. The last year of eligibility falls under more stringent weight restrictions, per above. Older/Lighters in the Senior Division shall be distributed evenly amongst the teams.

All players in the Junior and Senior division exceeding the ball carry weight shall have an X placed on their helmet. All players in the Junior division must weigh below the weekly weight limit in order to play.

A LEAGUE SHALL NOT ADD THE "IN-SEASON" GROWTH ALLOWANCE AS A MEANS OF UPPING MAXIMUM WEIGHTS.

#### **RULE 2: INITIAL WEIGH-IN; FIRST PRACTICE**

Until the first practice session, no convenient means will exist for the team to conduct a weigh-in. Its purpose is to serve as one final check of qualification and to screen out for special attention each player whose weight will bear watching by the team staff, the players, and parents throughout the practice period, because it is slightly above the maximum weight for that particular division. Those failing the initial weigh-in will not continue as eligible candidates for the team. The initial weigh-in is not the certified weigh-in and may be conducted on less than a medical quality scale.

#### **RULE 3: IN-SEASON DETERMINATION OF WEIGHT**

Each team will have its players checked PRIOR TO EACH GAME during the season to assure that the weight standards are being maintained.

#### **F1-IDEAL METHOD:**

The ideal method of in-season weight checks can only be used when all playing facilities used throughout the program include dressing facilities. If so, pre-game weigh-ins, in shorts, will be conducted before every game and will be scheduled so that they are completed not later than fifteen minutes before kickoff. A medical scale will be used. If not available, a lesser scale may be used if its accuracy can be checked against a weight of known value. The weigh-in will be conducted by an Association-assigned Weigh Master.

#### **F2-ACCEPTABLE METHOD:**

The following alternate method of in-season weight check (with uniform and equipment allowance) shall be used where dressing facilities are not available:

A. A weight allowance shall be established for the wearing of the uniform and protective equipment which will then be subtracted from the player's total scale weight. In cases of marginal overweight the team shall be entitled to one (1) strip weight, in shorts, of the player concerned. Strip weight checks will be conducted in dignity, away from unnecessary personnel.

To facilitate the weigh-in process, the scale should be one that can be set up along "pass" or "fail" limits, i.e., be capable of being preset to balance at the maximum and minimum allowable weights for the particular division of play. In this way, a line of players can step onto the scale and have their weights quickly judged as falling at or below the maximum. For judging a player's weight, all weights shall be rounded to the nearest full pound, i.e., a player weighing less than 1/2 pound above a full pound will be rounded down, while a player at or above 1/2 pound will be rounded up.

B. The following weight allowances for the wearing of equipment and uniform shall be used. All weights are without helmet. Cold climate areas: add 1 pound to all weights given when wearing full sleeve cotton jersey with undergarment.

..... Junior ..... 7 lbs.

..... Senior ..... 8 lbs.

.....

**F3-CHALLENGE METHOD:**

Weight check by challenge or other than above prescribed methods is not acceptable.

**F4-INTEGRITY OF WEIGH-IN:**

Once a weigh-in has been conducted, no equipment shall be exchanged unless the equipment is found to be unsafe or damaged.

**RULE 4: IN-SEASONWEIGHT INCREASE**

The allowable increase in maximum weight for any division of play shall be calculated as follows, beginning with the first regular season game:

1st week                      0 lbs.

2nd week	1
3rd week	2
4th week	3
5th week	4
6th week	5
7th week	6
8th week	7
9th week	8
10th week	9**

\*\*No more than nine (9) pounds may be added to the maximum weight after the tenth week.

#### RULE 5: FAILURE TO PASS IN-SEASON WEIGH-IN

**F1-WEIGH-IN BEFORE EACH GAME:** A player failing a weigh-in will be disqualified from participation in that game only. He may sit with the team on the bench after he has removed his helmet and shoulder pads.

**F2:** Determination of Weigh Master as to the weight eligibility of a player is final.

**F3:** At the Junior and Senior level and those players having been exceeded the ball carrier weight requirement must be designated with an "X" on their helmet and may not carry the ball during the week of play.

#### RULE 6: CERTIFICATION OF PLAYERS

To be certified onto a team roster, a player shall qualify under the following:

- A. A player shall meet the age requirements as specified on the applicable age/weight schematic.
- B. At certification, a player who fails to make the weight for the team he has been practicing with, but falls into the weight bracket of another division, may be moved to the other division as part of certification.

C. A League shall not add the "in-season" growth allowance to the certification weights as a means of upping the maximum weights.

## RULE 7: ROSTER SIZE

### **F1-MAXIMUM ROSTER SIZE:**

For the flag division not more than 23 players shall be certified onto a team roster. For the tackle division, not more than 30 players shall be certified onto a team roster. A team with less than 13 certifiable players will forfeit the game, but the game will still be played.

