



# GREATER 19 YOUTH FOOTBALL LEAGUE

## GENERAL PLAYING RULES:

REVISED MAY 2003

REVISED JUNE 2005

REVIEWED AND REVISED AUGUST 2007

REVIEWED AND REVISED MARCH 2008

REVIEWED AND REVISED APRIL 2009

REVIEWED AND REVISED SEPTEMBER 2009

REVIEWED AND REVISED JULY 2010

**REVIEWED AND REVISED MAY 2011**

1. The Greater 19 Youth Football League (G19YFL) will be comprised of players in five age divisions:

**6 – 7 Division:** No player can participate in this division if their 8<sup>th</sup> birthday is prior to August 1<sup>st</sup> of the current season. Roster maximum 22 players. This age group will play either 9 or 11 players at a time on the field to be determined by a vote of the Board of Representatives prior to the commencement of each season.

Maximum weight is **90 Lbs**

Maximum Skill weight is **81 Lbs**

**8 – 9 Division:** No player can participate in this division if their 10<sup>th</sup> birthday is prior to August 1<sup>st</sup> of the current season. Roster maximum 22 players.

Maximum weight is **110 Lbs**

Maximum Skill weight is **99 Lbs**

**10 – 11 Division:** No player can participate in this division if their 12<sup>th</sup> birthday is prior to August 1<sup>st</sup> of the current season. Roster maximum 22 players.

Maximum weight is **130 Lbs.**

Maximum Skill weight is **117 Lbs**

**12 Year Old Division:** No player can participate in this division if their 13<sup>th</sup> birthday is prior to August 1<sup>st</sup> of the current season; provided, however, if a player is 115 pounds or less, such player can participate so long as such player does not turn 14 prior to December 1<sup>st</sup> of the same year. Roster maximum 25 players.

Maximum weight is **150 Lbs**

Maximum Skill weight is **150 Lbs**

**13 Year Old Division:** No player can participate in this division if their 14<sup>th</sup> birthday is prior to August 1<sup>st</sup> of the current season; provided, however, if a player is 115 pounds or less, such player can participate so long as such player does not turn 15 prior to December 1<sup>st</sup> of the same year. Roster maximum 25 players.

Maximum weight is **170 Lbs**

Maximum Skill weight is **153 Lbs.**

No child will be permitted to participate in any portion of the game if they weigh more than the maximum allowed for their age group.

**Skill Weight** – No child over the skill weight (*Non Skill Player*) is permitted to play or line up at a skill position (QB, RB, WR, and TE), carry the ball or receive the football on Offense. If a *Non Skill Player* recovers a fumble on offense it is a live ball and in this instance the player is permitted to advance the ball. Pre-designed plays (fumblerusky) to get the ball into the hands of a *Non Skill Player* are strictly forbidden. Any violation of this rule will cause the team to forfeit the game.

2. There are no restrictions on *Non Skill Players* on defense. The *Non Skill Players* are permitted to play any position and are permitted to advance any fumble or interception.

On punts and kickoffs, a *Non Skill Player* can line up anywhere on the field. However, if a *Non Skill Player* catches the ball, the play is dead and the offense takes possession at the point where the ball was caught. The exception is in the 12 and 13 age groups, the punter must be a skilled player, and he cannot be a *Non Skill Player*.

3. The maximum roster size will be 22 players for the 6/7, 8/9 and 10/11 age groups without exception. The maximum roster size for the 12-year old and 13-year old age groups will be 25 players, but exceptions will be entertained and voted on accordingly. If a municipality has more than the roster maximum in an age division, it must split into two squads provided there are sufficient numbers to have two teams. Voluntary splits may occur at any number.
4. Municipalities are permitted to move children who will not make weight in their age division to the next level. This must be done prior to the start of the season and only applies to children who are over the maximum weight limit. A player that moves up to play in the next age division because of weight shall automatically be designated a *Non Skill Player*. Notwithstanding this designation, a municipality may seek an exception to this rule to allow the player to play or line up in a skill position by filing an appeal to the Sportsman's Committee. The Sportsman's Committee will consider the appeal and make a recommendation to the league.

