



# **2025 Katy Youth Football®**

## **Spring Flag League - The Rules of the Game**

### **Official Playing Rules and Code of Conduct**

This document contains the official playing rules for Katy Youth Football® that are in effect for the KYF® Spring Flag Season. Katy Youth Football® adheres to the 5on5 NFL Flag format for all divisions of the Spring Flag League.

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.

#### **Table of Contents**

*Playing Rules*

*Player, Coach, & Parent Code of Conduct*

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# Official Playing Rules – Flag Football

## I. PRACTICE

1. Practices for players 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. Not 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.
2. Each player will be limited to a maximum of six (6) hours of team gatherings per calendar week prior to the week of the first game. Beginning the Monday prior to the first game, teams are limited to four (4) hours of team gatherings for practice per calendar week, which will remain in effect for the remainder of the season. Game day (Friday) counts as two (2) hours of team gathering. Bye weeks allow an additional two (2) hours of team gathering up to a total of six (6) hours per week. Any exception must be approved by the Board in advance. Three (3) or more players with one or more coaches present constitutes a gathering.
3. No 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.**
4. Players will not be called upon to be present more than thirty (30) minutes prior to game time.
5. 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.
- 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.
- Each team will play two (2) 40-minute games per Friday, during the 4-week season amounting to an eight (8) game regular season. Week 5 will be reserved for the playoff and championship games.
- 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 3 downs per half for a total of 6 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.

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 more than 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.
- 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.
  - Pre-K/K/1<sup>st</sup> Flag: 1 coach from each team
  - 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 shorts, flags (when needed) 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>
Pre-K/K/1 <sup>st</sup> Flag	50 yards in length and 30 yards in width

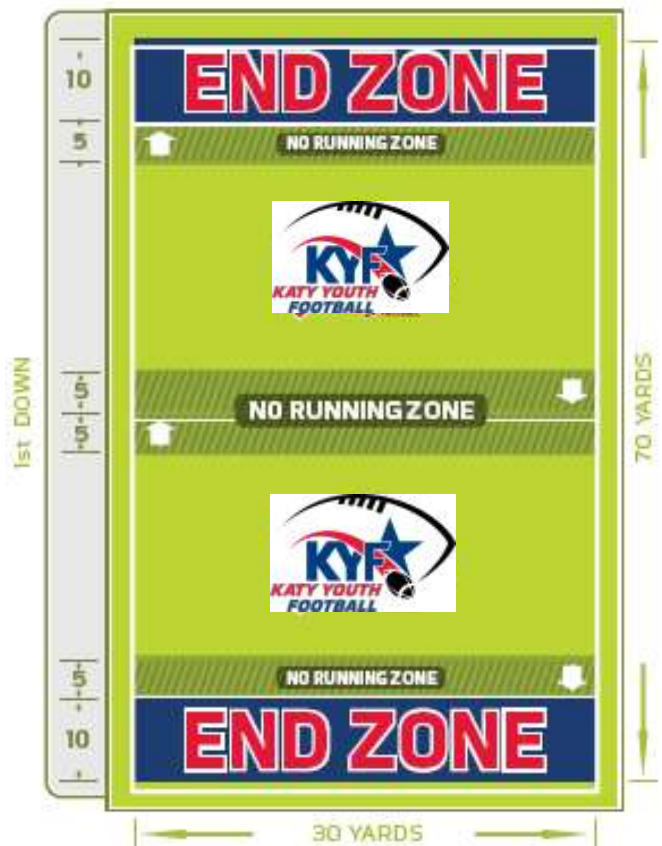
### III. Playing Rules Pertaining to all Spring Flag Divisions – (5-On-5)

#### 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: Only Wilson Full Leather Balls are allowed – As follows:  
Pre-K/K/1<sup>st</sup> Grade Division: a full 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. Jerseys will be tucked in at all times.
3. 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.
4. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.
5. Players must remove all jewelry, hats and do-rags. Winter beanies are allowed.
6. Players' jerseys must be tucked into shorts or pants if they hang below the belt line.
7. 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 6 plays per game, three plays per half.

➤ 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.

➤ 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 a 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

## **IV. Judgment Calls, Protests, Infractions and Penalties (All 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:

### **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. Said coach must immediately leave the KISD property, or other KYF® premises. Said coach cannot practice with their team during the 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.

## VI. PLAY-OFF STRUCTURE

### All Spring Flag Divisions

1. Four teams will make the playoffs. Playoff games will be played week 5 of season.
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, which will be the 2<sup>nd</sup> round of week 5 games.
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

# 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.