### **F2-MINIMUM ROSTER SIZE:**

For the flag division, a minimum of 10 players must be dressed and eligible to play at each game. For the tackle division, a minimum of 13 players must be dressed and eligible to play at each game. Also, if you start a game with 13 players, you must maintain 13 eligible players during the game and finish the game with 13 players.

## RULE 8: MANDATORY PLAYRULE

The BEAFCL mandates that every player rostered on a flag or tackle team must play a minimum of 10 plays per game for flag and 12 plays per game for tackle. Each league may set a higher number of Mandatory Plays, but never less than the minimum set by BEAFCL. All MPRs should be based on eligible players at the time of the game.

- A. The plays must be from the line of scrimmage.
- B. Kickoffs, extra points and free kicks shall not be used in fulfilling the MPR requirement.
- C. A play shall not count toward fulfillment of the MPR if the play results in a penalty which causes the down to be replayed.
- D. All players shall be provided their mandatory plays by participation in "active" plays, without the intent to minimize the action or integrity of the plays. Plays such as, but not limited to, having the center snap the ball to the quarterback, and then the quarterback fall to the ground, while substitutes are playing the other positions, shall NOT be considered as active plays.
- E. All players shall receive their mandatory plays by the end of the third quarter, or they shall enter the game at the start of the fourth quarter, and remain in the game until they have received their required number of plays.

Each Association shall establish its own system for enforcing the MPR, and must print a simple handout describing its MPR in sufficient quantity so that a copy is made available to each coach throughout the entire League, before the beginning of the season.

**RULE 9: THE FIELD AND MARKINGS**

**F1:** The home team is responsible for the preparation of the playing field and all required accessories for a game. All fields will be equipped and marked in accordance with high school standards. Lime and other caustics shall not be used.

**F2:** The bench area is reserved for players, coaches, and authorized team personnel only. The sidelines areas are reserved for the game physician and chain crew, with the balance of the sidelines kept clear except for the presence of medical and law enforcement personnel, and authorized members of the press.

**RULE 10: GAME BALL**

**F1:** The ball shall be of a good grade of leather, rubber or composite material with specifications in the area of:

<b>Divisions of Play:</b>	Flag	Junior	Senior
<b>MANUFACTURER</b>	(Ball Size/Model Number)		

<b>NIKE:</b>	2000K	2000K	1000J or 2000J
<b>BADEN LEATHER:</b>			BF100L
<b>(RUBBER):</b>			BF100-03
<b>RAWLINGS:</b>			RF5J
<b>WILSON:</b>	K-2	K-2	TDJ

Equivalent footballs may be used, but the specifications must fall within the range of those specified above for each division of play.

**F2:** The use of stick-um on the football or the application and use of such on any player's hands is not allowed.

#### RULE 11: PLAYER DESIGNATIONS

**F1:** Each player shall wear a number between 1 and 99 inclusive. Numbers "0" and "00" are illegal and shall not be worn.

**F2:** During a game in which a PA system is used, the number of any player committing a foul shall not be publicly announced.

#### RULE 12: REQUIRED EQUIPMENT

The following items shall be worn by players in all divisions beginning with physical contact in practice sessions:

A. **Helmet:** Only helmets bearing the NOCSAE Seal of Certification may be worn. All helmets must bear the current NOCSAE approved "Warning Label" in a visible position on the outside of the helmet. This "Warning Label" is the same label that is furnished by all helmet manufacturers and quality reconditioners. (Note: Regulations regarding chin straps and face guards are to be followed per the National Federation or NCAA regulations, whichever is applicable.)

B. **Shoulder Pads**

C. **Pants: One Piece or Shell**

- D. Hip Pads
- E. Tail Pads
- F. Thigh Guards
- G. Knee Pads
- H. Jerseys
- I. Mouthguard (Keeper Strap required)
- J. Athletic Supporter or Compression Shorts (male players only)
- K. Shoes: In all divisions of play: sneakers, molded rubber cleats (soccer style), or detachable rubber or plastic (football style) cleats are permitted. No metal cleats are permitted. Cleats may not exceed 1/2" in length.
- L. Eyeglasses: When worn, shall be of athletically-approved construction with non-shattering glass (safety glass) or contact lenses.
- M. Any additional equipment worn by players shall be approved by the League.
- N. Jewelry of any type shall be prohibited, except religious or medical medallions, which must be covered by the player's uniform.
- O. The wearing of headgear containing knots, including beads and/or decorative hair ornaments is prohibited.