Children meeting age and weight prerequisites within a particular age group cannot move up (or down) to another age group for any reason (i.e., a 120 pound 11 year old cannot play on a 12 year old team).

5. It is the intent of the G19YFL to provide each child a reasonable amount of playing time during each game.
6. If a municipality has more than one team in an age division, it must ensure that weight, size, age, and athletic ability are equally distributed across all teams. To this end, each municipality will have a complete redraft of teams within a given age group prior to the start of each season, whenever they have enough players to constitute two or more teams. Each team will have one head coach and one designated assistant coach prior to the draft. The children of only these two coaches are automatically placed on these squads. The head coaches and the designated assistant will first draft all players from the older players within that age bracket, and then the younger players (i.e., all eleven year olds will be rated as a group, for instance one through five, and drafted as a group and then all ten year olds will go through the identical process).

It is permissible to drop down in the draft and skip over more highly rated players in a particular age group but you cannot drop into the lower age group until ALL older players have been drafted.

7. The Board of Representatives will decide the official start day of practice each year. Prior to the official start of practice, no G19YFL community is permitted to conduct practice or conditioning as individual teams. However, global conditioning or coaching sessions with all age groups are permitted. Any violation is subject to sanctions as determined by the G19 Sportsman's Committee. For each season, the first day of practice in tee shirts, shorts, and helmet will be decided and the first day in full pads will be one week later. No team shall

practice more than 6 hours per calendar week following the first mandatory league scheduled scrimmage. Non-contact film sessions or team meetings do not count toward the 6-hour maximum of practice or scrimmage time per calendar week and are permissible. The additional time for the aforementioned film sessions or team meetings is limited to 2 hours per calendar week.

8. Rosters are due to the league at the September meeting. Final rosters are due to the league prior to the second game of each season with deletions and additions. Any players added between those dates will not be able to participate in games until the third week of the season. Additions will be identified in bold or by an asterisk (\*) on the final roster to identify changes made from the original roster. There will be no exceptions or additions to rosters after the second game of the season.
9. Some circumstances that are outside of the Greater 19's control may affect the starting time of a game. These circumstances include severe weather, road construction on major highways, and traffic accidents. When these circumstances occur, the following policy will be applied to ensure that the players get to safely compete in all of their scheduled games.
  - a. Parents and coaches need to be aware of conditions that may affect their travel to a game. They should be prepared to leave earlier than normal, find alternate routes, etc.
  - b. If delays are likely, the teams should plan on arriving at the game site 1 1/2 hours prior to the scheduled game time.
  - c. When unavoidable circumstances occur, teams will have a 60-minute grace period from the scheduled start of the game to get their team to the field and ready to play.
  - d. If a team's arrival is delayed, the 15-minute rules for weigh-ins will be waived and players will be weighed-in as soon as they arrive and allowed to play immediately. If a coach isn't available to monitor the weigh-ins, then another coach or board member can watch the scales and handle the weigh-ins. Per league rules, ALL players must weigh-in in order to participate and all other rules regarding weigh-ins are still in effect.
  - e. If a team's arrival is delayed beyond 60 minutes past the scheduled start time, the game will begin as soon as both teams have 13 or more players and those players are able to play each position safely. For example, you can't put your wing back at offensive tackle if he has never played that position. Also, you can't hold out for your best running back or tackle to arrive if your 2nd or 3rd string running back or tackle are already there and ready to play.
  - f. In the event of unforeseen circumstances, the game may be postponed, rescheduled, or canceled as determined by the G19 Executive Board taking into consideration the best interest of the players, parents, referees and interested parties.

