

GREATER 19 YOUTH FOOTBALL LEAGUE

GENERAL **PLAYING RULES:**

REVISED MAY 2003

REVISED JUNE 2005

REVIEWED AND REVISED AUGUST 2007

REVIEWED AND REVISED MARCH 2008

REVISED AUGUST 2008

REVISED SEPTEMBER 2008

General Playing Rules of the G19YFL: September 2008

1. The Greater 19 Youth Football League (the "G19YFL") will be comprised of players in five (5) age divisions:

6 – 7 Division: No player can participate in this division if their 8th birthday is prior to August 1st 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 10th birthday is prior to August 1st 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 12th birthday is prior to August 1st 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 13th birthday is prior to August 1st 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 1st of the same year. Roster maximum 25 players

Maximum weight is **150 Lbs.**

Maximum Skill weight is **135 Lbs.**

13 Year Old Division: No player can participate in this division if their 14th birthday is prior to August 1st 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 1st 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.

General Playing Rules of the G19YFL: September 2008

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-design 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.

1. 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*.

2. Roster sizes will be 22 players for the 6/7, 8/9 and 10/11 age groups without exception. 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 (2) teams. Voluntary splits may occur at any number.
3. 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. 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).
4. It is the intent of the G19YFL to provide each child a reasonable amount of playing time during each game.
5. 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.

6. The Board of Representatives will decide the official start day of practice each year. For each season, the first day of practice in tee shirts, shorts and helmet will be decided and

General Playing Rules of the G19YFL: September 2008

the first day in full pads will be one week later. No team shall practice more than six (6) hours per calendar week for each calendar week following the first mandatory league scheduled scrimmage.

7. 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.
8. 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 and each player is weighed one time – skill position players first (those at or under the maximum skill weight). 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.
 - c. Late arrivals that miss the official weigh in must sit out the first half until the opposing team can weigh the player. No child will be weighed in after 15 minutes to the start of the game. Example, if game time is 10:00 AM, no player can be weighed in who arrives after 9:45 AM.
 - d. Players must wear the minimum when getting weighed: game shoes, game pants with pads, girdle with pads and their game jersey. Once on the scale, the player is permitted to remove only the game shirt. For an official weigh-in, the scale must come to a complete 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 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.
9. Extra-point values:

General Playing Rules of the G19YFL: September 2008

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.

10. In the event make-up games become necessary, such games must be played prior to the last scheduled regular season game.
11. 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.
12. 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 of 6/7 and 2 for 8/9)
10/11 Division:	A maximum of one coach is permitted (not mandatory)
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.

General Playing Rules of the G19YFL: September 2008

- 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.
13. 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 no one wins, the game will be considered a tie.
14. Play-Off Seeding:
- 2 conferences: Top 4 teams from each conference (based on conference record) – all 8 teams seeded based on their overall record.
- 3 conferences: Top 2 teams from each conference (based on conference record) seeded 1 to 6 based on overall record. Plus, 2 wildcards with best overall records of the remaining teams seeded either 7th or 8th.
- 4 conferences: Top 2 teams from each conference (based on conference record) seeded 1 to 8 based on overall records.
- 5 conferences: Top team from each conference (based on conference record) seeded 1 to 5 based on overall records. Plus, 3 wildcards with best overall records of the remaining teams seeded 6th, 7th or 8th.
- 6 conferences: Top team from each conference (based on conference record) seeded 1 to 6 based on overall records. Plus, 2 wildcards with best overall records of the remaining teams seeded either 7th or 8th.
15. Standings Calculations:
1. Win-Loss-Tie percentage – ties count for ½ a win and ½ a loss
 2. Head to head
 3. Points Differential (**Differential / game**)
 4. Coin Toss
16. Tie Breakers:
1. Win-Loss-Tie percentage – ties count for ½ a win and ½ a loss
 2. Head to head

General Playing Rules of the G19YFL: September 2008

3. Points Differential (Differential / game)
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 **per game** would win a tie-breaking situation. **For example, +66 points in 6 games (+11 per game) would beat a +76 in 7 games (+10.86.)**

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

General Playing Rules of the G19YFL: September 2008

5. Winning percentage – both the same. Teams still tied
6. Head to head – Team A wins this tie breaker. Team B is eliminated.
7. Final order – Team A, Team B, Team C.

