

# **Tri County Youth Football League**

## **Tackle Rules and Regulations 2011 season**

Fall team rosters including the player's name (in print), birth date, school grade, jersey number, waiver release, and copy of each player's birth certificate will be turned in at the official player weigh-in on the first scheduled Saturday. For any player that cannot attend on this day, there will be one weigh-in set for the following Saturday. All coaches and players are required to be in attendance. This weigh-in is mandatory for all players to be able to play this season.

All players and coaches will be photographed for identification cards. The player's ID cards will be kept by the team representative to present to the opposing coach for player verification prior to every game. Without this verification, it could result in game forfeit. If a player is late for verification, he will not be allowed to play until half time when verification can be made.

All coaches will be required to wear their identification badges to be allowed on the sidelines.

### **Flag Division Eligibility**

Any players up to 7 years of age before Aug. 31<sup>st</sup>, 2011  
Any player that turns 8 years old before Aug. 31<sup>st</sup>, 2011 and/or is considered a 3<sup>rd</sup> grader is ineligible for the flag division. There are no weight limits but all players are required to attend the T.Y.F.L. official player weigh-in for their photo identification cards and to turn their team rosters. All coaches are required to be certified.

### **Division I Eligibility (J.V.)**

Ages are 8 years to 10 years of age before Aug. 31<sup>st</sup>, 2011  
This will consist of 3<sup>rd</sup> and 4<sup>th</sup> graders. The hardship rule for 5<sup>th</sup> graders that meet the age requirements are as follows;

- They must not exceed 10 years of age before Aug. 31<sup>st</sup> 2011
- They must be 75lbs. or less at the official weigh-in
- They must be pre-approved by the rules committee
- Coaches must present a list these players in writing at the meeting prior to the season. *No Exceptions*

Division I players that are 8 to 10 years of age can play with Division II teams. This is a one time move that must occur before player weigh-in. Once a player is listed on a Division II roster, they may not be moved back to Division I.

Running backs and/or any ball carriers must weigh 85lbs or less. Any player weighing 86lbs. or more will be required to display a non-running sticker on the front and back of their helmet at all times.

All players are required to show proof of grade along with copy of birth certificate at weigh-in

(Also on the home school kids they need to provide a Formal copy of grade attending not a parent signature this has to be something from the State of Texas or other paperwork)

### **Division II Eligibility (Varsity)**

Ages are 10 to 12 years of years of age before Aug. 31<sup>st</sup>, 2011. Any players considered 7<sup>th</sup> graders that are in public, private, or home schooled and/or 13 years of age before Aug. 31<sup>st</sup>, 2011

are ineligible to play in the TYFL.

Running backs and/or any ball carriers must weigh 120lbs. or less. Any player weighing 120lbs. or more will be required to display a non-running sticker on the front and back of their helmet at all times.

All players are required to show proof of grade along with copy of birth certificate at weigh-in

## **Game Rules**

- For the Flag Division Rules; see 2011 supplement
- The non-running sticker on the front and back of the player's helmet means that the player is over the weight limit pre-set for ball carriers.
- Anytime these players would show control of the ball on offense or defense, it is considered a dead ball and cannot be advanced. This does include all interceptions, fumbles, kickoffs, and punt receiving.
- Punters can not be over the weight limit.
- If the offensive unit declares a punt, extra point, or a field goal try to the head referee, the defensive nose guard or tackles can not contact the center or deep snapper while his head is down. This will result in a 5 yard penalty or a personal foul with an automatic 1<sup>st</sup> down. A fake punt, extra point, or field goal try is still permitted.
- Kickers can be over the weight limit, but as any non-running players on the kickoff team, they are not to advance more than 10 yards down field during the kickoff. Any advancement over 10 yards down field by a non-running player will result in a 5 yard penalty with the option for a re-kick.
- Defensive players over the weight limit cannot play in the defensive backfield over 5 yards from the line of scrimmage. Defensive ends over the weight limit must be outside shoulder of the offensive tight end. If the offensive unit does not use or splits out the tight end the

defensive end can remain outside shoulder from where the tight end should be.

