



# 2020 Katy Youth Football®

## The Rules of the Game

### Official Playing Rules, Administrative Guidelines, and Code of Conduct

This document contains the official playing rules for Katy Youth Football® that are in effect for the 2020 Fall season. Katy Youth Football® follows the current version of the National Collegiate Athletic Association (NCAA) Football Rules as adopted and amended by the University Interscholastic League (UIL) for High School Football in the State of Texas, with the additions, exceptions and clarifications as enumerated herein. Flag rules specifically defined.

This document also describes the administrative guidelines for how KYF® expects teams to be governed. These rules are in place to insure a level playing field for all teams that participate in the league, and to support a competitive, developmental environment for all. KYF® reserves the right to update these rules at any time and for any cause when determined by KYF® to be in the best interest of the league.

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# Official Playing Rules – Tackle Football

## I. PRACTICE

1. The Board mandates that no practice be held until a player or cheerleader has had a physical examination. Each head coach is responsible for ensuring players submit KYF® PREPARTICIPATION PHYSICAL EVALUATION FORM signed by an appropriate medical provider, as outlined on the form, before being allowed to participate in any practice.
2. Practices for players and cheerleaders will begin upon announcement by the Board as per the League calendar. Organized team practices cannot be held from the first date of registration until after the pre-season coach's meeting, and not until on or after the date specified by the league calendar. Coaches that engage in organized practices during this time will not coach that year. Any type of practice or conditioning consisting of Three (3) or more players from any KYF® Team with one or more coaches, or with a paid coach, is a violation of this rule. No conditioning or practice of any kind is permitted until authorized in the rules and announced by the board. The Head Coach will be penalized for violations of this rule, up to and including removal of Head Coach.  
**For 2020: KYF® COVID-19 Reopening Guidelines must be followed for all practices.**
3. Each player and cheerleader will be limited to the gathering guidelines outlined in the KYF® COVID-19 Reopening Guidelines. Any exception must be approved by the Board in advance. Three (3) or more players with one or more coaches, or a paid coach, present constitutes a gathering.
4. No contact practice session shall **EVER** exceed a two (2) hour time limit and practice may not be held on the same day as a scheduled game. **Only one single practice period per day is allowed.**
5. Levels of Contact: KYF® defines "Full Contact" as "Thud" work or "Live" work to the ground. See KYF® Health & Safety Packet. KYF® will allow no more than 90 minutes of Full Contact (Thud / Live) practice per week, **once contact is permitted per the 2020 COVID-19 Reopening Guidelines.** KYF® recommends no more than 60 minutes of Full Contact (Thud / Live) practice per week. **Under no circumstance should any team exceed 90 minutes of Full Contact (Thud / Live) practice in any week.** KYF® recommends no more than 30 minutes of Full Contact (Thud / Live) time during any single practice.
6. Players and cheerleaders will not be called upon to be present more than one (1) hour prior to game time, **head coaches should ensure COVID-19 Reopening Guidelines are followed by all coaches, parents, volunteers and team participants.**

7. Sunday practice or play is forbidden without the explicit, advance permission of the board; and approved in writing by the KYF® VP-Football Operations or President

## II. GAMES

- All games will be played by NCAA rules as adopted by the University Interscholastic League (UIL), except as noted herein.
  - All tackle divisions will play 10-minute quarters with a minimum of 10 minutes for half time. Flag division game times noted in division specific flag rules
- All games will be played according to the schedule prepared by the Board. The Board draws up team schedules in advance of the season beginning, according to the number of teams in each division.
- Due to COVID-19 disruption considerations, the board will prepare the final games schedules at a date after the coaches meeting, and then communicate the schedule to the league.
- Any tackle team failing to field the required number of players (10) within ten minutes of scheduled game time will forfeit said game and in that instance the game will be recorded as a game of record. Any team or coach that plans or orchestrates a pre-meditated forfeiture of any game will suffer the following consequences: 1. forfeiture of all season and post-season team wins, 2. disciplinary action against the head coach, up to and including removal of head coach.
- The head football coach is responsible for ensuring each player will play 6 downs per half for a total of 12 downs during each game.

ALL exceptions to the minimum play rule must be determined by the head coaches and monitors PRIOR to the start of the game, and must be shared with the referee and opposing coach and shall be initialed by all parties on the monitor sheet. Acceptable exceptions include: illness, ejection, disciplinary action due to missing practice during the preceding week. Disciplinary action can include not starting individuals; withholding play for several downs; series of downs, or entire quarters of play; or conditions warranting, suspending the individual from play for the entire game.

Consequences are as follows: 1st Offense – 15 yard penalty, 2nd Offense – 1 game suspension of the Head Coach and removal from KISD property or other KYF® premises, 3rd Offense – Removal of Head Coach. The consequence for this infraction in a playoff or championship game is forfeiture.

- If a team is losing by greater than or equal to 18 points, the losing head coach will determine whether or not there will be a running clock for the 4th quarter. Once the coach informs the referee of his election and the quarter starts, he cannot change his decision.

When the point spread is equal to or more than 24 points, the league **STRONGLY** recommends liberal substitution of players by the leading team to promote fair play. Note: If the point spread drops below 24 points, this restriction will be removed unless the point spread later increases to 24 or more.

If a team has greater than, or equal to, a 24 point lead they cannot recover a kick-off that they kick. If they do recover the kick-off, then the receiving team gets the ball at the point of recovery. This does not include a fumble once the receiving team takes possession of the kick-off.

- All scheduled and rescheduled games must be played. The Board will reschedule rainouts if feasible.
- Absolutely no drones may be flown over or around any KYF® Games or scrimmages, or on any KYF® Premises during KYF® Activities unless approved by the league.
- All teams are required to play each game until conclusion unless authorized by the President, VP-Football or Division Director after consultation with the referees.

Referees, coaches, and the Board may call a game upon mutual agreement due to weather or other circumstances. If games already in progress are called due to weather, those games may be rescheduled by the Board and played to their conclusion later in the season, but usually only if the game has impact on team standings for playoff participation at the season's end. If this situation exists, the game will be restarted at the point from which it was halted previously, with scores and field position reestablished according to the monitor sheets and referee cards for each team, as marked by the referees.

- Teams will not play two (2) League games within one week unless agreed upon by the coaches involved and authorized by the KYF® President.
- All games, scrimmages or practice games with a team inside or outside the program must be submitted in writing to and approved by the KYF® VP-Football prior to the contest. **Due to COVID-19 – No Scrimmages or practice games will be allowed during the 2020 season. Teams are only permitted to practice with their own team, No Exceptions.**

- At least one official will be used in all league games. The Board will provide TASO Certified Game Officials for all games.
- Only Mitey Mite/1<sup>st</sup>, Pee Wee/2<sup>nd</sup> and Rookie/3<sup>rd</sup> football coaches are allowed on the field of play, per the list below. When on the field, coaches cannot diagnose plays or call adjustments. When on the field, coaches must be silent after the offense breaks the huddle and until the play is over. Referees will warn the coach of the first offense. Referees will impose a team unsportsmanlike conduct penalty on the second and all subsequent offenses.
  - Mitey Mites/1<sup>st</sup>: 2 coaches from each team
  - Pee Wee/2<sup>nd</sup>: 1 coach from each team
  - Rookie/3<sup>rd</sup>: 1 coach from each team for the first three regular season games only. Rookie coaches must coach from the sideline beginning the fourth week of the season.
  - In Junior Varsity/4<sup>th</sup>, Varsity/5<sup>th</sup>, and Senior Varsity/6<sup>th</sup> coaches are not permitted to be on the field except during timeouts
  - During timeouts – Coaches are **NOT** permitted on the field past the hash marks, unless specifically called out by a game official. In divisions where coaches are permitted on the field during game play, only those coaches may remain on the field during a timeout. Any additional coach(s) who enters the field may not go past the hash marks unless specifically called out by a game official. Any coach in violation of this rule is subject to an unsportsmanlike foul at the judgement of the referee.
  - Injury Timeouts: When a game official declares an injury timeout coaches are **NOT** permitted to enter the field, or touch an injured player, unless specifically called out by the referee. Any coach who violates this rule will be subject to an unsportsmanlike foul. Any coaches who habitually violate this rule will be subject to additional disciplinary action, up to and including removal from coaching for the remainder of the season.
- Coaches are allowed to have water on the field for players, as long as it does not slow down or interfere with normal play. Water from the sidelines cannot be brought out between plays unless a time-out has been called or the referees have stopped play specifically for that reason. **Due to COVID-19, all participants must have their own labeled water container per the KYF® COVID-19 Reopening Guidelines.**
- For football players: game jersey, game pants, and flags (when needed) will be furnished by the League. For the cheerleaders: shells/skirts, socks and pompoms will be furnished by the league. With the exception of socks, all players must wear the furnished uniform for each game. Failure to wear the League furnished uniform will result in player disqualification for that game. No outside alterations are to be made on any League provided uniform item, unless specifically approved by the KYF® VP-Uniforms and the

KYF® President. Face coverings must be worn in accordance with the KYF® COVID-19 Reopening Guidelines.

- In the interest of safety, no ladders will be allowed on KISD property, or any other KYF® premises, during games.
- All games will be played on fields of the following lengths:

DIVISION	FIELD LENGTH
Mitey Mites	70 yards in length and 30 yards in width
Pee-Wee	70 yards in length and 30 yards in width
Rookie	80 yards – Full Width
Junior Varsity	100 yards – Full Width
Varsity	100 yards – Full Width
Senior Varsity	100 yards – Full Width

- All kickoffs shall occur at the following positions on the field of play:

DIVISION	KICKOFF POSITION
Mitey Mites	No Kickoff - Ball is put in play 20 yards from the offensives team's goal line at the beginning of each half and after each score, unless altered by penalty.
Pee-Wee	No Kickoff - Ball is put in play 20 yards from the offensives team's goal line at the beginning of each half and after each score, unless altered by penalty.
Rookie	10 yards from midfield
Junior Varsity	10 yards from midfield
Varsity	10 yards from midfield
Senior Varsity	10 yards from midfield

- Scoring (Per UIL Rule, unless clarified herin)
- Touchdown: 6 Points
- Safety: 2 Points
- Extra points are awarded as follows:

Run	1 point
Forward Pass (1 <sup>st</sup> – 5 <sup>th</sup> Grade)	2 points
Forward Pass (6 <sup>th</sup> Grade)	1 point
Kick (All Divisions)	2 points

***The defense can score on an PAT: 2 points will be awarded.***

- Defense
  - 6 defensive linemen (1<sup>st</sup> level) may be used at any time within the tackle divisions, except for Mitey Mites/PeeWee. Mitey Mites/PeeWee are allowed a **MAX** of 4



Defensive Linemen. More than 4 defensive linemen in Mitey Mites/**PeeWee**, or more than 6 defensive linemen in all other tackle divisions, is a foul. **The penalty for illegal formation is 5 yards from previous spot and replay of down**

- Any Defensive Lineman who lines up from outside shoulder on the OT to outside shoulder on the opposite OT must have at least one hand on the ground prior to, and at the time of the snap. Any Defensive Lineman who aligns wider than this may use a 2-, 3- or 4-point stance.
- No Defensive player may line up on the line of scrimmage (LOS) wider than three yards outside of the last down offensive lineman to their side.
- **For Pee Wee and Rookie Divisions only:** Defensive Ends lined up on outside shoulder of last offensive lineman, **no wider than three yards from last down offensive lineman to their side, must play run contain defense and rush straight up field to a point parallel to the ball carrier (square-in path)**. They are not allowed to take a direct route to the quarterback. Defensive Ends playing head-up or gap alignment on last offensive lineman may take a direct route to the quarterback.
- **For Junior Varsity Division thru Senior Varsity (4<sup>th</sup> grade and higher)** the restriction on defensive end play does not apply. Defensive Ends may be lined up no more than three yards outside the shoulder of the last down offensive lineman, and may take a direct route to quarterback.
- Head-up, gap- and shade- alignments are all legal alignments. See additional clarifications below for Mites Mites Division.
- Head-up over the center is not allowed in the Mitey Mites, Pee Wee, or Rookie divisions
- Linebackers must align at least three yards deep, prior to, and at the time of the snap. If they align any closer to the line of scrimmage than three yards, they will be considered 1<sup>st</sup> level Defensive Linemen and be subject to the above-mentioned rules regarding same. If this results in more than 4 defensive linemen in the Mitey Mites/**PeeWee** Division, or more than 6 defensive linemen in all other tackle divisions, it is a foul: **The Penalty for illegal formation is 5 yards from previous spot and replay of down.**
- Cornerbacks and other defensive backs must line up 3 yards off the line of scrimmage. If lined up closer than three yards it is a foul: **The penalty for illegal formation is 5 yards from previous spot and replay of down.**
- No blitzing is allowed. **The penalty for blitzing is 10 yards from previous spot and replay of down.**

- Offense

- Katy Youth Football® will observe the guidelines established by the NCAA and UIL regarding offensive holding. In summary, offensive holding is allowed as long as the offensive player: (A) keeps his hands within the “cylinder” of his body, and (B) does not reach out to grab, or extend his arms to grab, a defensive player. An offensive player may not wrap his arms around a defensive player while in the act

of blocking. Under no circumstance will an offensive player be permitted to grab or hold any part of a defensive player's helmet, facemask, chin strap or mouth piece.

- **For MM thru Junior Varsity:** the center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.
- Team A (Offense) may not use a split end, flanker or any back split out at the snap to block back toward the ball against the 1<sup>st</sup> level of Team B (Defense). 1<sup>st</sup> level is defined as the DE positioned on the LOS, or within 3 yards from the LOS, or any other defensive lineman positioned on the LOS or within 3 yards from the LOS. **The penalty is 10 yards from previous spot and replay down.** This rule does not apply to the 2<sup>nd</sup> level or beyond of Team B (i.e. LB, SS, Defensive Secondary who are positioned at least 3 yards off the LOS at time of snap).
- Blocking below the waist outside the tackle box is a foul. **The penalty is 10 yards from previous spot and replay down.**

- Scrimmage Kicks: Punting, Field Goal and PAT Kicks –Pee Wee, Rookie and Junior Varsity Divisions

- When a team declares a scrimmage kick (Punt, Field Goal or PAT Kick), no one on defense is allowed to line up over the center. The long-snapper cannot be hit until after the ball is kicked away.
- When a team declares a punt, the team must punt. Fake punts are **NOT** allowed.
- Rushing by the defense is not allowed on a punt (a free kick).
- Neither the offense nor the defense may cross the line of scrimmage until the ball is kicked
- If the snap from center to the punter is dropped or mishandled and touches the ground, the punter is able to pick up the ball and continue with his kick. The free kick rule is still in effect.
- Snaps must be made between the legs.
- For PeeWee and Rookie divisions: coaches may elect to “default punt” in lieu of running a 4th down play and will turn over the ball to the defense after a 20 yard punt “walk off” by the referee (or half the distance to the goal line if inside Team B 30 yard line ).
  - i. Field Goal & PAT Kick, **NOT** allowed in Miteys Mites, PeeWee and Rookie.
- Junior Varsity/4<sup>th</sup> Division must actually punt the football on a declared punt (a free kick). Rushing the punter is **NOT** allowed. All punting rules noted above, except “default punt”, apply.
  - i. Field Goal & PAT kick is allowed. Rushing is also allowed for Field Goal & PAT kicks. Only defensive down-linemen in a 3 or 4-point stance (no more than six) can rush a Field Goal or PAT Kick. A returned PAT kick, fumble or interception that crosses the Team A end line: 2 Points.