### RULE 13: BLOCKING AND TACKLING RESTRICTIONS

Both the National Federation and NCAA rulebooks contain extremely strong language on blocking and tackling. It is the responsibility of every Bald Eagle Area Youth coach to be fully informed of, and abide by, all such rules of the governing body (National Federation or NCAA) under whose jurisdiction his state falls, and to review same every year. In addition to other specific prohibitions in the National Federation and NCAA rulebooks, no butt blocking, chop blocking, face tackling or spearing techniques shall be permitted. If such techniques or any others forbidden by the National Federation or NCAA rulebooks are taught by Bald Eagle Area Youth coaches, said coaches shall be dismissed from the program, upon being found guilty following a hearing.

### RULE 14: LENGTH OF PERIODS

Maximum length of periods by division of play are:

Flag ..... Two 25 Minute Halves  
Junior & Senior ..... Four 10 minute Quarters

**RULE 15: INTERMISSION LENGTH**

**Flag**

Between First Half & Second Half ..... 10 minutes

**Junior & Senior**

Between 1st & 2nd; 3rd & 4th quarters ..... 2 minutes

Between 2nd & 3rd quarters ..... 15 minutes

**RULE 16: TIME CLOCK**

The referee shall decide where the clock will be kept if the field is not equipped with a scoreboard timing device. In any event, the referee has final authority to have the clock kept on the field if, in his judgment, the home management's clock operator is not qualified.

**RULE 17: TIME-OUTS**

A team shall be permitted no more time-outs than are permitted by the rules of the current National Federation of State High School Associations or the current NCAA rule book, depending on which body governs a state or section thereof.

**RULE 18: PLAYERS**

**F1:** A free substitution rule is always in effect.

**F2:** It is STRICTLY PROHIBITED for a player or group of players to participate in any practice session or game with players from another division of play.

**F3:** Injured player: Once removed by reason of injury, a player shall not re-enter the game without the approval of a currently certified EMT, paramedic, a person certified in First Aid and Safety, or available licensed physician.

#### RULE 19: REGARDING INELIGIBLE PLAYERS

**Forfeiture of all games in which the ineligible player was a member of the team shall be the penalty applied to the team involved. There shall be no exceptions.**

**F1:** There are six (6) unequivocal definitions of an ineligible player, from which there are no appeals:

- A. Overweight. Except in the case of the Senior division.
- B. Overage or underage.
- C. Residing outside of legal boundaries without mutual agreement of appropriate Leagues and/or associations.
- D. Falsification of data concerning any of the above.

#### RULE 20: SCORING VALUES

Touchdown .....	6 points
Point after TD by run or pass .....	1 point
Point after TD by kick .....	2 points
Safety (awarded to opponent) .....	2 points

Field goal ..... 3 points

Forfeit (offended team wins by)..... 1-0

## RULE 21: SCORES

### **F1-LOPSIDED/INTENTIONALLY RUN UP SCORES:**

Any time a team goes up by 24 points or more, the following will occur:

- A. If a team is up by 24 points, impact players must be removed or moved to another position. Once a 30 point differential is obtained a running clock begins for the remainder of the game. Impact players are defined on offense as the backfield and on defense as the two inside linebackers and the two defensive ends. Every effort should be made to remove from the game those players defined as impact players. However, should removal not be possible, those players shall be limited to playing on the offensive line only until the point differential is less than 24 points.
- B. Once 24-point difference is obtained between the two opponents, 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 and a 5-yard penalty. This is at the discretion of the game referee.
- C. There will be no Blitzing by either team once the clock becomes a running clock and the lopsided rule is in effect.
- D. There will be no on sidekicks at kickoff.
- E. The winning defense team cannot advance a fumble or pass interception. The ball is blown dead immediately. The winning offense may start play action from this point.
- F. The winning team shall make every effort to replace starting players with reserves. Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.
- G. Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule.
- H. The teams are still required to complete the mandatory play rule.
- I. An investigation will be conducted if a game ends with a score differential of 24 points or more and is requested by the losing team's head coach.

### **F2-FULL INVESTIGATION:**

When the statements of the coaches are in disagreement, the League shall require the Head Coach and all Assistant Coaches of each team to submit written answers to the following questions:

- A. What in your opinion caused the lopsided score?

- B. Is there any ill will or animosity among the coaching staff of Team A toward the coaching staff of Team B?
- C. To your knowledge, have there been any threats between and among the children prior to the game?
- D. Has your team ever been involved in a lopsided score before?
- E. What actions were taken by the coaching staff of Team A to prevent the score differential from reaching 24 points after it reached 18 points?
- F. In retrospect, is there anything you feel could have been done to prevent the score differential from reaching 24 points? If so, what?

Based upon the answers to the foregoing questions, the League shall determine whether or not to conduct a Hearing. The answers to these questions may not be used in any way at the hearing, unless presented at the hearing by one of the witnesses.