- These players can not play cornerbacks or safeties. These players can play all other positions, including the defensive line and linebackers, but players must start in a 3-point or 4-point stance. Failure to start in this
- stance or an illegal alignment will result in 5 yard penalty.
- Maximum of 5 down lineman on the defense line is allowed, the other players can rush but have to come from the regular playing position example a safety can rush but has to come from his normal spot etc.
- Offensive players over the weight limit can not play in the offensive backfield. This includes quarterbacks, running backs, and wing backs. Offensive tight or split ends with stickers are not eligible pass receivers.
- Any removal of the non-running sticker or changing of a player assigned jersey number, without notification to the T.Y.F.L., will result in a game forfeit. If the player is caught during a game, the player will be ejected from the remainder of the game.
- At anytime during the season this sticker comes off or a player changes helmets, it is the responsibility of the player and the team's coach to replace the sticker before the player is allowed on the game field.
- This league does not allow center sneaks
- All players on the playing field, at the sound of the quarterbacks voice or whistle putting the ball in play, are required to have their mouthpieces in mouth. Failure to comply with this rule will result in a 5 yard deadball penalty. Also all mouthpieces must be attached to helmet, uncut. No clear mouthpieces.

- The TYFL will allow one Division I coach on the field for the first game, for instruction only. After this time, no coaches will be allowed on the field at anytime. Coaches will receive one warning, after which they will receive a 10 yard penalty.
- Any un-sportsman like behavior by players or coaches, including foul language or poor conduct on the field, will result in a 15 yard penalty or ejection from the game. *The TYFL does have the right to suspend or ban any coach in the league.* All players and coaches on the sidelines are required to stay inside the 25 yard lines.
- The length of the quarters will be 7 minutes for Division I and 8 minutes for Division II. For the Flag Division see 2008 Flag supplement. Any teams scheduled to play, that do not have a minimum of 8 players will receive a 10 minute grace period from the scheduled start time before a game forfeit will be called.
- Any extra-point or field goal kick attempted by a JV or Flag team will be allowed to go without any defensive rush. The defense can still block the kick by standing or jumping with their hands up. No fake kicks will be allowed in this situation and the kick must be attempted.
- Team Forfeits- any team forfeits during the regular season will result as a loss on their win/loss record and 50 points will be added to their points allowed count. Team forfeits during the playoffs can result in a team suspension from the playoffs for the following year and the head coach could be banned from coaching in the league. The next available team will move to that spot for that season.

- **Mercy Rule-** Once a team's scoring exceeds a 30 point advantage in any game, on the opposing team; the time keeper is required to run the game clock without stoppage for the remainder of the game.
- Extra points will be started from the 31/2 yard line.  
Extra points scored are as follows:
  - 1 points passing
  - 1 point running
  - 2 point kicking extra-point
  - 3 point kicking field goal
  - kickoffs will be kicked from the 40 yard line
  - safety kicks will be kicked from the 20 yard line
- Each team will be given 3 time outs per half with no carry over.
- Game overtime allows 1 time out with no carry over.
- In case of a tied score at the end of the game (division I and division II only) the game will go into overtime as follows:
  - There will be a coin toss to start each overtime session
  - The offense will have 4 plays from the 10 yard line to score.
  - Once the offense scores on any the 4 downs, the other team has the opportunity to match the score until 4 plays have been run without a score.
  - Any turnovers recovered by the defense ends that offensive session.
  - If the turnover recovered by the defense results in a score, it may end the overtime session.

- In the case of season ties on win/loss record, the tiebreaker will be head to head, then points allowed.

All rules not stated will follow UIL rules. The TYFL reserves the right to question any players age, grade and weight. All parents and/or guardians for players and cheerleaders must sign a liability waiver before contact