- Scrimmage Kicks: Punting, Field Goal and PAT Kicks – Varsity/5<sup>th</sup> and Senior Varsity/6<sup>th</sup>
  - When a team declares a scrimmage kick (Punt, Field Goal or PAT Kick), no one on defense is allowed to line up over the center. The long-snapper cannot be hit until after the ball is kicked away. If a scrimmage kick is not declared, the center may be covered.
  - Fake punts/Field Goals ARE allowed. If during a fake punt/field goal the punter returns under the center, the center can be covered.
  - Rushing on scrimmage kicks is allowed
  - Only defensive down-linemen in a 3 or 4-point stance (no more than six) can rush a field goal or punt. A returned PAT kick, fumble or interception that crosses the Team A end line: 2 Points.
- During the regular season, teams will play one (1) overtime period per NCAA rules starting from the 10-yard line. Games that remain tied after one (1) overtime will remain a tie.
- Ball size is according to division:
  - 1) Mitey Mites, PeeWee and Rookie: a full grain leather K2 will be the game ball
  - 2) Junior Varsity and Varsity: a full grain leather TDJ will be the game ball
  - 3) Senior Varsity: a full grain leather TDY will be the game ball

Teams found to be using an illegal ball (Incorrect size, composite ball, or any unapproved ball) will suffer the following consequence: 15-yard Unsportsmanlike foul on the Head Coach. This penalty is **MANDATORY** not discretionary. Head coach **MUST** ensure Team A (Offense) does not put an unapproved ball in play.

- Helmet visors must be clear; player's eyes must be visible
- All players must use mouthpieces on the field of play and during practice at all times. In the Junior Flag divisions, players are not permitted to wear lanyards or any other items around the neck during games or practices.
- Every player is expected to maintain a sportsmanlike manner at all times. Fighting will not be tolerated. Unsportsmanlike conduct by a player is subject to review and could result in a one or more game suspension. Any player ejected from a game by a referee will be automatically suspended for the next game. Players may appeal any suspension to the Division Director, VP Football Operations and President, within 48 hours of occurrence. (see Appeals and Protests section), within 48 hours of occurrence.
- Once an injured player receives assistance, or if the official has designated an injury timeout, the player must sit out for at least one play.

- Each player's football helmet must be NOCSAE approved.

### III. Rules Pertaining Specifically to the Mitey Mite/PeeWee Division (8-On-8)

#### 1. Teams

- There should be a minimum of 12 players to start the game so that there will be enough players for substitution, especially in extreme weather conditions. If the minimum cannot be met then forfeiture may be declared. Any exceptions must be approved by a KYF® Executive Board Member.
- Each team will consist of 8 players on the field
- A team will have 45 seconds to put the ball in play after the ready signal is given.

#### 2. Playing Fields

- The games will be played on a 70 – yard field, 30 yards wide, with 10 yard end zones at each end.
- A down marker will be used to indicate the number of the down.
- A chain team will operate on the home team's sideline. 2 volunteers from the home team and one from the visiting team will be utilized to work the chains.

#### 3. Referees

- There must be at least 1 referee on each field. Any exceptions to this rule must be approved by an executive board member

#### 4. The Rules of the Game

##### ➤ Players and Coaches

1. Players must play a minimum of 12 plays per game, 6 plays per half, as outlined in Item 20 under Duties of Coaches and Teams in the administrative rule book.
2. 2 coaches from each team are allowed on the field of play during the game. Coaches on the field are not allowed to talk, use hand signals or touch a player after a huddle break.

##### ➤ Equipment =

1. Game Ball – A full grain leather K2 Game Ball will be used.

Teams found to be using an illegal ball (Incorrect size, composite ball, or any unapproved ball) will suffer the following consequence: 15-yard Unsportsmanlike foul on the Head Coach. This penalty is **MANDATORY** not discretionary. Head coach **MUST** ensure Team A (Offense) does not put an unapproved ball in play.

##### ➤ Game Times

1. There will be four quarters lasting 10 minutes each, with a 10 minute half time break between 2<sup>nd</sup> and 3<sup>rd</sup> quarters.
  2. There will be a mandatory 1 minute water break at the 5 minute mark of each quarter.
  3. Each team will have 3 timeouts per half.
- Kick Offs: (**NONE**)
1. A coin flip will determine which team starts with the ball for the first possession of the first half. Team winning toss may elect the ball, or defer.
  2. The ball will be placed at the offensive team's (Team A) **20**-yard line with an exception in the case of penalties. In the event of a penalty exceeding 10 yards – Half the distance to the goal line will be marked off and the ball will be placed at the **10**-yard line.
  3. After any score and PAT, as well as the start of the second half, the ball will be placed at the offensive team's (Team A) **20**-yard line with an exception in the case of penalties. In the event of a penalty exceeding 10 yards – Half the distance to the goal line will be marked off and the ball will be placed at the **10**-yard line.
- Play Time
1. The offensive team has 45 seconds to put the ball in play or else a delay of game penalty will be assessed
- Offense
1. Eligibility: Five players will be eligible, consisting of two ends and three backs. Offensive Guards **CANNOT** be the end man on LOS. Both Offensive Guards **MUST** be covered.
  2. Offensive Line **MUST** be balanced with one Offensive guard and one end on each side of Center. Every play must have five (5) Offensive Linemen
  3. Offensive Linemen **MUST** be lined up no wider than one arm's length apart in gap. (Shoulder to arm gap). **Gaps wider than arm's length will result in 5-yard penalty for illegal formation.**
  4. All Offensive players, **EXCEPT** the Center, must be in a 2-point stance. The center may be in a 3-point stance to allow the ball to be snapped.
  5. Offense (Team A) may lineup with a **MAX** of two receivers on the same side of the ball. (Twins Formation). Team A **MAY NOT** line up with three receivers (Trips Formation) on the same side of the ball. Note: A tight end lined up as a lineman counts as one (1) of the two (2) allowed eligible receivers on one side of the ball. **A foul under this rule will result in a 5-yard penalty and replay of down.**

6. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.
7. Any player who receives a direct snap from the Center **CANNOT** run between Guard and Center in either direction (A Gaps). **A foul under this rule will result in a 5-yard penalty and replay of down.**

➤ Defensive Line Play (1<sup>st</sup> Level)

1. All Defensive Players **MUST** be in a two (2) point stance.
2. Defense **MUST** have a minimum of three Defensive Lineman and a max of 4 Defensive Linemen, and they are required to be within arm's reach of the Offensive Linemen. **Violation of this rule will result in a 5-yard penalty for illegal formation.**
3. Defensive Linemen **MAY NOT** line up inside the Offensive Guards (A-Gaps), and **MAY NOT** line up Head Up on the Center. The Center will be uncovered at all times. **Violations of this rule will result in a 5-yard penalty for illegal formation.**
4. No Defensive player may line up on the LOS wider than three yards outside of the last offensive lineman to their side.

➤ Linebacker Play

1. Linebackers must align at least three yards deep, prior to, and at the time of the snap. If they align any closer than 3 yards to the LOS, they will be considered 1<sup>st</sup> level Defensive Linemen and subject to the above-mentioned rules regarding same. If this results in more than 4 Defensive Linemen, or a Defensive Lineman not in arms reach of the Offensive Linemen, it is a foul: **The penalty for illegal formation is 5 yards from previous spot and replay of down.**
2. Linebackers may not move toward the line of scrimmage until after the ball is snapped. **The penalty for illegal procedure is 5 yards from previous spot and replay of down.**
3. No blitzing is allowed. **The penalty for blitzing is 10 yards from previous spot and replay of down.**

➤ Defensive Back Play

1. Cornerbacks and other Defensive Backs must line up 3 yards off the line of scrimmage. If lined up closer than three yards it is a foul: **The penalty for illegal formation is 5 yards from previous spot and replay of down.**
2. Defensive Backs may not move toward the line of scrimmage until after the ball is snapped. **The penalty for illegal procedure is 5 yards from previous spot and replay of down.**
3. No blitzing from this position is allowed. **The penalty for blitzing is 10 yards from previous spot and replay of down.**

➤ Scrimmage Kicks: Punting: –Mitey Mites/**PeeWee** Division

- When a team declares a scrimmage kick (Punt only , Field Goal or PAT Kicks are **NOT** allowed in Mitey Mites/**PeeWee** Division), no one on defense is allowed to line up over the center. The long-snapper cannot be hit until after the ball is kicked away.
- When a team declares a punt, the team must punt. Fake punts are **NOT** allowed.
- Rushing by the defense is **NOT** allowed on a punt (a free kick).
- Neither the offense nor the defense may cross the line of scrimmage until the ball is kicked
- If the snap from center to the punter is dropped or mishandled and touches the ground, the punter is able to pick up the ball and continue with his kick. The free kick rule is still in effect.
- Snaps must be made between the legs.
- For Mitey Mites/**PeeWee** coaches may elect to “default punt” in lieu of running a 4th down play and will turn over the ball to the defense after a 20 yard punt “walk off” by the referee (or half the distance to the goal line if inside Team B 30 yard line ).
  - i. Field Goal & PAT Kick, **NOT** allowed in Miteys Mites/**PeeWee**
- Misc. Rules
  1. Coaches are encouraged to substitute liberally when there is more than an 24 point lead
  2. Once an injured player receives assistance, or if the official has designated an injury timeout, the player must sit out for at least one play.
- Penalties
 

All penalties will be enforced according to UIL rules. Unless otherwise stated below:

  1. Holding (5 yds. from the spot of the foul).
  2. Leaving feet to block (5 yds from the previous spot).
  3. Cross body or roll blocking (5 yds from the previous spot).
  4. Clipping or blocking in the back (5 yds from the previous spot).
  5. Team A (Offense) may not use a split end, flanker or any back split out at the snap to block back toward the ball against the 1<sup>st</sup> level of Team B (Defense). 1<sup>st</sup> level is defined as the DE positioned on the LOS, or within 3 yards from the LOS, or any other defensive lineman positioned on the LOS or within 3 yards from the LOS. **The penalty is 10 yards from the previous spot and replay of down.** This rule does not apply to the 2<sup>nd</sup> level or beyond of Team B (i.e. LB, SS, Defensive Secondary who are positioned at least 3 yards off the LOS at time of snap).
  6. Blocking below the waist outside the tackle box is a foul. **The Penalty is 10 yards from previous spot and replay down.**
  7. **Unsportsmanlike Foul: 15 yard penalty per NCAA/UIL Rules**
  8. **Flagrant Personal Foul: 15 yard penalty per NCAA/UIL Rules – Player subject to ejection per NCAA/UIL Rules at discretion of Referee.**

# Official Playing Rules – Flag Football

## I. PRACTICE

1. The Board mandates that no practice be held until a player or cheerleader has had a physical examination. Each head coach is responsible for ensuring players submit KYF® PREPARTICIPATION PHYSICAL EVALUATION FORM signed by an appropriate medical provider, as outlined on the form, before being allowed to participate in any practice.
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3. Each player and cheerleader will be limited to the gathering guidelines outlined in the KYF® COVID-19 Reopening Guidelines. Any exception must be approved by the Board in advance. Three (3) or more players with one or more coaches, or a paid coach, present constitutes a gathering.
4. No contact practice session shall **EVER** exceed a two (2) hour time limit and practice may not be held on the same day as a scheduled game. **Only one single practice period per day is allowed.**
5. Players and cheerleaders will not be called upon to be present more than one (1) hour prior to game time. **Head coaches should ensure COVID-19 Reopening Guidelines are followed by all coaches, parents, volunteers and team participants.**
6. Sunday practice or play is forbidden without the explicit, advance permission of the board; and approved in writing by the KYF® VP-Football Operations or President

## II. GAMES

- All games will be played according to the following rules, clarifications and exceptions.
  - Junior flag will play 10-play quarters. A team will have possession of the ball for continuous 10 plays which will designate one (1) quarter. Other flag divisions game times will be specified in the division specific rules.
- All games will be played according to the schedule prepared by the Board. The Board draws up team schedules in advance of the season beginning, according to the number of teams in each division.
- Due to COVID-19 disruption considerations, the board will prepare the final games schedules at a date after the coaches meeting, and then communicate the schedule to the league.
- Any team failing to field the required number of players within ten minutes of scheduled game time will forfeit said game and in that instance the game will be recorded as a game of record. Any team or coach that plans or orchestrates a pre-meditated forfeiture of any game will suffer the following consequences: 1. forfeiture of all season and post-season team wins, 2. disciplinary action against the head coach, up to and including removal of head coach.
- Absolutely no drones may be flown over or around any KYF® Games or scrimmages, or on any KYF® Premises during KYF® Activities unless approved by the league.
- The head football coach is responsible for ensuring each player will play 6 downs per half for a total of 12 downs during each game.

ALL exceptions to the minimum play rule must be determined by the head coaches and monitors PRIOR to the start of the game, and must be shared with the referee and opposing coach and shall be initialed by all parties on the monitor sheet. Acceptable exceptions include: illness, ejection, disciplinary action due to missing practice during the preceding week. Disciplinary action can include not starting individuals; withholding play for several downs; series of downs, or entire quarters of play; or conditions warranting, suspending the individual from play for the entire game.

Consequences are as follows: 1st Offense – 15 yard penalty, 2nd Offense – 1 game suspension of the Head Coach and removal from KISD property or other KYF® premises, 3rd Offense – Removal of Head Coach. The consequence for this infraction in a playoff or championship game is forfeiture.



- If a team is losing by greater than or equal to 18 points, the losing head coach will determine whether or not there will be a running clock for the 4th quarter. Once the coach informs the referee of his election and the quarter starts, he cannot change his decision.

When the point spread is equal to or more than 24 points, the league **STRONGLY** recommends liberal substitution of players by the leading team to promote fair play. Note: If the point spread drops below 24 points, this restriction will be removed unless the point spread later increases to 24 or more.

- All scheduled and rescheduled games must be played. The Board will reschedule rainouts if feasible.
- All teams are required to play each game until conclusion unless authorized by the President, VP-Football or Division Director after consultation with the referees.

Referees, coaches, and the Board may call a game upon mutual agreement due to weather or other circumstances. If games already in progress are called due to weather, those games may be rescheduled by the Board and played to their conclusion later in the season, but usually only if the game has impact on team standings for playoff participation at the season's end. If this situation exists, the game will be restarted at the point from which it was halted previously, with scores and field position reestablished according to the monitor sheets and referee cards for each team, as marked by the referees.