#### RULE 22: SIDELINE PERSONNEL

In addition to the coaching staff, a team may have additional support personnel positioned within a team box during the game. The total number of team support personnel, including coaches, in a team box shall not exceed 10.

#### RULE 23: RADIOS AND COMMUNICATION

##### DEVICES

No radios or other communicative devices shall be allowed during game situations to relay information to the coaching staff on the sidelines.

#### RULE 24: SCOUTING

Scouting football teams is permitted in the form of video tape, film and written reports. Scouting is only permitted during a game situation. Scouting any type of practice is strictly prohibited.

#### RULE 25: NO TAXI SQUADS

No team is permitted to run a "taxi" or "reserve" squad.

## RULE 26: PRACTICE

### **F1-PRE-SEASON:**

In all Associations, the first week of practice shall be devoted entirely and exclusively to conditioning, not wearing pads; however, helmets shall be permitted. Associations may add more time beyond this required first week for the conditioning period.

### **F2-WARM WEATHER PRECAUTIONS:**

Teams must guard against serious heat problems, which in extreme high school and college cases have occasionally resulted in death. The training regimen of any team practicing under high heat and/or humidity conditions must:

- A. Limit or eliminate laps entirely. Do not assign laps for disciplinary reasons.
- B. Schedule practices for early evening, after sun is low in sky.
- C. Give players all the water they want to drink, when they want it. Do not substitute soft drinks for water.
- D. Each coach must keep an eye on all players and his fellow coaches for the slightest sign of heat exhaustion or fatigue.
- E. A 15-minute break is mandatory in the middle of each practice, not to be counted against practice time.

### **F3-MANDATORY BREAKS:**

A mandatory 10-minute break after each hour of practice shall be required. Break time is not counted against the hours per week or per day allowed practice time.

### **F4-FULL PROTECTIVE EQUIPMENT REQUIRED:**

At all practices, pre-season or in-season, where person-to-person or person-to-dummy contact takes place, each player must be dressed in the full complement of protective equipment described in Rule 12, "Required Equipment."

### **F5-CONTROLLED INTER-SQUAD SCRIMMAGE:**

After the first week of practice in pads (contact) has occurred (which cannot be any earlier than the second full week of practice - the first week being conditioning), teams are permitted to engage in joint practice sessions with other teams in what are called controlled inter-squad scrimmages.

In a controlled inter-squad scrimmage, there is prior agreement between coaching staffs that:

- A. Coaches will be permitted on the field.
- B. Long time-outs are taken between plays so that coaching staffs can instruct and critique their players.
- C. Coaching staffs may inform each other of the plays they are going to run so one team can concentrate on its offensive sets while the other improves its defense and vice-versa.
- D. Officials can be present during scrimmages.
- E. Game score is not kept; scoring is not the primary goal.
- F. No official time is kept other than to assure the practice maximum is not violated. A mandatory 10-minute break is taken at the end of one hour, said break not to be counted against the allowed practice time.
- G. No player or team is permitted at any time to engage in a controlled scrimmage or any form of contact drills involving a player, players, or team from a different Age/Weight division of play.

## RULE 27: SCHEDULES

### F1-SCHEDULED GAMES:

- A. The chart in sub-section B summarizes the number and types of games teams may play during a season by each Age/Weight division.
- B. An Association may schedule a maximum number of total season games as shown in Column D. The maximum number of each type of game permitted by division of play is shown in columns A, B, and C. An Association may schedule fewer regular season games than the maximums shown in column B, but not less than six (6).

Regular	Total	Post Season/	Num.
Pre-Season	Season	Bowl Games	of
Exhibition	Schedule	(Max.)	Games
(Max.)	(Max.)*		(Max.)
(A)	(B)	(C)	(D)

Division:

Junior	1	11	4	16
Senior	1	11	4	16

\* Regular Season Schedule includes any League playoffs. In any division, a team may play any combination of games in columns A, B and C (up to the maximum in each column), but shall not exceed the total number of games in Column D. Pre-season exhibitions (Column A), league playoff games (part of Column B), and post-season bowl games (Column C) are not required to be played.

Bowl games are defined as post-season games between different associations. Teams may play post-season games within their league as long as the maximum number of games is not exceeded.

## **F2-SCHEDULING PROHIBITIONS:**

- A. Under no circumstances will a team be allowed to play a game, scrimmage, or practice against a team of another division.
- B. No one may schedule a game against a team whose ages and weights are not FULLY in compliance with those printed in this rulebook, unless both teams have identical approved Variances.

