



2009
Official Rules &
Regulations

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**Fort Bend Youth Football League
Official Rules & Regulations**

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Abbreviations used in the document:

<i>FBYFL</i>	<i>Fort Bend Youth Football League</i>
<i>BOD</i>	<i>Board of Directors</i>
<i>EX BOD</i>	<i>Executive Board of Directors</i>
<i>AD</i>	<i>Athletic Director</i>

MISSION STATEMENT

FBYFL's mission is to provide a quality, competitive football and cheerleading program for the youth and community of Fort Bend county that teaches the "fundamentals of the sport," "good sportsmanship," and "teamwork" under adult supervision.

EXECUTIVE BOARD'S RESPONSIBILITIES.

- I. To coordinate for the FBYFL:
 - a. Insurance coverage
 - b. Scheduling of referees
 - c. Securing bids for trophies and awards for BOD's approval
 - d. Coordinates and run Cheer Extravaganza, and football bowl games
- II. Conduct the meetings and enforce rules for the League
- III. Make and maintain a solid financial status
- IV. Investigate complaints and concerns regarding any franchise and make report back to the BOD for action/no-action
- V. Make recommendations to BOD for discussion of potential rules and /or actions. The Executive Board has no voting rights, unless there is a tie in which case the Executive Director will cast the deciding vote

To meet with and provide guidance to the BOD of weak and troubled franchises – this includes but not limited to financial, organizational management, operations, and recruitment of competitive teams

COACHING

- 1.1 Elected or appointed officials may hold a head coaching position, except as noted in 1.5.
- 1.2 Background checks will be completed for sexual assault and child molestation on all individuals holding an official position in the FBYFL. When necessary, additional checks will be performed for criminal records. Each Franchise will submit an official roster and application of all volunteers/coaches to the FBYFL EX BOD by June 30 of each year. Only FBYFL EX BOD approval will permit an individual to perform in an official capacity in a franchise. Returning applicants will be checked by zip codes for current violations.
- 1.3 No coach may hold more than one Head Coach's position at any franchise level. Any coach may assist at any or all levels of the franchise as requested by the Franchise AD and Head Coach of that respective level.
- 1.4 Coaches must agree to comply and abide by the following rules of conduct by signing a copy of this rule:
 - 1.4.a Coaches must display good conduct in front of the participants at all times. Coaches must never argue among themselves or with other officials in front of any participant or parent.
 - 1.4.b No coach shall ever, unless teaching fundamental stance or play; grab, push, or hit any participant under their supervision.
 - 1.4.c No coach shall use any derogatory remarks toward any participant. The use of profanity is strictly forbidden at all times.
 - 1.4.d No coach shall badger, ridicule, or harass any game official or league official, nor shall they allow any team member or team volunteer to do so. The Head Coach may, at anytime, during or after play, request information relative to some infraction, as defined in the NCAA rules. Offenders are subject to ejection from the game as defined in the NCAA rules.
 - 1.4.e No coach shall purposely teach any participant unethical practices or techniques.
 - 1.4.f No coach may punish a player, in any way, for inadvertently incurring a penalty.
 - 1.4.g Every coach must, above all else, teach good sportsmanship and personally demonstrate good sportsmanship.
- 1.5 The League AD and Franchise AD's shall be the overall authority in all-coaching matters, and shall have full authority and responsibility to conduct the athletic programs for their teams. The AD shall not be the Head Coach or an assistant coach for the team.
- 1.6 The Franchise AD shall appoint a coach and coaching assistants for each team. The AD has authority to dismiss any coach from his position with the approval of his Franchise BOD. The AD shall monitor and enforce the coach's rules of conduct.
- 1.7 All coaches and trainers must be approved by the individual Franchise BOD or as specified in the Franchise By-Laws.
- 1.8 A coach, who is guilty of improper decorum and is ejected from the game, must be reported to the FBYFLs BOD by the Franchise President. This coach is also subject to fines as defined in section Penalties.
- 1.9 There is no limit to the number of coaches on a team. However, all sideline personnel should be dressed in the franchise uniform and must be wearing a FBYFL badge.
- 1.10 All coaches should seek out and attend any coaching, first aid, or rules clinics available to enhance his/her knowledge.