- Teams will not play two (2) League games within one week unless agreed upon by the coaches involved and authorized by the KYF® President.
- All games, scrimmages or practice games with a team inside or outside the program must be submitted in writing to and approved by the KYF® VP-Football prior to the contest. **Due to COVID-19 – No Scrimmages or practice games will be allowed during the 2020 season. Teams are only permitted to practice with their own team, No Exceptions.**
- At least one official will be used in all league games. The Board will provide TASO Certified Game Officials for all games.
- Coaches on the field cannot diagnose plays or call adjustments. When on the field, coaches must be silent after the offense breaks the huddle and until the play is over. Referees will warn the coach of the first offense. Referees will impose a team unsportsmanlike conduct penalty on the second and subsequent offenses.
  - Junior Flag/K: 2 coaches from each team
  - 1<sup>st</sup>/2<sup>nd</sup> Flag: 2 coaches from each team – Must return to sideline prior to snap

- 3<sup>rd</sup>/4<sup>th</sup> Flag: 1 coach from each team – Must return to sideline prior to snap
  - 5<sup>th</sup>/6<sup>th</sup> Flag: coaches are not permitted to be on the field except during timeouts
  - During timeouts – Coaches are **NOT** permitted on the field past the hash marks, unless specifically called out by a game official. In divisions where coaches are permitted on the field during game play, only those coaches may remain on the field during a timeout. Any additional coach(s) who enters the field may not go past the hash marks unless specifically called out by a game official. Any coach in violation of this rule is subject to an unsportsmanlike foul at the judgement of the referee.
  - Injury Timeouts: When a game official declares an injury timeout coaches are **NOT** permitted to enter the field, or touch an injured player, unless specifically called out by the referee. Any coach who violates this rule will be subject to an unsportsmanlike foul. Any coaches who habitually violate this rule will be subject to additional disciplinary action, up to and including removal from coaching for the remainder of the season.
- Coaches are allowed to have water on the field for players, as long as it does not slow down or interfere with normal play. Water from the sidelines cannot be brought out between plays unless a time-out has been called or the referees have stopped play specifically for that reason.
  - For football players: game jersey, game pants, and flags (when needed) will be furnished by the League. For the cheerleaders: shells/skirts, socks and pompoms will be furnished by the league. With the exception of socks, all players must wear the furnished uniform for each game. Failure to wear the League furnished uniform will result in player disqualification for that game. No outside alterations are to be made on any League provided uniform item, unless specifically approved by the KYF® VP-Uniforms and the KYF® President.
  - In the interest of safety, no ladders will be allowed on KISD property, or any other KYF® premises, during games.
  - All games will be played on fields of the following lengths:

<b>DIVISION</b>	<b>FIELD LENGTH</b>
Junior Flag	50 yards in length and 30 yards in width
1 <sup>st</sup> /2 <sup>nd</sup> Flag	50 yards in length and 30 yards in width
3 <sup>rd</sup> /4 <sup>th</sup> Flag	70 yards in length and 30 yards in width
5 <sup>th</sup> /6 <sup>th</sup> Flag	100 yards – Full Width

### III. Rules Pertaining Specifically to the Junior Flag Division – Pre-K/K (5-on-5)

#### 1. Teams

- There should be a minimum of 7 players to start the game so that there will be enough players for substitution, especially in extreme weather conditions. If the minimum cannot be met then forfeiture may be declared. Any exceptions must be approved by a KYF® Executive Board Member.
- Teams will be allowed to field no less than 5 players with 2 substitutes, unless approved by the Division Director, AND VP Football or President prior to the game.
- A team will have 45 seconds to put the ball in play after the ready signal is given.

#### 2. Playing Fields

- The games will be played on a 50 – yard field with 10 yd end zones at either ends. 70 yard total field.

#### 3. Referees

- There must be at least 1 referee on each field. Any exceptions to this rule must be approved by an executive board member.

#### 4. Equipment

- A mouthpiece must be worn at all times while on the field. No lanyards
- Game Ball: a leather K2 will be the Game Ball
- Flags
  1. Each player will wear a belt with the number of flags designated by KYF® (2)
  2. The flags will be attached to the belt and extend from each side of the players body.
  3. Flag belts issued by league **MUST** be worn. No outside flag belts or flags
  4. The belt must fastened tight so to avoid the rotating of the belt when an attempt to capture the flag is being made.
  5. Jersey must be tucked in at all times so as not to cover flags during an attempt to capture.
  6. If a player's flag is inadvertently lost then he is ineligible to handle the ball.
  7. The entire team will have their flags checked by the referee before the start of the game and before the start of the 2<sup>nd</sup> half.
- Uniforms
  1. All team members must wear KYF® sanctioned jerseys.
  2. All jerseys will be numbered on front and back.
  3. Jerseys will be tucked in at all times.

4. All players must wear shoes. Molded rubber-cleated shoes and detachable or screw-in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
5. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.
6. Players must remove all jewelry, hats and do-rags. Winter beanies are allowed.
7. Players' jerseys must be tucked into shorts or pants if they hang below the belt line.
8. We recommend players wear shorts or pants that do not have pockets. Shorts or pants with belt loops or pockets must be taped. Games will not be delayed for a player to tape up pockets.
  - **Flag belts cannot be the same color as shorts or pants.**

## 5. The Rules of the Game

### ➤ Players and Coaches:

1. Players must play a minimum of 12 plays per game, six plays per half, as outlined in Rule 20 under Duties of Coaches and Teams in the administrative rules.
2. **All players must have the opportunity to carry the ball throughout the course of the season. Player exemptions will be allowed and must be notated on the game monitor sheet. Acceptable exemptions will include parent or player request to not run the ball. Coaches must promote ball carrying responsibilities for all players. At least 4 different players should carry the ball in each game.**
3. 2 coaches from each team are allowed on the field during game play.

### ➤ Game Times

1. There will be four 10 play quarters, with a 10 minute half time break between the 2nd and 3<sup>rd</sup> quarters.
2. Each team will have 3 timeouts per half.

### ➤ Kick Offs: (none)

1. A coin flip will determine which team starts with the ball for the first possession. The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction. Possession changes to start the second half to the team that started the game on defense.
2. The ball will be placed at the offensive team's 5 yard line with an exception in the case of penalties.

### ➤ Scoring

1. Scores will not be maintained.

### ➤ Punting: There is no punting in Junior Flag

### ➤ Live Ball/Dead Ball

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage.
  - a. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams a “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.
3. A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled “dead” when:
  - a. The ball hits the ground.
    - i. If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground.
  - b. The ball-carrier’s flag is pulled.
  - c. The ball-carrier steps out of bounds.
  - d. A touchdown or safety is scored.
  - e. The ball-carrier’s knee or arm hits the ground.
  - f. The ball-carrier’s flag falls out
  - g. The receiver catches the ball while in possession of one or no flag(s).
  - h. The 7 second pass clock expires.
  - i. Inadvertent whistle.

**NOTE: There are no fumbles. The ball is spotted where the ball-carrier’s feet were at the time of the fumble.**

1. In the case of an inadvertent whistle, the offense has two options:
  - a. Take the ball where it was when the whistle blew, and the down is consumed.
  - b. Replay the down from the original line of scrimmage.
2. A team is allowed to use a timeout to question an official’s rule interpretation. If the official’s ruling is correct, the team will be charged a timeout. If the rule is interpreted incorrectly, the timeout will not be charged and the proper ruling will be enforced. Officials should all agree upon any controversial call in order to give each team the full benefit of each call.

➤ **Downs:**

1. Each team will have the ball for a 10 play period in which to score a touchdown. If offensive team scores they will be permitted to keep the ball and attempt to score again. Ball switches teams when the 10 play period is completed. If Defensive team scores (by way of safety, or interception), the offensive team retains the ball until the 10 play period is completed.

2. If the team with possession does not score during their 10 play quarter then the possession shifts to the opposing team.
  3. The ball is then placed at the opposing team's 10 yard line and they begin their 10 play quarter.
  4. Play Time: the offensive team has 45 seconds to put the ball in play or else a delay of game penalty will be assessed.
- Tackling and De-flagging
1. There shall be no tackling of the ball carrier, passer or receiver (see penalties section). Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
  2. A legal flag pull takes place when the ball-carrier is in full possession of the ball. The player carrying the ball or having possession of the ball is down when the flag is removed from his waist. The defensive player shall hold the flag above his head and stand still or drop the flag where de-flagged.
  3. 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 penalty; however touching the head or face shall be considered a penalty.
  4. It is illegal to attempt to strip or pull the ball from the ball-carrier's possession at any time.
  5. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
  6. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
  7. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey. Flag Guarding is prohibited.
  8. All slides are expressly prohibited.
- Offensive alignment and formation:
1. Offenses must have a minimum of one player on the line of scrimmage (the center) and up to four players on the line of scrimmage. The quarterback must be off the line of scrimmage.
    - a. One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
    - b. No motion is allowed toward the line of scrimmage.
  2. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.

3. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.
4. All Offensive players, **EXCEPT** the Center, must be in a 2-point stance. The center may be in a 3-point stance to allow the ball to be snapped.

➤ Ball Carrier & Running

1. The ball carrier cannot use his hands or arms to protect his flags (flag guarding).
2. The ball carrier cannot lower his head to drive or run into a defensive player
3. Stiff-arming is not permitted.
4. If the ball carrier loses his/her flag during a play, the play is over and the ball will be placed at that spot for the next play to begin, barring any penalty.
5. The ball is spotted where the runner's feet are when the flag is pulled, not where the ballcarrier has the ball. Forward progress will be measured by the player's front foot.
6. The quarterback cannot directly run with the ball. The quarterback is the offensive player who receives the snap.
7. Only direct handoffs behind the line of scrimmage are permitted. Handoffs may be in front, behind or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.
  - **"Center sneak" play is NOT allowed. The QB is not allowed to handoff to the center on the first handoff of the play.**
8. Absolutely NO laterals of any kind.
9. Any player who receives a handoff can throw the ball from behind the line of scrimmage.
10. Once the ball has been handed off in front, behind or to the side of the quarterback, and the ball carrier has crossed the line of scrimmage, all defensive players are eligible to rush.
11. Runners may not leave their feet to advance the ball. Diving, leaping or jumping to avoid a flag pull is considered flag guarding.
12. Spinning is allowed, but players cannot leave their feet to avoid a flag pull.
  - a. Players spinning out of control will be called for flag guarding.
13. Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced.
14. No blocking or "screening" is allowed at any time.
15. Offensive players without the ball must stop their motion once the ball has crossed the line of scrimmage. No running with the ball-carrier.
16. Flag obstruction – All jerseys **MUST** be tucked in before play begins. The flags must be on the player's hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.



➤ Passing

1. All passes must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage
  - a. All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.
  - b. The quarterback may throw the ball away to avoid a sack. Pass must go beyond the line of scrimmage.
2. Shovel passes are allowed but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second “pass clock.” If a pass is not thrown within the seven seconds, the play is dead, the down is consumed and the ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect.
  - a. If the QB is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage (LOS).

➤ Receiving

1. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.
3. A player must have at least one foot inbounds when making a reception.
4. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
5. Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not start on the 5-yard line.
6. Interceptions are returnable but not on conversions after touchdowns.

➤ Fumbles

1. Fumbles are a dead ball and cannot be advanced, or recovered by the defense. The ball is dead at the spot of the fumble.

➤ Defensive Play

1. All Defensive Players **MUST** be in a two (2) point stance.
2. All defenders must line up at least 3 yards off the line of scrimmage until the ball is handed off or thrown.
3. No Rushing the passer is allowed

➤ Misc. Rules

1. Coaches are encouraged to substitute liberally.
2. Once an injured player receives assistance, or an official declares an injury timeout, the player must sit out for at least one play.

➤ Penalties

1. **Unsportsmanlike Conduct Fouls:**

- a. If a field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. **FOUL PLAY WILL NOT BE TOLERATED!**
- b. Offensive or confrontational language is not allowed. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.
- c. Players may not physically or verbally abuse any opponent, coach or official.
- d. Ball-carriers **MUST** make an effort to avoid defenders with an established position.
- e. Defenders are not allowed to run through the ball-carrier when pulling flags.
- f. Fans must also adhere to good sportsmanship as well:
  - i. Yell to cheer on your players, not to harass officials or other teams.
  - ii. Keep comments clean and profanity free.
  - iii. Compliment ALL players, not just one child or team.
- g. Fans are required to keep fields safe and kids friendly:
  - i. Keep younger kids and equipment such as coolers, chairs and tents a minimum of 10 yards off the field in the end zone area.
  - ii. Stay in approved areas of sideline only.
  - iii. Dispose of ALL trash in designated trash cans.
- h. Unsportsmanlike conduct penalties:
  - i. **Defense + 10 yards from line of scrimmage and automatic first down**
  - ii. **Offense - 10 yards from line of scrimmage and loss of down**

2. **Flagrant Personal Foul: 10 yard penalty – Player subject to ejection at discretion of Referee.**

### 3. General

- a. The referee will call all penalties.
- b. Referees determine incidental contact that may result from normal run of play.
- c. All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls)
- d. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players may not question calls.
- e. Games may not end on a defensive penalty unless the offense declines it.
- f. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
- g. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

### 4. Defensive spot fouls

Defensive pass interference	Automatic first down
Holding	Automatic first down
Stripping	+10 yards and automatic first down

### 5. Offensive spot fouls

Screening, blocking or running with the ball	-10 yards and loss of down
Charging	-10 yards and loss of down
Flag guarding	-10 yards and loss of down

### 6. Defensive penalties

Defensive unnecessary roughness	+10 yards and automatic first down
Defensive Unsportsmanlike conduct	+10 yards and automatic first down
Offside	+5 yards from line of scrimmage and automatic first down
Illegal rush	+5 yards from line of scrimmage and automatic first down
Illegal flag pull (Before the receiver has the ball)	+5 yards from line of scrimmage and automatic first down
Roughing the passer	+5 yards from line of scrimmage and automatic first down
Taunting	+5 yards from line of scrimmage and automatic first down

### 7. Offensive penalties

Offensive unnecessary roughness	-10 yards and loss of down
Offensive unsportsmanlike conduct	-10 yards and loss of down
Offside / false start	-5 yards from line of scrimmage and loss of down
Illegal forward pass (Any pass received or lands behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)	-5 yards from line of scrimmage and loss of down
Offensive pass interference	-5 yards from line of scrimmage and loss of down
Illegal motion (More than one person moving)	-5 yards from line of scrimmage and loss of down
Delay of game	-5 yards from line of scrimmage and loss of down
Impeding the rusher	-5 yards from line of scrimmage and loss of down
Illegal Procedure	-5 yards from line of scrimmage and loss of down

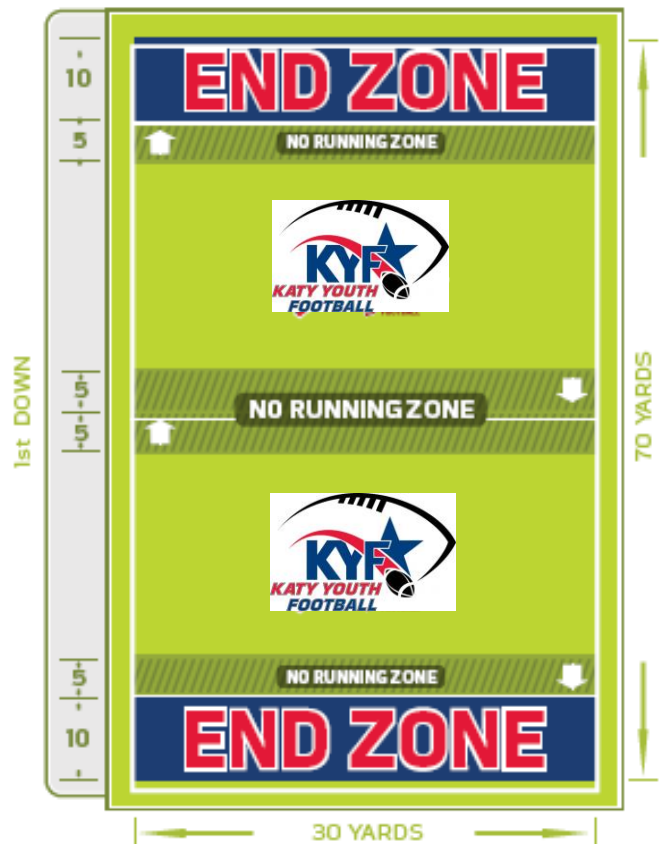
## IV. Rules Pertaining Specifically to the 1<sup>st</sup>-2<sup>nd</sup> Grade Flag Division (5-On-5)

### 1. Teams

- There should be a minimum of 7 players to start the game so that there will be enough players for substitution, especially in extreme weather conditions. If the minimum cannot be met then forfeiture may be declared. Any exceptions must be approved by a KYF® Executive Board Member.
- Teams will be allowed to field no less than 5 players with 2 substitutes, unless approved by the Division Director, AND VP Football or President prior to the game.
- A team will have 30 seconds to put the ball in play after the ball is spotted.