## **F3-COMMON REQUIREMENTS - ALL SCHEDULING:**

The following requirements apply to all scheduling beginning with practice and ending with post-season bowl games:

- A. Prior account will be taken of all local and state laws pertaining to the scheduling of athletic contests.
- B. A period of at least four (4) full days (96 consecutive hours) will elapse between the end of any game for a given team and the beginning of the next game for pre-season exhibitions, regularly scheduled league games, post-season and bowl games. A League shall be permitted to waive the four (4) full days (96 consecutive hours) to 2 1/2 days (60 consecutive hours) ONLY to permit the conclusion of the regularly scheduled season.

## RULE 28: TIE BALL GAMES

**F1:** In the Junior division, all tie games shall stand as ties. In the other divisions, the League shall have the option of breaking ties in all regular season and post-season games.

**F2:** Ties shall be broken in League playoff/championship games using the established high school tie-breaker for the state in question, or a special League plan in case the high school tie-breaker is of a type that does not quickly resolve the tie, and games are scheduled back-to-back on the same facility. Leagues and states shall determine if ties in championship games will be broken in accordance with the playoff game tie-breaker above, or if such ties will result in co-champions.

**F3:** Ties during regular season games are allowed to stand as ties. However, if as the result of any regular season tie, a situation develops whereby two teams are tied for first place and one team has to be selected to represent its league in the League playoff series, a special tie-breaking game (1 extra game) will be played during mid-week, between the last regularly scheduled game and the first playoff round. The provisions of Rule 27, D3: "Common Requirements to All Scheduling," will apply.

**F4:** In all games, the "ten yard overtime procedure" tie-breaker as outlined in local National Federation High School Rules will be used without exception.

**F5: Sudden Death tie-breakers are prohibited.**

## RULE 29: CONTACT WITH OFFICIALS

If a player or adult should strike (hit) a game official, the offender shall be subject to suspension or to being banned from Bald Eagle Area Youth activities.

## PART VI-BALD EAGLE AREA YOUTH FLAG FOOTBALL

### RULES AND REGULATIONS

#### INTRODUCTION

In addition to the general regulations found in Parts I - III, the following Bald Eagle Area Youth Flag rules govern all participants playing Bald Eagle Area Youth Flag Football (NYFF).

#### ARTICLE 1: ORGANIZATION

The LEAGUE is the basic unit of organization, which consists of a minimum of three (3) teams in the same age division.

## ARTICLE 2: REGISTRATION

Each league must conform to the insurance provisions.

## ARTICLE 3: DIVISIONS OF PLAY

**F1:** League age cut-off date is July 31 of the current year and shall be the participants league age for the coming season.

**F2:** There are no height or weight restrictions on players. Ages are 5, 6 and 7.

**F3:** Ages shall be verified.

**F4:** If a player starts a season in one division, he must finish in that division.

**F5:** A player shall furnish a written consent to play from either parent or legal guardian.

**F6:** A signed statement from an examining physician that the candidate is physically fit and there are no observable conditions, which would contra-indicate him playing football or her cheering. Note: If regular school medical examination results are releasable to parents, a copy of such report, if not older than January 1st of the current year, may be used in lieu of a new examination.

## ARTICLE 4: FLAG FOOTBALL RULES

### RULE 1: PLAYERS

**F1:** A game is played between two teams consisting of eight (8) players each.

**F2:** Only players appearing on the official team roster form are to be counted as players. The Roster is completed before the first game of the season and verified by the league in a process called "certification."

**F3:** The offensive team must have five (5) players on the line and three (3) in the backfield. The defensive team may choose any formation except in kicking situations.

**F4:** Mandatory Play Rule: All players will play a minimum of 10 plays. Failure to abide by this rule will result in forfeiture of that game.

## RULE 2: PLAYING FIELDS

**F1:** The field shall be rectangular with lines and zones and shall conform to either of the two designs mentioned below.

A. 100-yard field: This field measures one hundred and twenty yards in length, divided into 5 zones of twenty yards each between two end zones of ten yards each. It is  $53 \frac{1}{3}$  yards wide.

B. 80-yard field: This field measures one hundred yards in length, divided into 4 zones of twenty yards each between two end zones of ten yards each. It is 40 yards wide.

C. Goal Posts are unnecessary as points after TD (conversion) are made only by passing or running and there are no field goals kicked.

D. A conversion line will be marked 3 yards from the goal line and at an equal distance from each sideline.

E. A kickoff area will be marked (usually by an "X") as follows:

1. 100-yard field: from the 40 yard line.

2. 80-yard field: from the 30 yard line (middle of second zone and equal distance from the sidelines).

**F2:** The following field equipment will be used:

A. A Down Marker will be used to indicate the number of the down.

B. A Zone Marker will be used to indicate the distance to go for a first down (placed at the forward zone line).

C. Corner Flags with flexible staffs will be placed at the four sections of the end zones and the sidelines. Soft pylons may be used if flags are unavailable.