10. Weigh-Ins:

- a. Each municipality must have a certified beam scale and a certified 50 lb. weight at its home games for weigh-in purposes. Certifications must be performed prior to each season and do not carry over to the next season.
- b. The opposing coach will oversee the weigh-ins of each player prior to the start of each game. The scale is zeroed, accuracy verified utilizing the above mentioned certified weight and witnessed by both coaches. Each coach exchanges rosters (each team should also provide the announcer a copy of their roster, in numerical order if possible). Each player is weighed one time. Skill position players (those at or under the maximum skill weight) will be weighed first. Those players who are between the maximum skill weight and the maximum playing weight will be weighed last. These players will have a red or comparable stripe placed on their helmets to signify they are ineligible to play the aforementioned skill positions on offense and defense. Each coach keeps a copy of the opposing team's roster in case an issue arises.
- c. No child will be weighed in after 15 minutes prior to the start of the game. For example, if game time is 10:00 AM, no player can be weighed in who arrives after 9:45 AM. Late arrivals that miss the official weigh-in must sit out the first half until the opposing team can weigh the player at halftime.
- d. At a minimum, players must wear shorts when getting weighed. Players should have their game jersey on when lined up for the weigh in. Once on the scale, the player is permitted to remove everything above the waist. For an official weigh-in, the scale must come to a complete stop and a "sliver of daylight" must be visible between the beam and the upper stop. If a skilled position player does not make weight, you must reset the scale to the division maximum and allow the player to get back on the scale to ensure he is within the limits of their division. At this point, a red or comparable stripe would be applied to the player's helmet indicating he is a *Non Skill Player*.
- e. ALL players must step on the scale during weigh in.
- f. No parents are permitted to be at the weigh-in. Players and coaches are only permitted.
- g. Video taping of weigh-ins is not permitted.

11. Extra-point values:

Run or pass from the 5-yard line	= 2 points
Run or pass from the 3-yard line	= 1 point
All kicks	= 1 point

Once a choice is made, the team is committed to that point value, even if a penalty occurs.

Any turnover on an extra point play is a dead ball and cannot be advanced.

12. In the event make-up games become necessary, such games must be played prior to the last scheduled regular season game.
13. The use of radio transmitters or any form of electronic communication device for communication between coaches or players is permitted at the 12 and 13 year old divisions

on the sidelines only. No electronic communication devices are permitted on the playing field.

14. About Coaches/Coaching Staff:

- a. Coaching staffs will be selected by the Municipalities that they represent.
- b. The primary challenge of coaching shall be to improve the least skilled players.
- c. Coaches on the field of play:

6/7 and 8/9 Divisions: A minimum of one coach is mandatory. (Max. of 3 for 6/7 and 2 for 8/9)

10/11 Division: For the first 3 games, one A coach is permitted in the huddle for each team (not mandatory). Starting with game 4, one coach for each team is permitted to go to the hash mark between plays; during play all coaches must leave the field.

12 Yr. Old Division: No coaches permitted on the field of play.

13 Yr. Old Division No coaches permitted on the field of play.

Coaches on the field must remain silent and not give signals of any kind once the players are on the line of scrimmage and until the play is finished. Leeway will be given to the 6-7 year old age group.

Coaches on the field must take a position at least 5 yards behind the deepest back and must stay clear of play. In the 6/7 age group, the defensive coaches do not have to go to the offensive side before the snap but must remain at least 5 yards behind the deepest defensive player. In the 8-9 and 10-11 division, the defensive field coach, before the snap of the ball, must be at least 10 yards behind the offensive line.

- a. Coaches guilty of unsportsmanlike behavior will be subject to disciplinary action provided in **Article IV**, Section 4 of the G19YFL's By-Laws.
  - b. Coaches must conduct themselves with dignity at all times. Officials may eject coaches who are loud, abusive, or unsportsmanlike.
  - c. Each community is responsible for their coaches and must control the "coaches" or parents on the sidelines and inside the box at all times.
  - d. The head coach and/or a coach on the field is the only coach permitted to speak to officials or opposing coaches during the game.
15. In the event of a tie at the end of regulation, each team will be allowed one series from the 10-yard line to score, including the extra point. If a turnover occurs in overtime, the play is dead immediately after the change in possession. Turnovers in overtime **can not** be returned for a TD. If no one scores on offense, the game will be considered a tie.
16. Each community of the G19YFL is expected to show cordiality to every other member of the league and make every effort to accommodate G19YFL members with respect to filming and scouting games. League protocol is that the member wishing to film or scout should report to the home team's league representative to request accommodations for filming or scouting. It is expected that the request will be accommodated by the home team. Violators of this rule will be subject to sanctions as determined by the Sportsman's Committee.