### 1. Playing Field

1. The field dimensions are 30 yards by 70 yards with two 10-yard end zones, and a midfield line-to-gain. No-run zones precede each line-to gain by 5 yards.
2. No-run zones are in place to prevent teams from conducting power run plays. While in the no-run zones (a 5-yard imaginary zone before midfield and before the end zone), teams cannot run the ball in any fashion. All plays must be pass plays, even with a handoff.
3. Stepping on the boundary line is considered out of bounds.
4. Each offensive team approaches only TWO no-run zones in each drive (one zone 5 yards from midfield to gain the first down, and one zone 5 yards from the goal line to score a TD).



### 2. Referees

- There must be at least 1 referee on each field. Any exceptions to this rule must be approved by an executive board member.

### 3. Equipment

- A mouthpiece must be worn at all times while on the field. No lanyards

- Game Ball: a leather K2 will be the Game Ball  
Teams found to be using an illegal ball (Incorrect size, composite ball, or any unapproved ball) will suffer the following consequence: 15-yard Unsportsmanlike foul on the Head Coach. This penalty is **MANDATORY** not discretionary. Head coach **MUST** ensure Team A (Offense) does not put an unapproved ball in play.

- Flags

1. Each player will wear a belt with the number of flags designated by KYF® (2)
2. The flags will be attached to the belt and extend from each side of the players body.
3. Flag belts issued by league **MUST** be worn. No outside flag belts or flags
4. The belt must fastened tight so to avoid the rotating of the belt when an attempt to capture the flag is being made.
5. Jersey must be tucked in at all times so as not to cover flags during an attempt to capture.
6. If a player's flag is inadvertently lost then he is ineligible to handle the ball.
7. The entire team will have their flags checked by the referee before the start of the game and before the start of the 2<sup>nd</sup> half.

- Uniforms

1. All team members must wear KYF® sanctioned jerseys.
2. All jerseys will be numbered on front and back.
3. Jerseys will be tucked in at all times.
4. All players must wear shoes. Molded rubber-cleated shoes and detachable or screw-in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
5. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.
6. Players must remove all jewelry, hats and do-rags. Winter beanies are allowed.
7. Players' jerseys must be tucked into shorts or pants if they hang below the belt line.
8. We recommend players wear shorts or pants that do not have pockets. Shorts or pants with belt loops or pockets must be taped. Games will not be delayed for a player to tape up pockets.
  - **Flag belts cannot be the same color as shorts or pants.**

#### 4. The Rules of the Game

- Players and Coaches:

1. Players must play a minimum of 12 plays per game, six plays per half, as outlined in Rule 20 under Duties of Coaches and Teams in the administrative rules.

2. Up to two (2) coaches from each team are allowed on the field to direct players and line players up. **All coaches must move to the sideline prior to snap.**

➤ Game

1. At the start of each game, captains from both teams meet at midfield for the coin toss to determine who starts with the ball. The visiting team calls the toss.
2. The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction. Possession changes to start the second half to the team that started the game on defense.
3. The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to cross midfield. Once a team crosses midfield, it has three (3) plays to score a touchdown.
4. If the offense fails to score, the ball changes possession and the new offensive team starts its drive on its own 5-yard line.
5. If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its own 5-yard line.
6. All possession changes, except interceptions, start on the offense's 5-yard line.
7. Teams change sides after the first half. Possession changes to the team that started the game on defense.

➤ Game Times

1. Games are played on a 40 minute continuous clock with two 20 minute halves. Clock stops only for timeouts or injuries. Referee will keep game clock.
2. At the two minute mark in both the first and second halves, the play clock will stop with:
  - a. An incomplete pass or dropped ball.
  - b. A play that ends out of bounds
  - c. An interception
  - d. Change of possession.
3. Halftime will be 10 minutes
4. Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced
5. Each team will have two (2) 30 second timeouts per half.
6. Officials can stop the clock at their discretion.
7. In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
8. If the score is tied at the end of 40 minutes, an overtime period will be used to determine a winner. Overtime format is as follows:

- a. A coin flip will determine the team that chooses to be on offense or defense first.
  - i. If a second round of overtime must be played, the team that lost the coin toss will get to choose offense or defense for the start of the second round of overtime. This process continues with teams alternating who gets to choose to be on offense or defense to start out during every round of overtime.
  - ii. The referee will determine which end of the field the overtime will take place on.
- b. Each team will take turns getting one (1) play from the defense's 5-yard line for one point or the defense's 10-yard line for two points. Whether to go for one or two points is up to the offensive team. Whether or not the team that begins on offense converts the team that started on defense gets a chance on offense to win or tie by converting a one- or two-point play of their own.
  - i. Example: Team A starts on offense and chooses to go for one point from the 5-yard line and is successful. Team B is then on offense and can choose to either go for one point from the 5-yard line to tie and force a second round of overtime or to go for two points from the 10-yard line for the win.
  - ii. If the second team on offense in an overtime round fails to beat or match the team that went first, the team that went first wins.
- c. Both teams must "go for two" from the 10-yard line starting with the third round of overtime.
- d. The final points earned by the winning team in the final overtime will be added onto the winning team's total score. The losing team will not receive any additional points.
  - i. Example: End of regulation time, score is 14-14. Team A scores one point and Team B score two points. Team B wins with a final score of 16-14. Points are only added to total score from final round of overtime.
- e. All regulation period rules and penalties are in effect.
- f. There are no timeouts

➤ Scoring

1. Touchdown: 6 points
2. PAT (point after touchdown) 1 point (5-yard line) or 2 points (10-yard line)
  - a. Note: 1 point PAT is pass only; 2 point PAT can be run or pass.
  - b. A team that scores a touchdown must declare whether it wishes to attempt a 1-point conversion (from the 5-yard line) or a 2-point conversion (from the 10-yard line). Any change, once a decision is made to try for the extra point, requires a charged timeout. A decision cannot be changed after a penalty. Interceptions on conversions cannot be returned.



### 3. Safety: 2 points

- a. A safety occurs when the ball-carrier is declared down in his/her own end zone. Runners can be called down when their flags are pulled by a defensive player, a flag falls out, they step out of bounds, their knee or arm touches the ground, a fumble occurs in the end zone or if a snapped ball lands in or beyond the end zone.

4. After one team is winning by 28 points or more, the game is over. Once a 28 or more point advantage is gained, no PAT will be attempted. The game will continue in scrimmage mode for remainder of the game. The losing team will be given 3 successive offensive possessions to the conclusion of the game. Any scoring during scrimmage mode will not count in final score.
5. Forfeits are scored 28-0 for the winning team.

➤ Punting: There is no punting in 1<sup>st</sup>/2<sup>nd</sup> Grade Flag

➤ Live Ball/Dead Ball

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage.
  - a. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams a “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.
3. A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled “dead” when:
  - a. The ball hits the ground.
    - i. If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground.
  - b. The ball-carrier’s flag is pulled.
  - c. The ball-carrier steps out of bounds.
  - d. A touchdown or safety is scored.
  - e. The ball-carrier’s knee or arm hits the ground.
  - f. The ball-carrier’s flag falls out
  - g. The receiver catches the ball while in possession of one or no flag(s).
  - h. The 7 second pass clock expires.

- i. Inadvertent whistle.

**NOTE: There are no fumbles. The ball is spotted where the ball-carrier's feet were at the time of the fumble.**

8. In the case of an inadvertent whistle, the offense has two options:
  - a. Take the ball where it was when the whistle blew, and the down is consumed.
  - b. Replay the down from the original line of scrimmage.
9. A team is allowed to use a timeout to question an official's rule interpretation. If the official's ruling is correct, the team will be charged a timeout. If the rule is interpreted incorrectly, the timeout will not be charged and the proper ruling will be enforced. Officials should all agree upon any controversial call in order to give each team the full benefit of each call.

➤ Offensive alignment and formation:

1. Offenses must have a minimum of one player on the line of scrimmage (the center) and up to four players on the line of scrimmage. The quarterback must be off the line of scrimmage.
  - a. One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
  - b. No motion is allowed toward the line of scrimmage.
2. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
3. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.
4. All Offensive players, **EXCEPT** the Center, must be in a 2-point stance. The center may be in a 3-point stance to allow the ball to be snapped.

➤ Ball Carrier & Running

1. The ball carrier cannot use his hands or arms to protect his flags (flag guarding).
2. The ball carrier cannot lower his head to drive or run into a defensive player
3. Stiff-arming is not permitted.
4. If the ball carrier losses his/her flag during a play, the play is over and the ball will be placed at that spot for the next play to begin, barring any penalty.
5. The ball is spotted where the runner's feet are when the flag is pulled, not where the ballcarrier has the ball. Forward progress will be measured by the player's front foot.
6. The quarterback cannot directly run with the ball. The quarterback is the offensive player who receives the snap.

7. Only direct handoffs behind the line of scrimmage are permitted. Handoffs may be in front, behind or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.
- a. **“Center sneak” play is NOT allowed. The QB is not allowed to handoff to the center on the first handoff of the play.**
8. Absolutely NO laterals of any kind.
9. No-Run Zones are located 5 yards before each end zone and 5 yards on either side of midfield are designed to avoid short-yardage power-running situations. Teams are not allowed to run in these zones if the subsequent line is LIVE. (Reminder: Each offensive team approaches only TWO no-run zones in each drive – one 5 yards from midfield to gain the first down and one 5 yards from the goal line to score a TD).
10. Any player who receives a handoff can throw the ball from behind the line of scrimmage.
11. Once the ball has been handed off in front, behind or to the side of the quarterback, and the ball carrier has crossed the line of scrimmage, all defensive players are eligible to rush.
12. Runners may not leave their feet to advance the ball. Diving, leaping or jumping to avoid a flag pull is considered flag guarding.
13. Spinning is allowed, but players cannot leave their feet to avoid a flag pull.
  - a. Players spinning out of control will be called for flag guarding.
14. Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced.
- 15. No blocking or “screening” is allowed at any time.**
16. Offensive players without the ball must stop their motion once the ball has crossed the line of scrimmage. No running with the ball-carrier.
17. Flag obstruction – All jerseys MUST be tucked in before play begins. The flags must be on the player’s hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.

➤ Passing

1. All passes must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage
  - a. All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.
  - b. The quarterback may throw the ball away to avoid a sack. Pass must go beyond the line of scrimmage.
2. Shovel passes are allowed but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second “pass clock.” If a pass is not thrown within the seven seconds, the play is dead, the down is consumed and the ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect.

- a. If the QB is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage (LOS).

➤ Receiving

1. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.
3. A player must have at least one foot inbounds when making a reception.
4. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
5. Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not start on the 5-yard line.
6. Interceptions are returnable but not on conversions after touchdowns.

➤ Fumbles

1. Fumbles are a dead ball and cannot be advanced, or recovered by the defense. The ball is dead at the spot of the fumble.

➤ Defensive Play & Rushing the Passer

1. All Defensive Players **MUST** be in a two (2) point stance.
2. All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback can defend on the line of scrimmage.
3. Once the ball is handed off, the seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage.
  - a. A legal rush is:
    - i. Any rush from a point 7 yards from the defensive line of scrimmage.
    - ii. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
    - iii. If a rusher leaves the rush line early (breaks the 7 yard area), they may return to the rush line, reset and then legally rush the quarterback.
    - iv. If a rusher leaves the rush line early and the ball is handed off before he/she crosses the line of scrimmage, he/she may legally rush the quarterback.
  - b. A penalty may be called if:
    - i. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – illegal rush (5 yards from the line of scrimmage and first down).

- ii. Any defensive player crosses the line of scrimmage before the ball is snapped – offsides (5 yards from line of scrimmage and first down).
      - iii. Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – illegal rush (5 yards from the line of scrimmage and first down).
    - c. Special circumstances:
      - i. Teams are not required to rush the quarterback with the seven second clock in effect.
      - ii. Teams are not required to identify their rusher before the play.
  - 4. Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.
  - 5. The offense cannot impede the rusher in any way. The rusher has the right to a clear path to the quarterback, regardless of where they line up prior to the snap. If the “path or line” is occupied by a moving offensive player, then it is the offense’s responsibility to avoid the rusher. Any disruption to the rusher’s path and/or contact will result in an impeding the rusher penalty. If the offensive player does not move after the snap, then it is the rusher’s responsibility to go around the offensive player and to avoid contact.
  - 6. A sack occurs if the quarterback’s flags are pulled behind the line of scrimmage. The ball is placed where the quarterback’s feet are when flag is pulled.
    - i. A safety is awarded if the sack takes place in the offensive team’s end zone.
- Tackling and De-flagging
- 1. There shall be no tackling of the ball carrier, passer or receiver (see penalties section). Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
  - 2. A legal flag pull takes place when the ball-carrier is in full possession of the ball. The player carrying the ball or having possession of the ball is down when the flag is removed from his waist. The defensive player shall hold the flag above his head and stand still or drop the flag where de-flagged.
  - 3. 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 penalty; however touching the head or face shall be considered a penalty.
  - 4. It is illegal to attempt to strip or pull the ball from the ball-carrier’s possession at any time.

5. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
6. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
7. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey. Flag Guarding is prohibited.
8. All slides are expressly prohibited.

➤ Misc. Rules

1. Coaches are encouraged to substitute liberally when there is more than an 24 point lead
2. Once an injured player receives assistance, or if the official has designated an injury timeout, the player must sit out for at least one play.