### **RULE 3: EQUIPMENT**

#### **F1-GAMEBALL**

Each NYF league will determine which ball will be used during its games.

#### **F2-FLAGS**

- A. Each player must wear a belt with the number of flags designated as "standard" by the league, which will be 3 flags.
- B. The flags will be attached to a belt and extend or hang from each side of the player's body. The third will hang from the rear of the player's body.
- C. Flags will be 14-20 inches long and a minimum of 2 inches wide.
- D. The belt must be tight to prevent being turned around during a de-flagging.
- E. The home team will wear light flags and the visitors will wear dark flags.
- F. The securing of flags to the body, waist or belt, other than provided by S-2-B, is illegal.
- G. Jerseys cannot be worn over flags.
- H. If a player's flag is inadvertently lost, he is ineligible to handle the ball.
- I. Flags are to be of contrasting colors, different from game uniform. Definitions of uniform shall be game pants and/or jersey.

**NOTE:** The flags will be attached to a belt made for that purpose. Such a belt has equal resistance at the point of attachment of flags, thereby ensuring an equal effort necessary to de-flag a player.

#### **F3-GAME UNIFORMS**

- A. All team members must wear the same color jersey.
- B. All jerseys will be numbered, front and back.
- C. Any type of pants may be worn provided said pants have no front or side pockets.
- D. Jerseys will be tucked in at all times.
- E. Sneakers are the preferred shoe; however, non-detachable, rubber-cleated shoes are allowed. No other footwear is acceptable.

#### **F4-EYE GLASSES**

Eye glasses, when worn, shall be of athletically-approved construction with non-shattering glass (safety glass).

#### **F5-MOUTHGUARDS**

Mouthguards are required. No keeper strap is necessary.

#### **RULE 4: PROHIBITED EQUIPMENT**

**F1:** Spiked or street shoes.

**F2:** Padding of any kind, including hard surface padding such as shoulder pads, hip pads, and helmets.

**F3:** Hard metal or any other hard substance on a player's clothing or person.

**F4:** Anything that conceals the flags.

**F5:** Slick or sticky substances such as grease or glue.

**F6:** Any equipment, in the opinion of the referee, that will endanger or confuse players.

#### **RULE 5: REFEREES**

**F1:** There will be at least two (2) referees.

**F2:** The league may assign more than two referees for a game.

**F3:** Each game official will carry a handkerchief and drop it whenever an infraction occurs.

## RULE 6: THE RULES OF THE GAME

### **F1-PLAYERS**

The free substitution rule is always in effect and a player may enter the game any time the ball is dead.

### **F2-TEAM CAPTAINS**

A. Each team will have at least one captain on the field at all times during the game.

### **F3-TEAM COACHES:**

One coach for each team will be permitted on the field.

### **F4-TIME**

There will be:

- A. Two 25-minute halves.
- C. Ten (10) minutes between halves.

### **F5-KICKOFFS**

Each half will start with a kickoff.

- A. The 100-yard field kickoff will be from the 40-yard line.
- B. The 80-yard field kickoff will be from the 30-yard line. (Although this yard line is not diagrammed, the kickoff line will be marked with an appropriate symbol, usually an "X".)
- C. There shall be no on-side kickoffs permitted, and the kicking team shall not be permitted to recover the kickoff under any condition.
- D. When a kickoff goes out of bounds the receiving team shall have the option of:
  - 1. Taking the ball at the point where it went out of bounds;

OR

- 2. Accept a five (5) yard penalty and re-kick the ball.

## **F6-PUNTING**

- A. The offensive team may punt at any time.
- B. A Punt is always a free kick.
- C. Punting intentions are announced to the referee by the captain, or acting captain.
- D. Rushing the punter is prohibited. No offensive or defensive player may move across the line of scrimmage until the kick has been made.
- F. Free Catch-There shall be a free catch of a punt. The receiver shall signify his intentions for a free catch by waving his hand clearly over his head.

## **F7-DOWNS** (First down and zone to go)

- A. Each team will have four consecutive downs to advance the ball into the next zone or to score a touchdown.
- B. Once a team enters into the next zone, it is a first down and a new series of downs begins.
- C. A team failing to move the ball into the next zone will lose possession. The opposing team takes over at the point where the ball is declared dead and begins its series of first down and zone to go.
- D. The forward part of the ball touching any line will be the determining factor in measuring for a first down.
- E. A down will be repeated if provided for by the rules.
- F. When the offensive team is within the last zone and has a first down, it will be first down and goal to go.
- G. At the conclusion of each down, the referee will place the ball in the center of the field (equal distance from sidelines-not on a hash mark).