17. Play-Off Seeding:

2 conferences: Top 4 teams from each conference (based on conference standings) – all 8 teams seeded based on their overall record.

3 conferences: Top 2 teams from each conference (based on conference standings) seeded 1 to 6 based on overall record. Plus, 2 wildcards with best overall records of the remaining teams seeded either 7<sup>th</sup> or 8<sup>th</sup>.

4 conferences: Top 2 teams from each conference (based on conference standings) seeded 1 to 8 based on overall records.

5 conferences: Top team from each conference (based on conference standings) seeded 1 to 5 based on overall records. Plus, 3 wildcards with best overall records of the remaining teams seeded 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup>.

6 conferences: Top team from each conference (based on conference standings) seeded 1 to 6 based on overall records. Plus, 2 wildcards with best overall records of the remaining teams seeded either 7<sup>th</sup> or 8<sup>th</sup>.

18. Standings Calculations:

1. Win-Loss-Tie percentage – ties count for  $\frac{1}{2}$  a win and  $\frac{1}{2}$  a loss
2. Head to head
3. Points Differential
4. Coin Toss

19. Tie Breakers:

1. Win-Loss-Tie percentage – ties count for  $\frac{1}{2}$  a win and  $\frac{1}{2}$  a loss
2. Head to head
3. Points Differential
4. Coin Toss

**Points Differential Calculation**

1. Point differential (winning Score minus losing score) will be calculated for each game.
2. If the differential is more than 11 points the differential will be 11 (11-point cap.)
3. Winning team will have the points differential added to their differential total for the season.
4. Losing team will have the points differential subtracted from their differential total for the season.

Example 1: Team A beats team B 33 to 7. Even though team A won by 26 points, team A would receive 11 differential points. Team B would receive -11 differential points for the game.

Example 2: Team A beats team B 10 to 6. Team A won by 4 and would get 4 differential points. Team B would get -4 differential points.

At the end of the season the **greatest** number of differential points would win a tie-breaking situation.

### **Multiple Teams in tie-breaking situation**

If more than 2 teams are involved in a tie-breaking situation (suppose 3 teams were each 6-1-0) then the tie-breaking rules would be applied to the group of three teams. As soon as one of the teams is eliminated from the tie-break situation, the remaining teams (2 in the example cited) would start over in the tie-breaking calculations.

Example: Three teams are each 6-1-0. Team A beat team B. Team C didn't play either team A or team B. Team A point differential is 64, Team B point differential is 68 and Team C point differential is 55.

To break the tie the following will happen:

1. Winning percentage – all three teams the same. Teams are still tied.
2. Head to head – does not apply since all three teams did not play each other.
3. Point differential – Team C is eliminated because of a lower point differential.
4. Team A and Team B start over.
5. Winning percentage – both the same. Teams A and B are still tied.
6. Head to head – Team A wins this tie breaker. Team B is eliminated. Team A is the highest seed.
7. Teams B and C must start over to determine the next seed.
8. Winning percentage – both the same. Teams B and C are still tied.
9. Head to head – does not apply since teams B and C did not play each other.
10. Point differential – Team C is eliminated because of a lower point differential.
11. Final order – Team A, Team B, Team C.