➤ Penalties

1. **Unsportsmanlike Conduct Fouls:**

- a. If a field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. **FOUL PLAY WILL NOT BE TOLERATED!**
- b. Offensive or confrontational language is not allowed. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.
- c. Players may not physically or verbally abuse any opponent, coach or official.
- d. Ball-carriers **MUST** make an effort to avoid defenders with an established position.
- e. Defenders are not allowed to run through the ball-carrier when pulling flags.
- f. Fans must also adhere to good sportsmanship as well:
  - i. Yell to cheer on your players, not to harass officials or other teams.
  - ii. Keep comments clean and profanity free.
  - iii. Compliment ALL players, not just one child or team.
- g. Fans are required to keep fields safe and kids friendly:
  - i. Keep younger kids and equipment such as coolers, chairs and tents a minimum of 10 yards off the field in the end zone area.
  - ii. Stay in approved areas of sideline only.
  - iii. Dispose of ALL trash in designated trash cans.
- h. Unsportsmanlike conduct penalties:
  - i. **Defense + 10 yards from line of scrimmage and automatic first down**
  - ii. **Offense - 10 yards from line of scrimmage and loss of down**

2. **Flagrant Personal Foul: 10 yard penalty – Player subject to ejection at discretion of Referee.**

### 3. General

- i. The referee will call all penalties.
- j. Referees determine incidental contact that may result from normal run of play.
- k. All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls)
- l. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players may not question calls.
- m. Games may not end on a defensive penalty unless the offense declines it.
- n. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
- o. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

### 4. Defensive spot fouls

Defensive pass interference	Automatic first down
Holding	Automatic first down
Stripping	+10 yards and automatic first down

### 5. Offensive spot fouls

Screening, blocking or running with the ball	-10 yards and loss of down
Charging	-10 yards and loss of down
Flag guarding	-10 yards and loss of down

### 6. Defensive penalties

Defensive unnecessary roughness	+10 yards and automatic first down
Defensive Unsportsmanlike conduct	+10 yards and automatic first down
Offside	+5 yards from line of scrimmage and automatic first down
Illegal rush	+5 yards from line of scrimmage and automatic first down
Illegal flag pull (Before the receiver has the ball)	+5 yards from line of scrimmage and automatic first down
Roughing the passer	+5 yards from line of scrimmage and automatic first down
Taunting	+5 yards from line of scrimmage and automatic first down

### 7. Offensive penalties

Offensive unnecessary roughness	-10 yards and loss of down
Offensive unsportsmanlike conduct	-10 yards and loss of down
Offside / false start	-5 yards from line of scrimmage and loss of down
Illegal forward pass (Any pass received or lands behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)	-5 yards from line of scrimmage and loss of down
Offensive pass interference	-5 yards from line of scrimmage and loss of down
Illegal motion (More than one person moving)	-5 yards from line of scrimmage and loss of down
Delay of game	-5 yards from line of scrimmage and loss of down
Impeding the rusher	-5 yards from line of scrimmage and loss of down
Illegal Procedure	-5 yards from line of scrimmage and loss of down



## V. Rules Pertaining Specifically to the 3<sup>rd</sup>/4<sup>th</sup> & 5<sup>th</sup>/6<sup>th</sup> Grade Flag Division (8-On-8)

### 1. Teams

- There should be a minimum of 10 players to start the game so that there will be enough players for substitution, especially in extreme weather conditions. If the minimum cannot be met then forfeiture may be declared. Any exceptions must be approved by a KYF® Executive Board Member.
- Each team will consist of 8 players on the field
- A team will have 45 seconds to put the ball in play after the ready signal is given.

### 2. Playing Fields

- The games will be played on:
  - 3<sup>rd</sup>/4<sup>th</sup> Division: 70 – yard field, 30 yards wide, with 10 yard end zones at each end. 90 total yards of field space.
  - 5<sup>th</sup>/6<sup>th</sup> Division: Full field (100 yards x 53.3 yards) with 10 yard end zones at each end.

### 3. Equipment

- A down marker will be used to indicate the number of the down.
- A chain team will operate on the home team's sideline. 2 volunteers from the home team and one from the visiting team will be utilized to work the chains.
- Flags
  1. Each player will wear a belt with the number of flags designated by KYF® (2)
  2. The flags will be attached to the belt and extend from each side of the players body.
  3. Flag belts issued by league **MUST** be worn. No outside flag belts or flags
  4. The belt must fastened tight so to avoid the rotating of the belt when an attempt to capture the flag is being made.
  5. Jersey must be tucked in at all times so as not to cover flags during an attempt to capture.
  6. If a player's flag is inadvertently lost then he is ineligible to handle the ball.
  7. The entire team will have their flags checked by the referee before the start of the game and before the start of the 2<sup>nd</sup> half.
- Uniforms
  1. All team members must wear KYF® sanctioned jerseys.
  2. All jerseys will be numbered on front and back.
  3. Jerseys will be tucked in at all times.
  4. All players must wear shoes. Molded rubber-cleated shoes and detachable or screw-in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
  5. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.

6. Players must remove all jewelry, hats and do-rags. Winter beanies are allowed.
7. Players' jerseys must be tucked into shorts or pants if they hang below the belt line.
8. We recommend players wear shorts or pants that do not have pockets. Shorts or pants with belt loops or pockets must be taped. Games will not be delayed for a player to tape up pockets.
  - **Flag belts cannot be the same color as shorts or pants.**

#### 4. Referees

- There must be at least 1 referee on each field. Any exceptions to this rule must be approved by an executive board member

#### 5. The Rules of the Game

**All games will be played by NCAA rules as adopted by the University Interscholastic League (UIL), except as noted herein.**

##### ➤ Players and Coaches

1. Players must play a minimum of 12 plays per game, 6 plays per half, as outlined in Item 20 under Duties of Coaches and Teams in the administrative rule book.
2. Up to one (1) coach from each team will be allowed on the field to direct players and line players up. **Coaches must move to the sideline prior to snap.** Once on sideline coach may talk to player(s) on field.

##### ➤ Equipment =

1. A mouthpiece must be worn at all times while on the field. No lanyards
2. **Game Ball:**
  - i. 3<sup>rd</sup>/4<sup>th</sup> Divison: A full grain leather K2 Game Ball will be used.
  - ii. 5<sup>th</sup>/6<sup>th</sup> Divison: A full grain leather TDJ Game Ball will be used.

Teams found to be using an illegal ball (Incorrect size, composite ball, or any unapproved ball) will suffer the following consequence: 15-yard Unsportsmanlike foul on the Head Coach. This penalty is **MANDATORY** not discretionary. Head coach **MUST** ensure Team A (Offense) does not put an unapproved ball in play.

##### ➤ Game Times

1. There will be four quarters lasting 10 minutes each, with a 10 minute half time break between 2<sup>nd</sup> and 3<sup>rd</sup> quarters.
2. There will be a mandatory 1 minute water break at the 5 minute mark of each quarter.
3. Each team will have 3 timeouts per half.

➤ Kick Offs: (**NONE**)

1. A coin flip will determine which team starts with the ball for the first possession of the first half. Team winning toss may elect the ball, or defer.
2. The ball will be placed at the offensive team's (Team A) **20**-yard line with an exception in the case of penalties. In the event of a penalty exceeding 10 yards – Half the distance to the goal line will be marked off and the ball will be placed at the **20**-yard line.
3. After any score and PAT, as well as the start of the second half, the ball will be placed at the offensive team's (Team A) **20**-yard line with an exception in the case of penalties. In the event of a penalty exceeding 10 yards – Half the distance to the goal line will be marked off and the ball will be placed at the **10**-yard line.

➤ Scoring: Per NCAA/UIL Rules

1. Touchdown: 6 points
2. Safety: 2 Points

Extra points are awarded as follows: (NCAA/UIL PAT)

Run	1 point
Forward Pass	2 points

➤ Play Time

1. The offensive team has 45 seconds to put the ball in play or else a delay of game penalty will be assessed

➤ Offense

1. Eligibility: Five players will be eligible, consisting of two ends and three backs. Offensive Guards **CANNOT** be the end man on LOS. Both Offensive Guards **MUST** be covered.
2. Offensive Line **MUST** be balanced with one Offensive Linemen on each side of Center – Each play **MUST** have a minimum of three (3) offensive linemen.
3. Offensive Linemen **MUST** be lined up no wider than one arm's length apart in gap. (Shoulder to arm gap). **Gaps wider than arm's length will result in 5-yard penalty for illegal formation.**
4. All Offensive players, **EXCEPT** the Center, must be in a 2-point stance. The center may be in a 3-point stance to allow the ball to be snapped.
5. Offense (Team A) may lineup with a **MAX** of two receivers on the same side of the ball. (Twins Formation). Team A **MAY NOT** line up with three receivers (Trips Formation) on the same side of the ball. Note: A tight end lined up as a lineman counts as one (1) of the two (2) allowed eligible receivers on one side of the ball. **A foul under this rule will result in a 5-yard penalty and replay of down.**

6. Any player who receives a direct snap from the Center **CANNOT** run between Guard and Center in either direction (A Gaps). **A foul under this rule will result in a 5-yard penalty and replay of down.**

➤ Blocking

1. A blocker must stay on his feet at all times.
2. Cross blocking and roll blocking are not permitted.
3. Butting, elbowing or knee blocking is not permitted.
4. Blocking a player from behind is not permitted.

➤ Tackling and De-flagging

1. There shall be no tackling of the ball carrier, passer or receiver (see penalties section). Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
2. A legal flag pull takes place when the ball-carrier is in full possession of the ball. The player carrying the ball or having possession of the ball is down when the flag is removed from his waist. The defensive player shall hold the flag above his head and stand still or drop the flag where de-flagged.
3. 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 penalty; however touching the head or face shall be considered a penalty.
4. It is illegal to attempt to strip or pull the ball from the ball-carrier's possession at any time.
5. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
6. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
7. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey. Flag Guarding is prohibited.
8. All slides are expressly prohibited.

➤ Defensive Line Play (1<sup>st</sup> Level)

1. All Defensive Players **MUST** be in a two (2) point stance.
2. Defense **MUST** have a minimum of three Defensive Lineman and a max of 4 Defensive Linemen, and they are required to be within arm's reach of the Offensive Linemen. **Violation of this rule will result in a 5-yard penalty for illegal formation.**
3. Defensive Linemen **MAY NOT** line up inside the Offensive Guards (A-Gaps), and **MAY NOT** line up Head Up on the Center. The Center will be uncovered at all times. **Violations of this rule will result in a 5-yard penalty for illegal formation.**

4. No Defensive player may line up on the LOS wider than three yards outside of the last offensive lineman to their side.

➤ Linebacker Play

1. Linebackers must align at least three yards deep, prior to, and at the time of the snap. If they align any closer than 3 yards to the LOS, they will be considered 1<sup>st</sup> level Defensive Linemen and subject to the above-mentioned rules regarding same. If this results in more than 4 Defensive Linemen, or a Defensive Lineman not in arms reach of the Offensive Linemen, it is a foul: **The penalty for illegal formation is 5 yards from previous spot and replay of down.**
2. Linebackers may not move toward the line of scrimmage until after the ball is snapped. **The penalty for illegal procedure is 5 yards from previous spot and replay of down.**
3. No blitzing is allowed. **The penalty for blitzing is 10 yards from previous spot and replay of down.**

➤ Defensive Back Play

1. Cornerbacks and other Defensive Backs must line up 3 yards off the line of scrimmage. If lined up closer than three yards it is a foul: **The penalty for illegal formation is 5 yards from previous spot and replay of down.**
2. Defensive Backs may not move toward the line of scrimmage until after the ball is snapped. **The penalty for illegal procedure is 5 yards from previous spot and replay of down.**
3. No blitzing from this position is allowed. **The penalty for blitzing is 10 yards from previous spot and replay of down.**

➤ Scrimmage Kicks: Punting: –3<sup>rd</sup>/4<sup>th</sup> Flag Division

- When a team declares a scrimmage kick (Punt only , Field Goal or PAT Kicks are **NOT** allowed), no one on defense is allowed to line up over the center. The long-snapper cannot be hit until after the ball is kicked away.
- When a team declares a punt, the team must punt. Fake punts are **NOT** allowed.
- Rushing by the defense is **NOT** allowed on a punt (a free kick).
- Neither the offense nor the defense may cross the line of scrimmage until the ball is kicked
- If the snap from center to the punter is dropped or mishandled and touches the ground, the punter is able to pick up the ball and continue with his kick. The free kick rule is still in effect.
- Snaps must be made between the legs.

➤ Misc. Rules

1. Coaches are encouraged to substitute liberally when there is more than an 24 point lead

2. Once an injured player receives assistance, or if the official has designated an injury timeout, the player must sit out for at least one play.

➤ Penalties

All penalties will be enforced according to UIL rules. Unless otherwise stated below:

1. Holding (5 yds. from the spot of the foul).
2. Leaving feet to block (5 yds from the previous spot).
3. Cross body or roll blocking (5 yds from the previous spot).
4. Clipping or blocking in the back (5 yds from the previous spot).
5. Team A (Offense) may not use a split end, flanker or any back split out at the snap to block back toward the ball against the 1<sup>st</sup> level of Team B (Defense). 1<sup>st</sup> level is defined as the DE positioned on the LOS, or within 3 yards from the LOS, or any other defensive lineman positioned on the LOS or within 3 yards from the LOS.  
**The penalty is 10 yards from the previous spot and replay of down.** This rule does not apply to the 2<sup>nd</sup> level or beyond of Team B (i.e. LB, SS, Defensive Secondary who are positioned at least 3 yards off the LOS at time of snap).
6. Blocking below the waist outside the tackle box is a foul. **The Penalty is 10 yards from previous spot and replay down.**
7. **Unsportsmanlike Foul: 15 yard penalty per NCAA/UIL Rules**
8. **Flagrant Personal Foul: 15 yard penalty per NCAA/UIL Rules – Player subject to ejection per NCAA/UIL Rules at discretion of Referee.**

## Judgment Calls, Protests, Infractions and Penalties (Tackle and Flag Divisions)

1. Referees shall be the final determiner of all actions and behavior on the field of play. All judgment calls shall reside totally with the referees and are not subject to Board review.
2. Referees assigned to a game or any Board member may cause the removal or ejection of any person from KISD property or other KYF® premises for violation of any of these codes of behavior. Upon removal or ejection, that person must leave the field and premises immediately, may not remain in the proximity of the field, and possibly may not return for the following game or longer, subject to Executive Committee review.
3. Protests can be made only on rules violations. No protest will be considered which is submitted over a referee's judgment call.
4. All protests must be submitted in writing to the Division Director within 48 hours from game's end. Each point of protest and corresponding rule must be cited in the written protest.
5. A review board of five (5) non-affected Executive Committee members shall render the final decision on the validity of any protest. If this condition cannot be met with (5) non-affected Executive Directors the President will appoint additional directors to complete a (5) person independent review panel for the specific protest.
6. Once a game is declared final by the referee, the game is final and will be recorded as a game of record.
7. Any coach, player, cheerleader or spectator found in violation of KYF® rules are subject to the following penalties: (NOTE: violations of KYF® COVID-19 Guidelines may result in removal of the Head Coach, and/or other involved coaches).

### Recruitment Violation

Recruitment violations will result in penalties up to and including permanent suspension of the head Coach and player(s) or cheerleader(s) found in violation.