General Playing Rules of the G19YFL: September 2008

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 (2) 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; provided, however, the game clock will also stop upon the occurrence of a delay of game penalty.
- c. Each team is permitted three (3) full-time outs and two 30 second time outs per half.
- d. There will be no rushing on punts. The kicking team must punt the ball 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.
- 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 defenses permitted are the 4-3-2 (See Exhibit II). **Blitzing is not permitted.** The defense is not permitted to shoot the center-guard gap and the defense is **NOT** permitted to hit the center.
 - i. Defensive guards must line head-up with their offensive line counterpart 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 provided he does not hit the center.
 - ii. Defensive tackles must line head-up on the offensive **end** unless a wing is utilized in which case the defensive tackle may also line head-up on the wing or in the gap between the offensive **end** and the wing.
 - iii. Defensive linemen are **NOT** permitted to shoot the “A” gap or hit the center.
 - iv. Defensive tackles are permitted to shoot the “B” and “C” gaps. Tackles are permitted to loop and/or stunt but cannot loop in to the “A” gap. While offensive **ends** and defensive tackles must line 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.

General Playing Rules of the G19YFL: September 2008

- v. All linebackers must be two (2) yards from the line of scrimmage.
 - vi. Outside linebackers must be at least two (2) yards from the line of scrimmage and a minimum of 1 yard off the outside shoulder of the defensive tackle. There is no maximum to the outside; an outside linebacker can spread as wide as desired.
 - vii. Defensive backs may play inside or outside the outside linebacker, but they must be at least six (6) yards off the line of scrimmage, unless a receiver is deployed, at which time the defensive back must be two (2) 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 **offensive end**.
 - ix. **BLITZING IS NOT PERMITTED AT ANY TIME**
 - x. The officials on the field will enforce all rules.
- 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 (5) players are permitted to line up on the offensive line.
 - iii. The line must be balanced with two (2) 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 are prohibited.
 - i. A leather Wilson K2 football or leather Nike 2000K football must be used.
 - j. Hitting the center, shooting the “A” gap, blitzing or linebackers or defensive backs crossing the line of scrimmage early, as defined above, will carry a 10-yard penalty.

General Playing Rules of the G19YFL: September 2008

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 (4) 10-minute quarters with 45 seconds allowed between plays.
- c. Each team will be permitted three (3) time outs per half.
- d. There will be no rushing on punts. The kicking team must punt the ball 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. 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. 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 has taken a step.
 - ii. Offensive and defensive guards and tackles must line head up; they do not have to hit head up.
 - iii. All linebackers and cornerbacks must be **at least** two (2) yards from the line of scrimmage and a minimum of one (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.
 - iv. Defensive backs and safeties may play inside or outside the outside linebacker, but they must be at least 6 yards off the line of scrimmage.
 - v. 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.
 - vi. The officials on the field will enforce all rules.
- 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, blitzing or linebackers or defensive backs crossing the line-of-scrimmage early, as defined 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.

General Playing Rules of the G19YFL: September 2008

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 (4) 10-minute quarters with 30 seconds allowed between plays.
- c. Each team is permitted three (3) time outs per half.
- d. There will be no rushing on punts. The kicking team must punt the ball 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.

General Playing Rules of the G19YFL: September 2008

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 (4) 10-minute quarters with 30 seconds allowed between plays.
- c. Each team is permitted three (3) 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.

General Playing Rules of the G19YFL: September 2008

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

1st 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.

2nd 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 Sports Committee. The Sports 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 Sports Committee. It is imperative that coaches use best discretion and remember the overall objectives of the G19YFL.

General Playing Rules of the G19YFL: September 2008

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.

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 Sports 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 2D 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 Sports Committee (as prescribed in **Article IV**, Section 4 and **Article V**, Section 3 of these by-laws).

1st infraction: Forfeiture of game

2nd 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.

3rd infraction: Forfeiture of game, \$ 200.00 fine, possible disciplinary probation* or ejection from the G19YFL of all teams from

General Playing Rules of the G19YFL: September 2008

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 Sports Committee to recommend if disciplinary probation* or ejection from the G19YFL is warranted. It is also at the discretion of the Sports Committee to recommend disciplinary action against one team, in lieu of the Municipality's entire program.

The Sports 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.