PLAYERS ELIGIBILITY/ TRANSFER PLAYERS

- 2.1 No participant may play or be enrolled in any other football/cheer program, while participating in the FBYFL.
 - 2.1.a Violation of this regulation will be cause for the mandatory suspension of the individual from further play in the FBYFL for the remainder of the current season.
- 2.2 All participants must be enrolled in school or home schooled.
 - 2.2.a Home school participants will be classified by age and provide documentation of the next year's course level with the majority of the classes being under 7th grade level to be able to participate in FBYFL activities.
 - 2.2.b Participants must be in the 6th grade and under, ranging in age from 5 years to 12 years old by September 1st.
 - 2.2.c A player is eligible to play Senior only one year as a sixth grader.
- 2.3 Participant's eligibility is also subject to age, weight and grade limitations defined in the section Team Structure as specified in section 4.2.
- 2.4 Participation of ineligible participants (as herein defined) in any game shall result in automatic game forfeiture. The FBYFL BOD shall impose additional penalties. Possible sanctions include expulsion or suspension of any franchise Coach, AD, President or other responsible party.
- 2.5 Applicants who previously participated in FBYFL and who wish to make a transfer to another FBYFL Franchise, may do so provided that application has not already been made to and accepted by another Franchise and that the applicant is in good financial standing with the previous franchise.
 - 2.5.a A list of outstanding or unresolved equipment or other financial obligations will be submitted to FBYFL BOD and these players will be required to resolve their outstanding debts prior to registration with any team in the League.
- 2.6 All participants who submit an application to play with any Franchise based upon misinformation shall be permitted to file a written appeal of Rule 2.6 to the FBYFL BOD.
- 2.7 Absent written agreement of the involved franchise Presidents and League notification and approval, no transfers will be allowed after the final rosters are submitted.

REGISTRATION

- 3.1 It shall be the responsibility of each franchise President to hold registration in their area to enlist participants for the football team and cheer team.
 - 3.1.a All participants must be registered on the FBYFL approved application. Failure to use the league approved application will result in a \$250 fine to the offending franchise.
 - 3.1.b Only acceptable modification to the application is the addition of the registering Franchise's Logo and address.
- 3.2 Applications of returning players can be REGISTERED the day following the "Super Bowl". New applicants may be registered January 1st of the upcoming year.
 - 3.2.a Franchises will not be allowed to recruit potential participants for next year during any All Star practice or game weeks.
- 3.3 It shall be the responsibility of each franchise President to hold registration in their area to enlist participants for the football team and cheer team.
 - 3.3.a All participants must be registered on the FBYFL approved application. Failure to use the league-approved application will result in a \$250 fine to the offending franchise.
 - 3.3.b Only acceptable modification to the application is the addition of the registering Franchise's Logo and address.

- 3.4 Each franchise shall define registration policies including returning status and legacy status in their bylaws. Registration guidelines for each franchise shall be published on their website and FBYFL website clearly defining their registration process.
- 3.5 Each Franchise shall report to the EX BOD the number of scholarship participants by name and level, prior to the start of the first league game.
- 3.6 All registrants shall provide proof of birth date, a Birth Certificate (preferred) or Baptismal Certificate. For returning players this may be a copy of the previous year's Certificate form.
- 3.7 All football registrants MUST have a copy of "progress Report Card" (grades may be blacked out) showing the grade the applicant will be in August/September of current year.
- 3.8 The weigh-in will be held to ensure that all players meet the age, weight and grade requirements. Weigh-in is required for all levels with participation weight restrictions.
- 3.8.a Weigh-in must be done with a balanced scale by the FBYFLs Officials, at a time and location designated by the FBYFLs BOD.
- 3.8.b There will be two official FBYFL weigh-ins. The 1st weigh-in will be determined by the FBYFL BOD. The 2nd weigh-in date will be held after the 2nd official game, but prior to the 3rd official game. *Any participant failing to weigh-in at the 1st weigh-in date will be ineligible to play in games 1&2 two of the regular season. These participants must be weighed at the 2nd weigh-in.* There will be no other weigh-ins during the season except for participants identified in the SPECIAL CIRCUMSTANCES below.
- SPECIAL CIRCUMSTANCES: The EX BOD has the authority to make a "special weigh-in exception" based upon acceptance and approval of a Franchise's written presentation of special circumstances limiting the participant from attending the official weigh-ins.
- 3.8.c For weigh-in purposes each franchise will submit combined registration book, for game day purposes each franchise will maintain a separate registration book for each level.
- 3.8.d Any Franchise whose records are not in order at the assigned date and time of weigh in is subject to forfeiture of the first game.
- 3.8.e During weigh-in, if a participant requires a picture and or copy of a Birth Certificate to complete official weigh-in the Franchise will be assessed a \$3.00 fine for each participant missing required documentation.
- 3.8.f After authenticating the age and weight the FBYFL Official will enter the information on the registration form and sign the form attesting to the accuracy of the information. Team assignments on registration forms must be reviewed by the Franchise BOD before a participant may participate in a scheduled game.
- 3.9 If a participant meets the age, weight and grade requirements at the weigh-in, then they are eligible for the season. It is the responsibility of each Franchise to ensure that all of their players meet the FBYFLs age, weight and grade requirements. Any participant found to not meet these requirements will be suspended and the team will forfeit all games in which that participant played. The Team, Coaches, and Franchise may be subject to additional penalties and/or fines by the FBYFL.
- 3.10 Late registrations may be held until the Sunday following the second regular scheduled week's game and weigh-in. All rosters will be frozen and submitted to the FBYFL at the next scheduled regular meeting.
- 3.10.a No registration of new participants will be allowed after the second week of the season, unless a team has less than the minimum number of 17 players on their roster. If a team has less than 17 players they may continue to register players until the 17th player is added to the roster, at which time the roster is frozen. Once a team roster falls below 17, then the roster is re-opened to allow the franchise to bring the roster back to the minimum number. No players shall be added to the roster after the 4th week of regular season games without FBYFL Board approval.
- 3.10.b A \$ 100 fine will be imposed on any franchise that does not submit the final roster by the above deadline. If the roster fines are not received by the Sunday following the 2nd league game, the franchise will forfeit all games played in the previous two weeks.