### Unsportsmanlike Conduct

Any player or cheerleader ejected from a game will be automatically suspended the remainder of the game in question, and the next week's game. Said player or cheerleader must immediately leave the KISD property, or other KYF Premises. Any player or cheerleader who is suspended cannot practice with their team during the week they are suspended. Players may appeal any suspension to the Division Director, VP Football Operations and President, within 48 hours of occurrence. Cheerleaders may appeal any suspension to the Division Director, VP Cheer Operations and President, within 48 hours of occurrence. A review board of five (5) non-affected Board members, including the President, VP-Football Operations and Division Director shall render the final decision on the validity of any appeal. The President will appoint any additional members needed to complete a 5 person review committee for each case.

Any coach ejected from a game will be suspended for the remainder of that game and a minimum of the next three games, with additional length of suspension - if any - to be decided upon by the Executive Committee. Any coach suspended by the league for other reasons is subject to the same rules of suspension. Said coach must immediately leave the KISD property, or other KYF® premises, and is not allowed on KISD property, or other KYF® Premises, until reinstated by the league. Said coach cannot practice with their team during suspension. Said coach must supply a written letter to the Board with explanation before reinstatement may begin. Appeals to the suspension may be presented in writing to the VP of Football Operations for football coaches or the VP of Cheer Operations for cheer coaches. All appeals under this rule will be reviewed and adjudicated by a review board of five (5) non-affected Board members, including the President, VP-Football Operations/VP Cheer Operations and Division Director, plus two additional appointed directors, who shall render the final decision on the validity of any appeal.

Anyone on the sideline that displays unsportsmanlike conduct will be warned by the referee AND the head coach will be informed of the warning at the first incident. If the conduct does not improve or if the conduct continues, the referee will eject the person(s) from KISD property, or other KYF® premises. As an alternative, referees may also impose a Sideline Unsportsmanlike penalty on the team resulting in a 15 yard penalty

Every player is expected to maintain a sportsmanlike manner at all times. Fighting will not be tolerated. Unsportsmanlike conduct by a player is subject to Board review and could result in a one or more game suspension. Any player ejected from a game by a game official will be automatically suspended for the remainder of the game in question, as well as the next game. Any player who receives a second ejection by a game official in the same season will be automatically suspended for the remainder of the game in question, as well as the next TWO games. Any player who receives a third ejection by a game official in the same season will be automatically suspended for the REMAINDER OF THE SEASON AND ALL POST-SEASON PLAY. Players may appeal any suspension to the Division Director, VP Football Operations and President (as defined above) within 48 hours of occurrence. All appeals under this rule will be reviewed and adjudicated by a review board of five (5) non-affected Board members, including the President, VP-Football Operations/VP Cheer Operations and Division Director, plus two additional appointed directors, who shall render the final decision on the validity of any appeal.

Players who are called for four (4) or more personal fouls or unsportsmanlike fouls during the same season will undergo Executive Committee review and may be suspended for a single game, multiple games or the REMAINDER OF THE SEASON, AND ALL POST-SEASON GAMES, subject to Executive Committee Review. Players may appeal any suspension under this rule to the KYF® President.



# Administrative Rules & Guidelines

## I. Definitions

1. **“New Player” or “New Cheerleader”** – A Player or Cheerleader that has NEVER been registered for a KYF® Fall Season program will be considered a New Player or Cheerleader to KYF®.
2. **“Returning Player” or Returning Cheerleader”** – Any Player or Cheerleader who participated with KYF® during the previous season, and who is listed in League record in good standing on an official KYF® Roster for the previous KYF® season, will be considered a Returning Player or Cheerleader to KYF®. This includes any Returning Player or Cheerleader who chooses to “Opt-Out” from returning to their previous team or squad from last season.
3. **“Previous Registered Player”** – Any Player that has previously registered for a KYF® Fall Program at some point in the past, but did not register or participate with KYF® in the previous season, will be considered a Previous Registered Player.
4. **“Invited Player”** – Any New Player who is recruited and invited by a KYF® Head Coach, where roster spots exist, to participate on a specific KYF® Team. To be considered an Invited Player to a specific KYF® Team, open roster spots, not filled by Returning Players, must exist to accommodate any Invited Player up to the maximum rosters size per age division, as per Administrative Rules & Guidelines section VI. 8. Any Returning Player who chooses to “Opt-Out” from returning to their previous team from last season MAY NOT be considered an Invited Player under any circumstance. Any Previous Registered Player that at some point registered with KYF® for a past Fall Season Program MAY NOT be considered an Invited Player under any circumstances.

## II. COACHES

1. Any person wishing to be considered for a head coach role or assistant coach role must submit an application of intention to coach to the KYF® Board. All coaches must submit and pass a background check thru NCSI. Each coach must complete this process online and receive authorization to coach from the KYF® President or VP-Football Operations before participating in any KYF® activity.
2. The KYF® President and VP-Football Operations will approve all head coaches. The league reserves the right to interview all new applicants who wish to be considered for head coaching positions. The division director will conduct all coaching interviews and collaborate with Discipline Director, the VP-Football Ops and President.
3. All KYF® Coaches (Head Coaches and assistant coaches) must complete online Level I Certification with USA Football for their division (Tackle or Flag). KYF® will pay for this

certification, and will provide a link for all coaches to utilize. This must be completed on or before the Head Coaches Meeting for all Head Coaches and no later than the date of the first game for all assistant coaches.

4. All KYF® Head Coaches must attend a mandatory Coaches meeting, as communicated by the league. All coaches must receive USA Football Certification for their coaching level.
5. All Head Coaches and assistant coaches must conduct themselves in a sportsmanlike manner at all times and must teach clean, sportsmanlike football and cheerleading. The Board reserves the right to remove or replace any Head Coach or assistant coach at any time for any cause upon majority vote by the Board. The KYF® VP-Football Operations and President, in collaboration with the KYF® Division Director, may also suspend or remove any Coach for a certain period or indefinitely, at their sole discretion, for any violation of the KYF® Code of Conduct, or for acts deemed detrimental to the Mission or Core Values of KYF®. Coaches may appeal any suspension as described in the Official Playing Rules Section V.
6. Assistant coaches will be chosen after players and cheerleaders are assigned to teams. These coaches can be either parents of team members or unassociated coaches. Transfer of players or cheerleaders out of their assigned team area for assistant coaches will not be permitted.
7. Coaches are prohibited from promising any prospective player or cheerleader that he/she will be assigned to a specific team. Invited Players may be invited to a KYF® team, but placement to that team is subject to Board review and will be governed per Administrative Rules & Guidelines section VI.4.
8. At the discretion of the head coach, after receiving final approval from the KYF® VP-Football Operations, each team in the tackle division may choose to have up to 5 official coaches, including the Head Coach. The coaches must be identified at the beginning of the year. Teams will not be allowed to add coaches right before the Turf Bowl.
9. There will be a maximum of 5 registered official coaches per team or squad, as defined above. Only the official coaches will be allowed inside the coach's box on the sidelines during all football games. One of the official registered coaches must be a monitor and complete the KYF® board approved play monitor sheet during games. The KYF® Monitor Sheet can be downloaded from [www.katyouthfootball.com/forms](http://www.katyouthfootball.com/forms) Parents (including Team Mom) and all other spectators are forbidden from completing the play monitor sheet. Monitor sheet must be turned in to KYF® Board Tent immediately after game.
10. Each coach must wear a KYF® Board issued coach's badge around their neck.
11. Due to COVID-19 – 2020 conditioning was postponed until 8/18/2020.

Conditioning practices are defined as:

- Strictly conditioning & agility training (Sparqs, Skilz Training, Agility Rings, etc). No blocking/tackling sleds or dummies, footballs, helmets, shoulder pads, etc.
- No position specific training
- Workouts are 2 days/week and the duration for each session will be no more than forty five (45) minutes.
- No offensive, defensive, or special teams play implementation during these workouts will be allowed.
- ***Coaches, this is strictly to get your kids in shape for the start of practice. If you are caught breaking these guidelines, the first offense is suspension for 3 games(including practices/coaches meetings) and if there is a second infraction you will be suspended for the season! If your assistant coaches or anyone affiliated with your team breaks the rules, the head coach will still be held responsible!*** You will need to forward to your Division Director your dates, times, and location for workouts. Also, remember all KISD high school fields are off limits for workouts!

For 2020 – Follow KYF® COVID-19 Reopening Guidelines for Practice Allowances.

### III. FOOTBALL PLAYERS

1. Players are to include students residing in the Katy or surrounding area and attending any public, private or home school at the time of registration. A player may not participate if the player is in a grade level above sixth grade.
2. All players must be registered through the office of the KYF® Board to be assigned by the Board in accordance with the following rules. All applications must be signed by a Board member, and approved by the KYF-VP Registration prior to the player beginning practice sessions.
3. All players must pay registration fees. The KYF® board will review hardship cases.
4. Players will be assigned to a division according to their grade as follows:

DIVISION	GRADE	GAME
Junior Flag	Pre-K / K	Flag – Non-Competitive (No Scoring)
Mitey Mites/1 <sup>st</sup> Flag	1 <sup>st</sup>	Tackle – 1 <sup>st</sup> Year
Pee-Wee/2 <sup>nd</sup> Flag	2 <sup>nd</sup>	Tackle
Rookie/3 <sup>rd</sup> Flag	3 <sup>rd</sup>	Tackle
Jr. Varsity/4 <sup>th</sup> Flag	4 <sup>th</sup>	Tackle
Varsity/5 <sup>th</sup> Flag	5 <sup>th</sup>	Tackle
Sr. Varsity/6 <sup>th</sup> Flag	6 <sup>th</sup>	Tackle

5. At no time shall players be allowed to play down to a lower division. Flag divisions may be combined at the discretion of the league.
6. Starting in 3<sup>rd</sup> Grade players can select to play up to the next grade division. After receiving approval from the Operations Group players will be placed accordingly. Only players in 3<sup>rd</sup> grade or higher may select to play up, and they may only play up one division above grade level. Players in Pre K through 2<sup>nd</sup> grade must play at grade level, unless specifically approved by the President to play up. The Executive Committee will render final decision on any disputes that arise regarding requests to play up out of division.
7. An "Age Cap" per grade for placement of football players is in effect for all divisions. All players are placed based on grade for the current season, with the exception of a player that exceeds their grade age cap. Any player exceeding their grades age cap must play "up" in the next division:

**Age Cap by Grade for Placement of Football Players ONLY**

<b>Junior Flag</b>	Pre-K & Kindergarten	Player cannot turn 7 years old before September 1 of current season. Player must be 4 on or before 9/1 of current season
<b>Mitey Mite / 1<sup>st</sup> Flag</b>	1 <sup>st</sup> Grade	Player cannot be turn 8 years old before September 1 of current season
<b>PeeWee / 2<sup>nd</sup> Flag</b>	2 <sup>nd</sup> Grade	Player cannot turn 9 years old before September 1 of current season
<b>Rookie / 3<sup>rd</sup> Flag</b>	3 <sup>rd</sup> Grade	Player cannot turn 10 years old before September 1 of current season
<b>Jr. Varsity / 4<sup>th</sup> Flag</b>	4 <sup>th</sup> Grade	Player cannot turn 11 years old before September 1 of current season
<b>Varsity / 5<sup>th</sup> Flag</b>	5 <sup>th</sup> Grade	Player cannot turn 12 years old before September 1 of current season
<b>Sr. Varsity / 6<sup>th</sup> Flag</b>	6 <sup>th</sup> Grade	Player cannot turn 13 years old before September 1 of current season

**\*PLAYERS THAT EXCEED THE AGE CAP MUST MOVE UP TO THE NEXT DIVISION**

8. No player shall be younger than four (4) years old by September 1<sup>st</sup>.
9. Seventh (7<sup>th</sup>) graders shall not be allowed to participate in KYF® football.
10. All players must be completely uniformed for all contact practices and games – both flag and contact. A tackle division uniform consists of helmet, mouthpiece, jersey, shoulder pads, pants with hip pads, thigh pads, kneepads and shoes. A Flag division uniform consists of jersey, pants/short (league issued), flag belt, and shoes. Shoes may be

baseball, soccer, or football shoes with canvas or leather tops. All players must wear shoes. Molded rubber-cleated shoes and detachable or screw-in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.

11. Helmet visors must be clear; player's eyes must be visible.
12. All players must use mouthpieces on the field of play and during practice at all times. In the Flag divisions, players are not permitted to wear lanyards or any other items around the neck during games or practices.
13. No player will practice or play with any other fall football team or any other fall football league than his assigned KYF® team. Under no condition shall any player practice or play with two or more fall football teams after opening day. Special approval to practice with any pre-, present or post-season Tournament tackle football teams, during the KYF® Season, must be granted by the KYF® Executive Committee before any such practice is permitted to take place. **The consequence of violating this rule may result in forfeiture of all games in which an ineligible player participated.**
14. No refunds will be given unless approved by the KYF® VP-Finance and KYF® President.
15. Any Player who quits before the season starts, or does not show up to participate with their assigned KYF® team, will not receive a KYF® uniform. No refunds will be granted for Players who are placed to a KYF® team. KYF® has a strict no refund policy, as outlined on the Player Application and within the KYF® online registration pages. Once a person registers the league begins to immediately incur cost, and our overall cost per player is well in excess of the registration fee. As a non-profit organization KYF® must adhere to our no refund policy in order to sustain ongoing operations.
16. Each Tackle player's football helmet must be NOCSAE approved.

#### IV. CHEERLEADERS

1. Cheerleaders are to include students residing in the Katy or surrounding area and attending any public and/or private school at the time of registration. A cheerleader may not participate if the cheerleader is in a grade level above seventh grade.
2. All cheerleaders must be registered through the office of the KYF® Board to be assigned in accordance with the following rules. All cheerleaders must be registered prior to the cheerleader beginning practice sessions.
3. All cheerleaders must pay registration fees. The KYF® board will review special needs cases.

4. Prior to August 1<sup>st</sup> cheerleaders may choose to be placed to any KYF® team, which is able to form a cheer squad. After August 1<sup>st</sup>, all cheerleaders are placed to teams at the discretion of the KYF® VP-Cheer.
5. Siblings of football players shall be assigned to teams at the discretion of the Cheerleader Directors. All cheerleaders will be assigned to a division with minimum and maximum squads according to their grade as follows:

<b>DIVISION</b>	<b>GRADE</b>	<b>MINIMUM/MAXIMUM</b>
<b>Junior Flag</b>	Pre-K / K	4 / 12
<b>Mitey Mite</b>	1 <sup>st</sup>	4 / 12
<b>Pee-Wee</b>	2 <sup>nd</sup>	4 / 12
<b>Rookie</b>	3 <sup>rd</sup>	4 / 14
<b>Junior Varsity</b>	4 <sup>th</sup>	4 / 16
<b>Varsity</b>	5 <sup>th</sup>	4 / 16
<b>Senior Varsity</b>	6 <sup>th</sup>	4 / 16

6. Minimum age for a cheerleader is four (4) years old. A parent or guardian MUST be present for all activities with children younger than six (6) years old.
7. No cheerleader shall be older than fourteen (14) years old on or before September 1 of the current season.
8. A copy of a birth certificate or acceptable proof of age and a report card will be required. The only exception regarding a report card is when a child is being home schooled or has not entered kindergarten.
9. All cheerleaders must be completely dressed in KYF® provided uniforms to participate in performances/games.
10. During games, all cheerleaders are to stay within the KYF® designated area on the sidelines, remaining within the 20-yard line markers. The KYF® Board recommends that all cheer squads set up between the 30 and 40 yard line makers, next to the football players. The Head Football Coach is responsible for insuring the cheer squad is able to set up in this area if that is the desire of the Head Cheer Coach.
11. During halftime, all cheerleading activities will be limited to five (5) minutes, after which each cheerleading team will greet their opponents. The home team shall initiate these activities.
12. Every cheerleader is required to maintain a sportsmanlike manner at all times. Fighting will not be tolerated. Unsportsmanlike conduct of a cheerleader is subject to Board review and could result in a one or more game suspension.