## Playing Rules:

### 6 – 7 Division:

- a. The playing field will be 80 yards and midfield will be 40 yards. First downs will be 10 yards.
- b. The game will consist of two 30-minute halves with a continuous clock, 10-minute half time, and 45 seconds allowed between plays. The clock will be continuous and only stop for an injury or a time out. However, the game clock will also stop upon the occurrence of a delay of game penalty.
- c. Each team is permitted three full time outs and two 30-second substitution time outs per half. The two 30-second substitution time outs are for the sole purpose of substituting new players into the game and the length of these time outs will be strictly enforced by the referees. After full time outs, the game clock starts on the snap of the ball. For 30-second substitution time outs, the clock will start after the substitution has been made or after 30-seconds have passed, whichever occurs first. If a 30-second substitution time out is used, a player substitution **must** be made.
- d. There will be no rushing on punts. The kicking team must punt the ball within 10 seconds following a snap from center and the punter must stay between the tackles when kicking the ball. Neither team may move until the ball has been kicked. A punt return is permitted or a player may elect to fair catch the ball. A punted ball becomes a “live” ball once it passes the line of scrimmage. A punted ball that comes into contact with an offensive player behind the line of scrimmage is dead on contact, and will be placed at the spot of the contact. **Instead of punting, the offensive team may choose a 20-yard walk off where the ball will then change possession. When the team that chooses the walk off is inside the defensive team’s 30-yard line, the walk off will be half the distance to the goal line.**
- e. Kick-offs will be utilized at the start of each half only. During the course of the game, after a touchdown and extra point attempt, the ball will be placed on the opposing team’s 35-yard line. Kick-offs will be from the 35-yard line.
- f. The only defense permitted is the 4-3-2 (See Exhibit II). **Blitzing is not permitted.**
  - i. The defense is not permitted to shoot the A-gap and the defense is **NOT** permitted to hit the center until he establishes himself as a blocker by completing the snap and he has sufficient time to get into a blocking position.
  - ii. Defensive guards must align head-up with the offensive guards and their first step must be straight at the offensive guard. Once the defensive guard makes contact with the offensive guard, the defensive guard is free to slide into the A-gap. If the offensive guard pulls, the defensive guard is free to go anywhere. Defensive guards cannot be in a 2-point stance and must be on the line of scrimmage.
  - iii. Defensive ends must align head-up on the tight ends unless a wing is utilized in which case the defensive end may also align head-up on the wing or in the gap between the tight end and the wing.

A **wing** is defined as a player off the line of scrimmage and within 2 fingertips-to-fingertips reach of the tight end.

- iv. Defensive ends are permitted to shoot the B- and C-gaps. Ends are permitted to loop and/or stunt but cannot loop in to the A-gap. While offensive and defensive ends must align head-up, they do not have to hit head-up. Offensive linemen are permitted to pull and defensive linemen, as defined above, can loop and shoot the B- and C-gaps.
- v. All linebackers must be at least 2 yards from the line of scrimmage.
- vi. Outside linebackers must be at least 2 yards from the line of scrimmage and a minimum of 1 yard off the outside shoulder of the defensive end. There is no maximum to the outside; an outside linebacker can spread as wide as desired.
- vii. Safeties may play inside or outside the outside linebacker, but they must be at least 6 yards off the line of scrimmage. On or within the 10-yard line of the defense, the safeties may be moved up as close as 3 yards from the line of scrimmage.
- viii. Linebackers and defensive backs are **NOT** permitted to cross the line of scrimmage until either the ball is handed off to a running back or wide receiver or the quarterback carries the ball outside the tackle.
- ix. If the offense uses a wide receiver, the defense may use a cornerback instead of a safety. The cornerback must be lined up at least 2 yards off the line of scrimmage.

A **wide receiver** is defined as any player off the line of scrimmage and more than 2 fingertips-to-fingertips reach from the tight end.

**Note:** An offensive player who is off the LOS and to the outside of the TE is considered to be either a wing or a WR. There is no “gray area”. As such, the defense must be allowed to line up accordingly.