- 3.10.c Copies of all incomplete registration forms shall be forwarded to the League AD before the next scheduled meeting after the second regular scheduled week to the FBYFLs President or the Presidents designee for inclusion in the FBYFLs permanent records. These records shall be updated as necessary by the various Franchises to reflect participant drops, addition, and changes.
- 3.10.d The league AD will provide to each Franchise copies of all frozen rosters including jersey number after the 3rd game of the season.
- 3.11 Participants WILL NOT be allowed to participate with incomplete registration forms.
- 3.12 Each Franchise President and AD will have the right and privilege to review any registration form(s) of any other Franchise at any time. Copies of a Franchise's registration forms shall be available at all official games. Failure of the Franchise to provide registration forms on any player in question prior to the next scheduled game will result in a \$50 fine per player that was questioned. The player will not be eligible until his registration form(s) are provided to the FBYFL BOD.
- 3.13 League Approved Football camps shall be conducted under the following conditions:
- * *Note – a football camp consist of football lecturing, teaching, drills and conditioning.
- 3.13.a The sponsoring franchise must have an open registration prior conducting the camp.
- 3.13.b Football Camps are relegated to a total of:
- Five (5) days not to exceed a two (2) hour time limit per day from February 1st to May 31st.
 - Five (5) days not to exceed a two (2) hour time limit per day from June 1st until the Sunday before the end of the league designated “dead week”. “Dead Week” is the week when FBYFL coaches can not have any “hands-on” football instructions, coaching or conditioning with FBYFL participants.
- 3.13.c No player-to-player contact is permissible during football camps.
- 3.13.d Helmets may be used in football camps but must be distributed to all camp participants.
- 3.13.e Football Camps must be approved by the Franchise Board of Directors prior to the camp being held.
- 3.13.f Football Camps must be open to everyone and posted on the FBYFL and Franchise Website.
- 3.14 Any changes in player jersey numbers must be reported to the opposing Franchise prior to, or during the game. Any temporary or permanent number changes must be reported at the next FBYFL’s meeting.