13. The cheerleader coach(s) will be responsible for conducting all cheerleader practices.
14. No refund will be given unless a cheer squad cannot be formed for a sibling's football team.
15. Any cheerleader who quits before the season starts, or does not show up to participate with their assigned KYF® team, will not receive a KYF® uniform. No refunds will be granted for cheerleaders who are placed to KYF® teams. KYF® has a strict no refund policy, as outlined on the Player Application and within the KYF® online registration pages. Once a person registers the league begins to immediately incur cost, and our overall cost per player is well in excess of the registration fee. As a non-profit organization KYF must adhere to our no refund policy in order to sustain ongoing operations.
16. Cheerleaders performing stunts — under their coach's supervision and at their own risk — such as a pyramid should not exceed a height of 2 person(s) tall. NOTE: The league strongly recommends and promotes safety for all players/cheerleaders registered in Katy Youth Football.

## **V. DUTIES OF COACHES AND TEAMS**

1. All coaches must have a meeting with parents before the season starts. A Board member will be available for the meeting, if desired. Make sure six-foot of social distancing is maintained, and cover all KYF® COVID-19 Reopening Guidelines.
2. As part of the meeting, coaches shall discuss topics as outlined in KYF® Parent Meeting Guidelines posted on the "forms" page of the KYF® website.
3. Upon a date to be determined by the Board, all coaches will collect current report cards, progress reports, or class schedules from players to verify that the school they currently attend and the grade they are in are the same as what was stated on their league registration form. Varsity and Senior Varsity coaches will also collect birth certificates to verify that no player is 13 years of age as of September 1 of the current season. These documents will be retained by coach and team parent for review. After review, said documents will be held in team's possession and on hand during all games for review as need. After the season team will return documents to the player. Any player that does not turn in the necessary documents will not be allowed to play. Coaches found to either not have these documents, or to be playing an illegal player, will be subject to punishment up to a lifetime suspension from participation in KYF® activities. A team found in violation will be subject to punishment up to a forfeiture of all of the current season's team victories.

4. No coach is allowed to practice any player or cheerleader with his/her team that is not assigned to his/her team or squad.
5. There shall be no smoking, tobacco chewing, or drinking of alcoholic beverages on the field of play during practice or games. Tobacco, alcoholic beverages and drugs are not permitted on any KISD premises at any time per KISD policy. KYF® agrees with and supports KISD policy in this matter. This policy also applies to other KYF® events, or any premises in which official KYF® activity is conducted.
6. ANY PERSON SUSPECTED TO BE UNDER THE INFLUENCE OF ALCOHOL OR DRUGS WILL BE REQUIRED TO LEAVE THE KISD PROPERTY OR OTHER KYF® USED PREMISES. Any coach who is suspected to be under the influence of alcohol or drugs at any game or practice shall be subject to Board disciplinary action up to and including removal as coach.
7. All coaches and fans are expected to exhibit appropriate behavior while at KYF® games, i.e. no cursing, obscenities, or otherwise unsportsmanlike conduct. Vulgar language is strictly prohibited. Coaches are expected to encourage and enforce this behavior among their players, cheerleaders and parents.
8. Unsportsmanlike conduct of a coach or spectator is subject to review by the President, VP Football Operations, and the Division Director responsible for that division. Disciplinary action may result in a one or more game suspension.
9. No pets are allowed anywhere on KISD property or other KYF® premises.
10. Coaches, players, and cheerleaders shall remain within the 20-yard line markers during the playing of games. All fans must stay behind the line or cones marking 4 yards back from the sideline. No one other than Flag, Mitey Mite, PeeWee, and Rookie coaches that are on the field of play and no one will be allowed in or around the end zone area. This rule applies to all spectators, players and coaches — not just those associated with the game in progress.
11. All head coaches have the responsibility of ensuring any and all assistant coaches, players, cheerleaders, and fans do not bring discredit to their team by word or action, such as use of foul language, playing dirty football, or participating in unsportsmanlike cheers.
12. The Head Football Coach is responsible for ensuring that NO music is to be played during a game. Music may be played before the start of a game, during halftime and at the conclusion of the game. “Radio edit” music only. Absolutely no explicit lyrics are allowed.



13. Loud speaker/megaphone announcements and/or play-by-play of any sort during any game are prohibited.
14. It is recommended that all coaches inspect players or cheerleaders equipment to be sure it is of sufficient quality to be safe and protective.
15. All coaches shall assume their share of responsibility of the football and cheerleading program and assist in acquiring sponsors, or any fundraising project approved by the Board. **Head coaches who do not secure team sponsorship or meet satisfactory fundraising requirements may be removed at the discretion of the VP-Football Ops and KYF® President.**
16. Home teams of the first scheduled game for each Saturday are responsible for setting up yard markers, first down chains, and garbage cans for their respective fields. Home teams are listed *last* on all game rosters and the game day boards.
17. Home teams of the last scheduled games are responsible for collecting all yard markers, first down chains, and garbage cans and positioning on the sideline near the 50 yard line. All teams are responsible for cleaning their respective sidelines at the conclusion of their games.
18. Each team will provide personnel to staff a three-person chain and down marker crew for the game. The three-person crew will consist of two members from the home team and one from the visiting team. The chains and down markers will be run from the home team's sideline, unless professional video services are employed by the league. In this case, the chain and down marker crew will function on the sideline opposite the camera. During championship games league volunteers may staff chain crew.
19. Coaches, referees, and Board members are responsible for enforcing all standards of conduct.
20. Only Jr. Flag, Mitey Mite, Pee-Wee and Rookie football coaches are allowed on the field of play. Two coaches are allowed on the field in Jr. Flag and Mitey Mites, one coach is allowed on the field in Pee-Wee & Rookie. Rookie coaches must coach from the sideline beginning the third week of the season. When on the field, coaches **cannot** diagnose plays or call adjustments. When on the field, coaches **must** be silent after the offense breaks the huddle and until the play is over. Referees will warn the coach of the first offense. Referees will impose a team unsportsmanlike conduct penalty on the second and all subsequent offenses.
21. Use of cellular phones, hand held radios, "walkie-talkies", or any other personal portable communications devices to communicate with coaches or individuals either on the field, on the sidelines, or in the stands is prohibited.

22. The head coach is responsible for having a representative of his/her team attend each coaches meeting or team mom meeting that is called by the Board. Football and cheer meetings may be held separately. Attendance is required. Head Coach must attend the annual coaches meeting in July. Each head coach is responsible for having a representative of his/her team attend each parent advisory meeting called by the board. Attendance at this meeting is mandatory.
  
23. The head football coach is responsible for ensuring each player will play 6 downs per half for a total of 12 downs during each game. Consequences are as follows: 1<sup>st</sup> Offense – 15 yard penalty, 2<sup>nd</sup> Offense – 1 game suspension of the Head Coach and removal from KISD property or other KYF® premises, 3<sup>rd</sup> Offense – Removal of Head Coach. The consequence for this infraction in a playoff or championship game is forfeiture. ALL exceptions to the minimum play rule must be determined by the head coaches and monitors PRIOR to the start of the game, and must be shared with the opposing coach and initialed by all parties on the monitor sheet. Acceptable exceptions include:
  - Illness
  - Disciplinary action due to missing practice during the preceding week. Disciplinary action can include not starting individuals; withholding play for several downs; series of downs, or entire quarters of play; or conditions warranting, suspending the individual from play for the entire game.
  
24. One coach must be assigned to complete the game's KYF® board approved play monitor sheet. The form can be downloaded from [www.katyyouthfootball.com/forms/MonitorSheet.doc](http://www.katyyouthfootball.com/forms/MonitorSheet.doc). Only the top section (with exception of score), player names and numbers, and game notes/comments are allowed to be filled in prior to game start. The team must have the KYF® board approved monitor sheet available at all times for review by league officials or referees. Each team must have the signature of an attending referee, opposing team Head Coach, and opposing team Monitor Coach and the final score after each game. Completed monitor sheets must be turned into the board tent at end of each game. Failure to have the monitor sheet readily available, turned in after the game, or the sheet being pre-populated with play time could result in forfeiture of the game, or disciplinary action against the head coach, up to and including removal of head coach.

25. The league chain of communications should be followed for all issues requiring resolution. The chain is as follows:

<b>Step</b>	<b>Football Players</b>	<b>Cheerleaders</b>
Step 1	Parents	Parents
Step 2	Coaches	Coaches
Step 3	Head Coach	Head Coach
Step 4	Division Director	Division Director
Step 5	Director Tackle/Flag	VP Cheer
Step 6	VP Football Operations	President
Step 7	President	

## **VI. TEAM ASSIGNMENTS**

1. All team assignments for New Players, with the exception of Returning Players or Invited Players, are based on the area the player resides in and the school they attend, as per the current KYF® Team/School Matrix. Private schooled and home schooled children, with the exception of Returning Players and Invited Players, will be placed on teams according to the public school they would attend, as per the KYF® Team/School Matrix.
2. Returning Players and Cheerleaders have the option to return to their previous season team, as per Administrative Rules & Guidelines section VI.4. If a Returning Player or Cheerleader was placed completely out of their Matrix area during the previous season, they also have the option to “opt out” and return to their normal area for convenience. In this case, if a parent elects to “Opt Out” and move to their normal area, Returning Players will be placed according to existing team placement rules for New Players in the order of registration. These Players may not be considered Invited Players. KYF® believes strongly in the unity created when Players and Cheerleaders return to their existing team each year and play together over several seasons. KYF® believes this creates cohesion and sets the optimum atmosphere for positive Player and Cheerleader development. KYF® encourages all Players and Cheerleaders to stay loyal to their existing team each year.
3. Opting out of team from previous year if already placed on a roster for current year: If child was on the roster in good standing for the previous year, that child may opt out of going back to that team and can opt to be placed according to the KYF® Team/School matrix for purposes of being placed on another team. At the time of officially notifying the KYF® VP of Registration, by email only, the decision to opt out, the child’s time stamp for purposes of priority placement is reset to the time of notification. The parent (or legal guardian) is the only one who can choose to have the child opt out. If the

child’s uniform is already ordered, parent / guardian will be responsible for the new uniform cost.

4. Placement priorities are as follows:

- A. Returning Players and Cheerleaders are protected to return to their original team until the end of the third physical (walk-in) registration date. The Board reserves the right to extend this deadline as it sees fit to facilitate registration. Any extension will apply league-wide and the new deadline will be issued as a public announcement.
- B. A KYF® Head Coach may Recruit and invite New Players only, who will be considered “Invited Players”, onto their team, from any area outside of their team’s respective PRIMARY matrix school. Head Coaches may NOT invite any Returning Players, or any players who “Opt-Out”, onto their team. All Opt-Out Players and Returning Players will be placed in accordance with league rules. Each KYF® Head Coach will have a limited number of Invited Players that they can invite into KYF® each season, subject to the limitations below:

<b>Maximum Number of Invited Players</b>		
<b>Division</b>	<b>2019 Fall Season Record &gt; 0.500</b>	<b>2019 Fall Season Record &lt;=0.500</b>
Mitey Mite	Up to five (5) Invited Players	Up to five (5) Invited Players
PeeWee	Up to five (5) Invited Players	Up to five (5) Invited Players
Rookie	Up to five (5) Invited Players	Up to five (5) Invited Players
Junior Varsity	Up to five (5) Invited Players	Up to five (5) Invited Players
Varsity	Up to five (5) Invited Players	Up to five (5) Invited Players
Senior Varsity	Up to five (5) Invited Players	Up to five (5) Invited Players

NOTE: A KYF® Head Coach may only invite Players up to the maximum roster space available as defined per Administrative Rules & Guidelines section VI. 8. for his/her age division. All Returning Players to a specific KYF® Team, who participated in good standing on that KYF® Team in the previous season, will have priority over any Invited Players. This could further limit the number of Invited Players allotted above for each division. (i.e., if a Rookie coach has 21 Returning Players sign up to Return to his/her team, within the timeframe allotted for Returning Players per Administrative Rules & Guidelines section VI. 4. i., only 1 spot will be available for Invited Players. If a Rookie coach has 22 or more Returning Players sign up to Return to his/her team, within the timeframe allotted for Returning Players per Administrative Rules & Guidelines section VI.4.i., zero spots will be available for Invited Players)

- c. All other Players and Cheerleaders, who are not defined as Returning Players or Invited Players, will be considered New Players or Previously Registered Players and will be assigned to a team in the order in which their completed application is received, in accordance with league placement rules as per the KYF® Team/School Matrix.

- D. Returning Players and Cheerleaders lose priority status after the third official walk-in registration date, or other date determined and communicated by the Board, and will be assigned according to team member and division requirements.
  - E. Considerations will be given to families consisting of players and cheerleaders with every effort being made to place children on the same team, with the division of the football Player taking precedence.
5. Players will be assigned to a team by the Division Directors and the Executive Committee in accordance with the League team assignments as outlined herein.
  6. A Returning Player may change teams, or “Opt-Out”, prior to the start of the season. Returning Players who “Opt-Out” will be placed according to existing team placement rules for New Players and Previously Registered Players in the order of registration. These Players **will not** be allowed to choose the team they are assigned. Additionally, these players will not be eligible for consideration as Invited Players.
  7. Requests by New Players, Previously Registered Players or Returning Players to be placed on specific teams will not be honored, **unless designated as an Invited Player, per Administrative Rules & Guidelines Section VI.4. i-v.** All other placements will be governed by existing League rules. Specifically, carpooling and the player’s parent volunteering to be an assistant coach will not be accepted as reasons for team placement.