- x. The officials on the field will enforce all rules. **The umpire will check the defenses pre-snap alignment and will check for shooting the A-gap post snap. The side judge will watch for blitzing linebackers and/or defensive backs.**
- xi. **Penalties for an illegal defense**
  - Misalignment.** At 6/7 there is no penalty for misalignment. If a defensive team does not follow the alignment rules outlined above, the players will be repositioned accordingly.
  - Center Protection Penalty.** A 10-yard penalty will be assessed if a defensive player hits the center before he establishes himself as a blocker as defined in *f* above.
  - Blitzing Penalty.** A 10-yard penalty will be assessed if a linebacker or defensive back blitzes as defined above.
- g. After a safety, the ball will be spotted at midfield.
- h. The maximum split for all offensive line positions will be fingertips to fingertips.
  - i. Offensive linemen are permitted to pull at all ages.

- ii. Only five players are permitted to line up on the offensive line: a center, two guards, and two tight ends. A tight end may not split out beyond the maximum allowed split of fingertip to fingertip with the offensive guard.
  - iii. The line must be balanced with two players on either side of the center.
  - iv. Running backs can line up in the wing position or spread as wide receivers but cannot be on the line of scrimmage and trips (three backs to one side) are prohibited.
- i. A leather Wilson K2 football or leather Nike 2000K football must be used.

## **8 – 9 Division:**

- a. The playing field will be 100 yards and first downs will be 10 yards.
- b. The game will consist of four 10-minute quarters with 45 seconds allowed between plays.
- c. Each team will be permitted three time outs per half.
- d. There will be no rushing on punts. The kicking team must punt the ball within 10 seconds following a snap from center and the punter must stay between the tackles when kicking the ball. Neither team may move until the ball has been kicked. A punted ball becomes a “live” ball once it passes the line of scrimmage. A punted ball that comes into contact with an offensive player behind the line of scrimmage is dead on contact, and will be placed at the spot of the contact. A punt return is permitted or a player may elect to fair catch the ball. Kick-offs will be utilized at the start of each half and after a score. Kick-offs will commence from the 40-yard line.
- e. The only defenses permitted are the 6-3-2 (See exhibit III). **Blitzing is not permitted.**
  - i. The defense is not permitted to hit the center until he establishes himself as a blocker by completing the snap and has sufficient time to get into a blocking position.
  - ii. Offensive and defensive guards and tackles must align head up; they do not have to hit head up. Defensive guards and tackles cannot line up in a 2-point stance and must be on the line of scrimmage.
  - iii. Defensive ends are permitted to line up anywhere from head up or outside shoulder of a tight end to the outside shoulder of the widest wing to his side. If a split end is used, the defensive end can line up as if a tight end was still there or he may align head up or outside shoulder of the split end (refer to Figure 2 of Exhibit III 6-3-2 DEFENSE for 8/9 Year Olds).

A **wing** is defined as a player off the line of scrimmage and within 2 fingertips-to-fingertips reach of the tight end or 2 fingertips-to-fingertips reach of the tackle if a split end is used.

A tight end becomes a **split end** when he aligns further than fingertips-to-fingertips reach from the offensive tackle.
  - iv. All linebackers must be at least 2 yards from the line of scrimmage. The middle linebacker may line up anywhere from B-gap to B-gap. Outside linebackers must be minimum of 1 yard off the outside shoulder of the defensive end regardless of where the defensive end lines up (refer to iii above). There is no maximum to the outside; an outside linebacker can spread as wide as desired.
  - v. Safeties may play inside or outside the outside linebacker, but they must be at least 6 yards off the line of scrimmage. On or within the 10-yard line of the defense, the safeties may be moved up as close as 3 yards from the line of scrimmage.
  - vi. Linebackers and defensive backs are **NOT** permitted to cross the line of scrimmage until either the ball is handed off to a running back or wide receiver or the quarterback carries the ball outside the tackles.

- vii. If the offense uses a wide receiver, the defense may use a cornerback instead of a safety. The cornerback must be lined up at least 2 yards off the line of scrimmage.

A **wide receiver** is defined as any player **off the line of scrimmage** and more than 2 fingertips-to-fingertips reach of the tight end or more than 2 fingertips-to-fingertips reach of the tackle if the offense uses a split end.