## **F8-DE-FLAGGING**

- A. There shall be no tackling of the ball carrier, passer, or kicker.
- B. The player carrying or having possession of the ball is down when the flag is removed from his waist (de-flagging). The defensive player shall hold the flag above his head and stand still.
- C. The defensive player cannot hold or push the ball carrier to remove his flag. An accidental touch of the body or shoulder while reaching for the flag shall not be considered a violation, however, touching of the head or face shall be considered a violation.
- D. A defensive player may not run over, push, or pull a blocker away from him. He may push him sideways if he gets past him, but he cannot push the blocker down.
- E. A defensive player must go for the passer's flag. He cannot touch the passer's arm.

## **F9-BLOCKING**

- A. A blocker must be on his feet at all times while blocking. All linemen, except the center, must not assume the three-point stance or otherwise spring from a coiled or crouching start. Instead, they must simply stand at the line of scrimmage and await the snap. The center, though crouching, if he is to block, must first stand straight up.
- B. Cross body and roll blocking are not permitted.
- C. A blocker cannot use his hands.
- D. Blocking shall be done with the arms and body in the form of shoulder and brush blocking only.
- E. A defensive player cannot block or push a ball carrier out-of-bounds.
- F. Butting, elbowing or knee blocking is not permitted.
- G. There will be no two-on-one blocking for the ball carrier beyond the line of scrimmage.
- H. Blocking a player from behind is not permitted (clipping).
- I. There will be no interlocking blocking.
- J. A defensive player will be restricted in the use of his hands to the blocker's body and shoulders.

## **F10-BALLCARRIER**

- A. The ball carrier cannot use his hands or arms to protect his flags. The defensive player must have the opportunity to remove the ball carrier's flags.
- B. The ball carrier cannot lower his head to drive or run into a defensive player.
- C. Stiff-arming by the ball carrier is illegal.
- D. He may run in any direction until the ball is declared dead.

## **F11-CENTER**

- A. The center must snap the ball between his legs.
- B. He must have both feet on the scrimmage line with no part of his body beyond the forward point of the ball.
- C. He may adjust the long part of the ball at right angles to the scrimmage line for one time only.

## **F12-PASSING**

- A. All backfield men are eligible passers.
- B. Passing will be attempted from behind the line of scrimmage only.

- C. A lateral pass is a pass thrown parallel to the line of scrimmage or back toward the passer's own goal line. A lateral pass is not considered a forward pass.
- D. A forward pass is a pass thrown from behind the line of scrimmage toward the defensive team's goal line.

### **F13-RECEIVING**

- A. All players are eligible to receive forward passes.
- B. A receiver may catch a ball even if he steps out-of-bounds or out of the end zone as long as he comes down with one foot in bounds.
- C. Two or more receivers may touch a ball in succession resulting in a completed pass.
- D. If an offensive and defensive player catch a pass simultaneously, the ball is declared dead at the spot of the catch and the passing team is awarded possession.
- E. An offensive player cannot be out-of-bounds and return in-bounds to catch a pass. This will be ruled an incomplete pass.

### **F14-DEAD BALL**

All balls touching the ground are immediately dead (except kickoffs and punts). For example, the ball is declared dead at the following times:

- A. When the ball carrier touches the ground with his body, other than hands or feet.
- B. When a ball carrier's flag has been pulled
- C. If a pass receiver or ball carrier has a missing flag (ball is dead at that spot).
- D. Following a touchdown, safety or touchback.
- E. When the ball goes out-of-bounds for any reason.
- F. If the center snap hits the ground before reaching a backfield man.
- G. When the ball hits the ground as a result of a fumble or muffed ball. **THERE ARE NO FUMBLE RECOVERIES IN NYF!**
- H. If a lateral pass touches the ground (ball is declared dead at that point). If a lateral pass goes out-of-bounds, the ball is ruled dead at the point it crosses the boundary line.
- I. If a forward pass strikes the ground or is caught at the same time by an opposing player(s).
- J. When a player on the kicking team touches a punt before a player on the receiving team.
- K. A free catch (cannot be advanced).

**RULE 7: SCORING VALUES**

No score shall be kept for Flag Games.

**RULE 8: INJURED PLAYERS**

Once removed from a game because of injury, a player must sit out at least one down, and may not re-enter the game without the approval of attending medical personnel.

**RULE 9: PRACTICES**

**F1:** Practice cannot begin until August 1.

**F2:** Practices are limited to three days per week, not to exceed 1-1/2 hours each practice, while school is in session, and when school is not in session, practices are limited to four days per week, not to exceed 2 hours duration.

**RULE 10: SCHEDULES**

**F1:** Maximum number of games per season shall be as follows for each division of play:

Pre-Season	Regular Season	Tournament	
	0	8	Yes*

\*Whatever number needed in the tournament program is allowed.