8. All teams in any division shall have a minimum number of players including if applicable, the expansion team, before a new team can be formed. The suggested minimum and maximum number of players per team shall be as follows

**Tackle Divisions:**

<b>DIVISION</b>	<b>MINIMUM</b>	<b>MAXIMUM</b>
<b>Mitey Mite</b>	12	18
<b>Pee-Wee</b>	12	18
<b>Rookie</b>	16	22
<b>Junior Varsity</b>	16	22
<b>Varsity</b>	16	22
<b>Senior Varsity</b>	16	22

**Flag Divisions:**

<b>DIVISION</b>	<b>MINIMUM</b>	<b>MAXIMUM</b>
<b>Junior Flag</b>	8	12
<b>1<sup>st</sup> Grade Flag</b>	8	12
<b>2<sup>nd</sup> Grade Flag</b>	8	12
<b>3<sup>rd</sup> Grade Flag</b>	12	18
<b>4<sup>th</sup> Grade Flag</b>	12	18
<b>5<sup>th</sup> Grade Flag</b>	12	18
<b>6<sup>th</sup> Grade Flag</b>	12	18

9. Administrative Rules & Guidelines Section VI, rule 2 (“grandfather clause”) and other circumstances, except Invited Players, may take precedence over team maximums as long as these situations are in effect and approved by the VP-Registration and the President. Under NO CIRCUMSTANCE will Invited Players be allowed on a team that meets or exceeds team maximums as per Administrative Rules & Guidelines section VI. 8.



## 2020 Katy Youth Football®

### Junior Flag thru 6th grade TACKLE Whole Team

#### Registration Process

Continuing this season, KYF® is pleased to invite grade and age-appropriate teams to join the league in the Junior Flag Division thru the 6<sup>th</sup> grade tackle division. This invitation is provided to teams with coaches and no more than division maximum players, and is intended to allow groups of kids formed outside of KYF® to continue to play football together. This process is permissible for all KYF® grade levels.

To initiate this process, potential head coaches should contact the Division Director for an explanation of the process. The Division Director will provide the roster template (attached) for the head coach to complete. The head coach should return the completed roster to: the Division Director, the VP Football, and the VP Registration. The Division Director will verify grades and ages of the proposed players, and will direct the head and assistant coaches to begin their certification and background screening processes.

Once the VP Football, VP Registration, and Division Director receive the roster, a meeting may be scheduled between the Division Director, President and members of the KYF® Executive Committee, and the proposed team's coaching staff. The purpose of this meeting is to provide the coaching staff an opportunity to meet the KYF® leadership, and to allow the Board to understand the motivation for why the team was formed.

Following the meeting, the Division Director, President and Executive Committee members who were present will review the roster and will vote on whether the team will be allowed in, and/or determine if any stipulations for joining the league should be put in place. The head coach will then be notified as to the decision.

Upon being approved to join the league as a whole team, the VP Registration will insure the team members are placed on the same team as per the roster submitted by the head coach and verified by KYF®.

In cases where the team does not come in "whole" i.e., with a complete roster, KYF® may, at the league's sole discretion, assign additional players per the guidelines established in the Team Assignment Matrix.

**Assignments made as a result of this process are final, and cannot be changed after they are made. Further, no refunds will be made for players who do not play for the assigned team.**





## VII. DIVISION STRUCTURE

***Please note: Conference formation is at the discretion of the KYF® Board of Directors including as it relates to playoffs and scheduling.***

1. 10 Teams or less: One conference will be formed.
2. 11–14 Teams: Two conferences will be formed.
3. 16–22 Teams: Two conferences will be formed.  
(Each conference will be further divided into two sub-conferences)

## VIII. PLAY-OFF STRUCTURE

***Please note: Conference formation is at the discretion of the KYF® Board of Directors including as it relates to playoffs and scheduling.***

1. The winner of tie games during playoffs will be determined as follows:
  - A. Coin toss to determine ball possession or field position. The team that receives field position will select which end of the field will be used for the match up. The same end of the field will be used by both teams for the duration of the tiebreaker play (both teams will run plays at the same end of the field).
  - B. Referees will place the ball on the 10 yard line. The team with possession gets four (4) downs to score. The opposing team will then get four (4) downs to score. This rotation will continue until someone scores, with both teams having equal opportunity to score.
  - C. Sudden death is NOT in effect. If the team that was awarded first possession scores, the opposing team then has the opportunity to score. If the opposing team does score, play continues in this fashion.
  - D. Attempts for extra points after scoring are the same as regular play and are not against the four play rule.
  - E. All penalties will be assessed under the same rules of regular play.
2. Playoff structure will be determined by the total number of teams in each age division. (As outlined in the following sub-sections A, B, C and D.)

**A. 7 teams or less- One conference will be formed.**

**Tackle Divisions, not including Mitey Mites**

1. Six teams will make the playoffs.

2. The top two seeds will receive a bye for round 1. The round 1 playoff games will have the third seed play the sixth seed and the fourth seed play the fifth seed. The highest surviving seed after the round 1 games will then play the second seeded team and the lowest surviving seed will play the first seeded team in round 2. The winners of the round 2 games will meet in the championship game. The board reserves the right to cancel the round 1 games if that week is needed to complete rained out regular season games. If Round 1 is cancelled, only the top four seeds will make the playoffs.
3. Seeding will be determined by the best won-lost-tied percentage in the single conference.
  1. Best won-lost-tied percentage
  2. 2<sup>nd</sup> best won-lost-tied percentage
  3. 3<sup>rd</sup> best won-lost-tied percentage
  4. 4<sup>th</sup> best won-lost-tied percentage
  5. 5<sup>th</sup> best won-lost-tied percentage
  6. 6<sup>th</sup> best won-lost-tied percentage

***Note: Tie games count as one-half win and one-half loss for both teams.***

#### **Mitey Mite Division & Flag Divisions**

1. Four teams will make the playoffs.
2. The round 1 playoff games will have the first seed play the fourth seed and the second seed play the third seed. The winners of the round 1 games will meet in the Championship Game. The board reserves the right to cancel the round 1 games if that week is needed to complete rained out regular season games. If round 1 is cancelled, only the top two seeds will make the playoffs and they will meet in the Championship Game.
3. Seeding will be determined by the best won-lost-tied percentage in the single conference.
  1. Best won-lost-tied percentage
  2. 2<sup>nd</sup> best won-lost-tied percentage
  3. 3<sup>rd</sup> best won-lost-tied percentage
  4. 4<sup>th</sup> best won-lost-tied percentage

***Note: Tie games count as one-half win and one-half loss for both teams.***

If, at the end of the regular season, two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding:

**Two Teams:**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Three or more teams:**

*Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format*

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**B. If a division has 8-10 teams then the division will have only one conference.**

**Tackle Divisions, not including Mitey Mites**

1. Eight Teams will make the playoffs
2. The top 8 teams from the division are selected by best won-lost-tied percentage.
3. The board reserves the right to cancel round 1 games if that week is needed to complete rained-out, regular season games. If round 1 is cancelled, only the top four teams from the division will make the playoffs.
  1. Best won-lost-tied percentage
  2. 2<sup>nd</sup> best won-lost-tied percentage
  3. 3<sup>rd</sup> best won-lost-tied percentage
  4. 4<sup>th</sup> best won-lost-tied percentage
  5. 5<sup>th</sup> best won-lost-tied percentage
  6. 6<sup>th</sup> best won-lost-tied percentage
  7. 7<sup>th</sup> best won-lost-tied percentage
  8. 8<sup>th</sup> best won-lost-tied percentage

*Note: Tie games count as one-half win and one-half loss for both teams*

At the end of the regular season, if two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding:

**Two teams:**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Three or more teams:**

*Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format*

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Mitey Mites Division & Flag Divisions**

1. Four teams will make the playoffs.
2. The round 1 playoff games will have the first seed play the fourth seed and the second seed play the third seed. The winners of the round 1 games will meet in the Championship Game. The board reserves the right to cancel the round 1 games if that week is needed to complete rained out regular season games. If round 1 is cancelled, only the top two seeds will make the playoffs and they will meet in the Championship Game.
3. Seeding will be determined by the best won-lost-tied percentage in the single conference.
  1. Best won-lost-tied percentage
  2. 2<sup>nd</sup> best won-lost-tied percentage
  3. 3<sup>rd</sup> best won-lost-tied percentage
  4. 4<sup>th</sup> best won-lost-tied percentage

*Note: Tie games count as one-half win and one-half loss for both teams.*

At the end of the regular season, if two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding:

**Two teams:**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Three or more teams:**

*Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format*

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**C. 11-14 teams: Two Conferences (e.g. AFC/NFC) will be formed.**

1. 11 teams: Two conferences of 6 and 5 teams each will be formed.
2. 12 teams: Two conferences of 6 teams each will be formed.
3. 13 teams: Two conferences of 7 and 6 teams each will be formed.
4. 14 teams: Two conferences of 7 teams each will be formed.

**Tackle Divisions, not including Mitey Mites**

1. Eight Teams will make the playoffs - 3 teams from each conference and two wild card teams from either conference. The 2 wild card teams can come from any conference and will be awarded to the top two teams that did not win one of the top 3 spots in their conference.
2. The top 3 teams from each conference are selected by best won-lost-tied percentage.
3. Wild card teams can come from either conference are selected by best won-lost-tied percentage.
4. The board reserves the right to cancel the round 1 games if that week is needed to complete rained out regular season games. If round 1 is cancelled, only the top two teams from each conference will make the playoffs.
5. These 8 play-off qualified teams will then be seeded by overall record.

- 1 seed will play 8 seed
- 2 seed will play 7 seed
- 3 seed will play 6 seed
- 4 seed will play 5 seed

- 6. Winner of 1 vs. 8 will play winner of 4 vs. 5  
Winner of 2 vs. 7 will play winner of 3 vs. 6
- 7. Winners of second round will meet in Turf Bowl

***Note: Tie games count as one-half win and one-half loss for both teams.***

At the end of the regular season, if two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine the seeding (1-8):

**Two teams:**

- 1. Head-to-head (best won-lost-tied percentage in games among the teams)
- 2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
- 3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
- 4. Coin toss

**Three or more teams:**

***Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format***

- 1. Head-to-head (best won-lost-tied percentage in games among the teams)
- 2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
- 3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
- 4. Coin toss

**Mitey Mites Division & Flag Divisions**

- 1. Four teams will make the playoffs.
- 2. The round 1 playoff games will have the first seed play the fourth seed and the second seed play the third seed. The winners of the round 1 games will meet in the Championship Game. The board reserves the right to cancel the round 1 games if that week is needed to complete rained out regular season games. If round 1 is cancelled, only the top two seeds will make the playoffs and they will meet in the Championship Game.

3. Seeding will be determined by the best won-lost-tied percentage in the single conference.

1. Best won-lost-tied percentage
2. 2<sup>nd</sup> best won-lost-tied percentage
3. 3<sup>rd</sup> best won-lost-tied percentage
4. 4<sup>th</sup> best won-lost-tied percentage

**Note: Tie games count as one-half win and one-half loss for both teams.**

If, at the end of the regular season, two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding.

**Two teams:**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Three or more teams:**

**Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**D. 16-22 teams- Two Conferences will be formed. Each conference will be subdivided into two separate divisions, North and South, creating a total of four divisions. There will be a minimum of 4 teams per division.**

- 16 teams
  - Two Conferences- 8 teams each (8, 8)
  - Four Divisions- 4 teams each (4, 4 and 4, 4)
- 18 teams

- Two Conferences- 9 teams each (9, 9)
- Four Divisions- two with 5 teams, two with 4 teams (5, 4 and 5, 4)
- 20 teams
  - Two Conferences- 10 teams each (10, 10)
  - Four Divisions- five teams each (5, 5 and 5, 5)
- 22 teams
  - Two Conferences- 11 teams each (11, 11)
  - Four Divisions- two with 6 teams, two with 5 teams (6, 5 and 6, 5)

**Example:**

Number of total Teams formed	# Teams in NFC North	# Teams in NFC South	# Teams in AFC North	# Teams in AFC South
16	4	4	4	4
18	4	5	5	4
20	5	5	5	5
22	5	6	6	5

At the end of the regular season, if two or more teams finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding:

**Two teams:**

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss

**Three or more teams:**

*Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format*

1. Head-to-head (best won-lost-tied percentage in games among the teams)
2. Strength of victory (the combined won-lost-tied percentage of all the teams that a club has defeated)
3. Strength of schedule (the combined won-lost-tied percentage of all the teams that a club has played against)
4. Coin toss



## Additional Games (Runner-Up Rounds and Consolation Rounds)

1. Runner-Up Round (Applies only to divisions with 10 or more teams, and runner up games may be scheduled at the discretion of the Board.)
  - Possible games may be played by the lower seeded teams during the first round of playoffs. For instance, seed 9 will play seed 10, seed 11 will play seed 12, etc. Only one game will be played by any of these teams. For odd numbered divisions the lowest seed may not play a game. The board reserves the right to not schedule or cancel any of these games.
6. Consolation Round (Applies to the 4 teams who lose during round 1 of playoffs)
  - Possible games may be played during round two of the playoffs. The two highest seeded losers from round one of playoffs will play each other. The two lowest seeded losers from round one of playoffs will play each other. Only one game will be played by these teams. The board reserves the right to not schedule or cancel any of these games.

## IX. SPONSORSHIPS

Please see the KYF® Sponsor Sheet handout for details.

## X. CONTACTING KATY YOUTH FOOTBALL

Questions about league activities, rainouts, or information requests should be directed to the league website – [www.katyyouthfootball.com](http://www.katyyouthfootball.com). We offer a staffed phone system to leave message and receive pre-recorded information (713) 331-1907.

# Katy Youth Football®

## Parent/Spectator/Coach/Player

### Code of Conduct

Katy Youth Football believes that: participation in any sports program plays an important role in promoting the physical, social, and emotional development of our youth. It is essential for KYF® to provide a positive and enjoyable learning experience for our children; teaching sportsmanship, fair play, integrity, honor, respect, loyalty, personal courage, and dedication through the game of football and cheer. Furthermore, parents, coaches, spectators, and officials involved in youth sports events should be models of such statements and should lead by example by demonstrating fairness, respect, and self-control. Listed below are behaviors that are expected by our parents, spectators, coaches and players:

- Encourage all players and praise great plays from both teams.
- Keep all comments positive and support the efforts of the coaches, officials, and the league.
- Only players and coaches are allowed on the field. **No exceptions.**
- Leave the coaching to the coaches.
- Criticizing the officials, coaches, opponents, or fans will not be tolerated.
- Only coaches and players shall speak to the officials.
- Understand that all officials do their utmost to be impartial; they try their best to provide a safe and suitable environment so that the game is well played.
- Profanity, drug, alcohol, or tobacco use during any Katy Youth Football event is prohibited and offenders will be immediately removed from the field.
- Children who are spectators and are not participating at that time are the responsibility of the parent or guardian. The child needs to be supervised at all times and remain within close proximity of their parent or guardian. Parents must supervise and prevent behaviors which interfere with game play or damage the property of Katy Youth Football or Katy ISD.
- **Ejection of a parent or spectator from a game for inappropriate behavior by a game official or a KYF® board member will result in parent/spectator being removed from property. Parent/Spectator will also receive an automatic 1-week suspension by rule, including the next scheduled game for their team. Parent/Spectator will not be allowed on KYF® Premises during the suspension. The player will not be affected by the parent's suspension.**
- **Any parent or spectator that threatens an official or coach will be suspended for the season immediately. The parent may return the following season but will be placed on probation for that season.**
- If an issue arises during the game, please locate a KYF® board member to discuss your concerns or you can speak with the coach following the game. Arguments or discussions should be addressed with the coach following the completion of the game.
- Katy Youth Football expects **ALL** coaches and parents to create a fun, positive, and secure environment for the players and cheerleaders.