- viii. Running backs can line up in the wing position or spread as wide receivers but cannot be on the line of scrimmage and trips (three backs to one side) are prohibited.

**Note:** An offensive player who is off the LOS and to the outside of the TE is considered to be either a wing or a WR. There is no “gray area”. As such, the defense must be allowed to line up accordingly.

- ix. The officials on the field will enforce all rules. **The umpire will check the defenses pre-snap alignment and will check for shooting the A-gap post snap. The side judge will watch for blitzing linebackers and/or defensive backs.**

- x. Penalties for an illegal defense

**Misalignment Penalty.** If a defensive team does not follow the alignment rules outlined above, a 10-yard penalty will be assessed. **This is a live ball foul and will be enforced at the end of the play**

**Center Protection Penalty.** A 10-yard penalty will be assessed if a defensive player hits the center before he establishes himself as a blocker as defined in *f* above.

**Blitzing Penalty.** A 10-yard penalty will be assessed if a linebacker or defensive back blitzes as defined above.

- f. After a safety, the ball will be spotted on the 45-yard line of the receiving team.
- g. A leather Wilson K2 football or leather Nike 2000K football must be used.
- h. Hitting the center before he establishes himself as a blocker as defined in *e-i* above, blitzing, or linebackers or defensive backs crossing the line-of-scrimmage early, as defined in *e-vi* above, will carry a 10-yard penalty.
- i. A “Gap-8” defense may be played only when the offensive team has the ball on or within the 10-yard line of its opponent.

### **10 – 11 Division:**

- a. The playing field will be 100 yards and first downs will be 10 yards.
- b. The game will consist of four 10-minute quarters with 30 seconds allowed between plays.
- c. Each team is permitted three time outs per half.
- d. There will be no rushing on punts. The kicking team must punt the ball **within 10 seconds** following a snap from center and the punter must stay between the tackles when kicking the ball. Neither team may move until the ball has been kicked. A punt return is permitted or a player may elect to fair catch the ball. The ball is considered “live” as soon as it leaves the toe of the punter regardless of whether or not it crosses the line of scrimmage and may be advanced at that time by either team. Kick-offs will be utilized at the start of each half and after a score. Kick-offs will commence from the 40-yard line.
- e. In the event that the scoring team attempts to kick an extra point or in the event that the offensive team attempts a field goal, the play is “live” and an attempt to block the kick may be made by the defense. **The defense is not permitted to hit the center.**
- f. There are no restrictions on defense.
- g. A leather Wilson TDJ football or leather Nike 2000J football must be used.
- h. Following a safety, a free kick will ensue from the 20-yard line. This kick can be in the form of a punt or kicked from a tee.

### **12 and 13 Divisions:**

- a. The playing field will be 100 yards and first downs will be 10 yards.
- b. The game will consist of four 10-minute quarters with 30 seconds allowed between plays.
- c. Each team is permitted three time outs per half.
- d. There is no free punt. The punter must be a skill position player. Kick-offs will be utilized at the start of each half and after a score. Kick-offs will commence from the 40-yard line.
- e. There are no restrictions on defense.
- f. A leather Wilson TDY football or leather Nike 2000Y football must be used.
- g. Following a safety, a free kick will ensue from the 20-yard line. This kick can be in the form of a punt or kicked from a tee.

# Penalties/Fines

## **1. Administrative - \$ 100.00**

- A. Roster errors: Failure to submit a properly completed G19YFL Official roster by the Wednesday prior to the first game of the season.
- B. Playing children who are over the weight limit is prohibited and punishable by fine. **No Exceptions!**

## **2. “On Field” Infractions:**

### **A. Coach Ejected from the game by referee:**

It is the discretion of the referee whether a coach ejected from the game must leave the stadium. If a coach is asked to leave the stadium, he may return for subsequent games. In any event, the league requires that the coach not be involved on the field or in the booth for the balance of game day. However, if necessary, the individual may work the concession stand or gate.