**RULE 11: PENALTIES**

Since two football field sizes can be used, penalties are adjusted accordingly. The 100-yard field will be assessed the standard fifteen (15) and five (5) yard penalties. The 80-yard field will be assessed ten (10) and five (5) yard penalties. With this in mind, references to penalties will be given as (15-10) and (5-5) in the following listings.

### **F1-KICKOFFS:**

If either team is offside on the kickoff, the penalty will be (5-5) and the ball will be kicked over again.

### **F2-LINE OF SCRIMMAGE-Centering**

- A. Offside, defensive or offensive (5-5)
- B. Illegal snap (5-5)
- C. Failure to observe 30-second rule (5-5)
- D. Illegal motion-more than one backfield man in motion (5-5)
- E. Illegal formation, offense (5-5)

### **F3-PUNTING**

- A. Failure to announce to the referee- (5-5) and punt is repeated, or the receiving team may take the ball at the spot where the ball is declared dead.
- B. If the kicking or receiving team enters the neutral zone before the punt- (5-5) from the spot where the ball is declared dead after the kick.
- C. Less than five players on the line of scrimmage for the offensive or defensive team- (5-5) from where the ball is declared dead after the kick.
- D. De-flagging a receiver after a fair catch signal- (15-10) from the spot of the foul.

### **F4-PASSING**

- A. If an illegal forward pass is thrown and intercepted, the play will continue until the ball is declared dead. The intercepting team has the option of possession from that spot or accepting the penalty (5-5).
- B. Passer crosses the line of scrimmage- (5-5) and loss of down.
- C. Intentional grounding- (5-5) and loss of down.
- D. Offensive pass interference- (15-10) from line of scrimmage and loss of down.

- E. Defensive pass interference-first down from spot of infraction for the offensive team.

#### **F5-DELAY OF GAME**

- A. Continuing to play after the ball is dead- (5-5) from spot where the ball is dead.
- B. Recovering a fumble or falling on the ball (5-5).
- C. Advancing a fair catch (5-5).
- D. Unnecessary delay of game for any reason (5-5).

#### **F6-FLAGWEARING AND DE-FLAGGING**

- A. Tackling (15-10).
- B. Wearing the flags illegally (5-5).
- C. Ball carrier using his hands to prevent a defensive player from de-flagging- (15-10).
- D. Holding, pushing, or hitting the ball carrier while de-flagging- (15-10).
- E. Wearing one flag (5-5).

#### **F7-ILLEGAL HAND-OFF**

- A. If the ball is handed forward beyond the scrimmage line- (5-5) and loss of down.
- B. Handing or snapping a ball to a lineman (5-5).

#### **F8-ILLEGAL SUBSTITUTIONS**

- A. More than eight (8) men of the field (5-5).
- B. Substitution(s) while the ball is in play or before it is declared dead (5-5).
- C. Disqualified player entering game (15-10).

#### **F9-BLOCKING**

- A. Leaving feet to block (15-10).

- B. Cross body blocking or roll blocking (15-10).
- C. Illegal use of hands by blocker (15-10).
- D. Holding a defensive player (15- 10).
- E. Defensive player blocking or pushing the ball carrier out of bounds (15-10).
- F. Butting, elbowing or knee blocking (15-10).
- G. Defensive player using hands illegally (5-5).
- H. More than two blockers for the ball carrier (on one defensive player) beyond the line of scrimmage (5-5).
- I. Clipping (15-10).
- J. Interlock Blocking- (15-10) from spot of foul.

### **F10-BALL CARRIER**

- A. Stiff arming- (15-10) from spot of foul.
- B. Lowering head to drive or run into defensive player (15-10).
- C. Use of head (15-10).
- D. Use of hands or arms to protect flags (15-10).

### **F11-UNNECESSARY ROUGHNESS**

- A. Offensive and Defensive (15-10).
- B. Disqualification of guilty player or players if repeated.

### **F12-UNSPORTSMANLIKE CONDUCT**

- A. Fighting (15-10)- offenders ejected from game.
- B. Defensive player pulling offensive player's flag to make him ineligible foreplay (15-10).
- C. Insulting and abusive language (15-10).
- D. Interference with progress of the game by coaches or any other team personnel (15-10).
- E. Illegal play (15-10).
- F. Team leaving field before game is completed (15-10). Failure to return- Forfeit. Win for team remaining on the field.
- G. Failure of home team to control players or fans (15-10).
- H. Forfeit if not controlled.

## RULE 12: PROTESTS

**F1:** Only protests involving rules' interpretations or the eligibility of a player shall be considered - never the judgment of an official in calling a play.

**F2:** Protests are decided at the local level in accordance with the administrative procedures of the league.