### **Fine Schedule**

1<sup>st</sup> infraction: \$ 100.00 fine and one week suspension. This includes any type of participation at practices and at all games during game day. Individual may watch games from the stands or work the concession stand/gate.

2<sup>nd</sup> infraction: Suspension for the balance of the season. That includes any type of participation at practices and at all games during game. Individuals may watch games from the stands or work the concession stand/gate.

### **B. Players ejected from the game by referee:**

Any player or players ejected from the game by a referee must be reported to any G19YFL officer, who in turn will notify the Sportsman’s Committee. The Sportsman’s Committee, upon ascertaining the circumstances, will render its recommendation based upon a case-by-case occurrence.

### **C. Running up the Score (\$ 100.00 Fine per Game):**

The G19YFL realizes this is a subjective call and expects consistent reviews and recommendations from the Sportsman’s Committee. It is imperative that coaches use best discretion and remember the overall objectives of the G19YFL.

The following rules will be enforced to prevent teams from running up the score:

- I. If team “A” is ahead by 19 points at any time during the game, the head coach of team “B” can select one player from team “A” who will then be considered a *Non Skill Player*. However, if team “B” scores and closes the 19-point gap, the player designated by team “B” is again permitted to handle the ball. A newly designated *Non Skill Player* is able to play any defensive position on the field but must adhere to previously described *Non Skill* positions for the offense.
- II. If a team is ahead by 35 points, the clock will become a continuous clock until such time that the game is over or the 35-point gap is closed in the first half of a game. If the point differential is 35 points and the game is in the second half, a running clock will be used even if the 35-point gap is closed.

When “on-field” infractions 2A, B and/or C occur, it is the responsibility of a league representative from the relevant community to notify an officer within 24 hours. The highest-ranking officer will submit this to the Sportsman’s Committee (as prescribed in **Article IV**, Section 4 and **Article V**, Section 3 of these By-Laws).

**D. Coaches Demonstrating “Unsportsmanlike Behavior”:**

This includes but is not limited to:

- Coaching, teaching, utilizing unsportsmanlike behavior
- Illegal communications
- Illegal defenses, blitzing and alignments (6/7 & 8/9 Divisions only)
- Conduct detrimental to the league

When any of the infractions listed under D occur, the opposing coach must talk to the coach whose team is guilty of the infraction. (It is the rep’s responsibility to advise the league for matter of record only). If the infraction continues, the opposing coach or league representative must notify the G19YFL president or highest-ranking officer within 24 hours. The President, or highest-ranking officer, will submit this to the Sportsman’s Committee (as prescribed in **Article IV**, Section 4 and **Article V**, Section 3 of these by-laws).

1<sup>st</sup> infraction: Forfeiture of game

2<sup>nd</sup> infraction: Forfeiture of game, \$ 200.00 fine, possible disciplinary probation\* for the Municipality’s entire program and one week suspension of the head coach. Suspension includes any type of participation at practices and at all games during game day.

3<sup>rd</sup> infraction: Forfeiture of game, \$ 200.00 fine, possible disciplinary probation\* or ejection from the G19YFL of all teams from that Municipality and the suspension of the head coach for the balance of the season. Suspension includes any type of participation at practices and at all games during game day.

It will be left to the discretion of the Sportsman’s Committee to recommend if disciplinary probation\* or ejection from the G19YFL is warranted. It is also at the discretion of the Sportsman’s Committee to recommend disciplinary action against one team, in lieu of the Municipality’s entire program.

The Sportsman’s Committee will investigate all of the above plus any other infractions in accordance with the G19YFL By-Laws (**Article IV**, Section 4)

The Officers, subject to review by the League Representatives, would still handle extraordinary situations on an immediate basis.

\* Disciplinary Probation revokes the voting rights of the Municipality and excludes all teams from that organization from the play-offs for a period of one year from the effective date of probation. Any subsequent violation of the G19YFL By-Laws or Rules during the period of probation would be cause for ejection from the League.