TEAM STRUCTURE

- 4.1 Each FBYFL Franchise will have five football teams.
 Flag (refer to Flag Football section for specific rules).
 Freshman
 Sophomore
 Junior
 Senior

- 4.1.a Each team will have a minimum of 17 players. The FBYFL Board of Directors may waive this rule to booster franchises upon their petition of the Board.
- 4.2 Players shall be assigned by age, weight, and grade (verified with progress report card) categories defined below:
 - 4.2.a All ages are as of 11:59 pm, September 1st of the current year.
 - 4.2.b Players weighing less than the minimum weight for the FRESHMAN level MUST have parents/legal guardians "initialed" approval on the application in order to play football.
 - 4.2.c Weight restrictions. Minimum acceptable dress for weigh-in is: "bare foot & light weight shorts". There is no clothing allowance at weigh-in.
 - 4.2.c.i Freshman: 7 and 8 year olds who weigh a minimum of 50 pounds and a maximum of 120 pounds.
 - 4.2.c.ii Sophomore: 8 year olds, who weigh more than 120 pounds with the maximum weight of 140 pounds; 9 and 10 year olds who weigh a maximum 140 pounds.
 - 4.2.c.iii Junior: 9 year olds who weigh more than 140 pounds with a maximum weight of 155 pounds; 10 and 11 year olds who weigh a maximum of 155 pounds.
 - 4.2.c.iv Senior: 11 and 12 year olds who weigh a maximum of 175 pounds.
 - 4.2.d A FBYFL player can play 2 years at the Freshmen level, if they meet the age, grade and weight requirements. After that, players must move up to the next level of play each year. Players that are new to the League will be assigned to a level based upon age, weight, and grade requirements.
 - 4.2.e No player may be reassigned to a level after final rosters are submitted.
 - 4.2.f To the extent not in conflict with the above, ALL 1st, 2nd, & 3rd grade players shall play at the Freshmen level; 4th graders shall play at the Sophomore level; 5th graders shall play at the Junior level; and 6th graders shall play at the Senior level. Noting that it is possible for a player to play two years as a Senior.
- 4.3 All players are subject to review and reassignment by the FBYFLs AD throughout the year.
- 4.4 A player may not be assigned to a level lower than that on which they competed the previous year.
- 4.5 All teams participating as a Franchise in the FBYFL MUST BE LOCATED WITHIN Fort Bend County with 75% of the participants either attending or zoned to a school district which is located within the Fort Bend County.

EQUIPMENT

- 5.1 Player safety shall not be compromised in the purchase of equipment.
- 5.2 Equipment and uniforms shall be the property of each franchise, and will conform to NCAA regulations.
- 5.3 Helmet will include a facemask with double bar type face mask. Single bar or tubular face guards are prohibited.
- 5.4 All football participants should wear appropriate athletic supporters.
- 5.5 Screw type cleats are prohibited.
- 5.6 Mouthpieces must be worn by football participants at all times during practices and games.
- 5.7 All changes in Franchise uniform changes must have league approval.
 - 5.7.a A new Franchise admitted to FBYFL cannot duplicate an existing Franchise' name.
- 5.8 NCAA player numbering rules will be followed whenever possible. It is the responsibility of the Head Coach to inform game officials of any exceptions before the game begins.

- 5.9 The standardized game ball will be the Wilson-TDJ or equal in all Junior and Senior games. Freshman and Sophomore divisions will use the Wilson-K2 or equal size football during their games.
- 5.10 The home team will provide all game balls with the option of visiting team using their own balls.
- 5.11 Sponsorship advertising is permissible with approval from the FBYFLs BOD, meaning type of sponsorship and location of sponsorship on equipment.

PRACTICE

- 6.1 A practice session is defined as any occasion when three or more players and one or more coaches assemble for scrimmage, instruction, and or lecture, not including purely social activities.
- 6.2 Practice for the season may begin at the date set by the FBYFL BOD.
- 6.3 In seasons that experience a “bye week” the team affected by the “bye” will be allowed to have four practices for that week.
- 6.4 The 1st two weeks of the season there may be 5 days of practice a week. The 3rd and 4th weeks of the season there may be 4 days of practice a week. Starting the 5th week, practice will be limited to no more than 3 days a week.
- 6.5 No practice is to exceed 1-½ hours on any given day. Exception: During the weeks with four or five days of practice, teams may substitute two 2-hour practice days in exchange for three 1.5-hour practice days.
- 6.6 In the event a scheduled practiced is cancelled or suspended due to inclement weather, the Franchise A.D. or President will obtain approval from the League AD to re-schedule or continue practice for the time suspended.
- 6.7 Each franchise will set their own rules governing player participation in games when they have missed practices.
- 6.8 The first 5 practices will be for conditioning. Only helmets may be worn.
- 6.9 Pads may be worn beginning with the 6th practice.
- 6.10 Games or scrimmages of any nature with teams not chartered by the FBYFL will not be allowed, except 2/3 vote of the FBYFL BOD.
- 6.11 Practice or scrimmage between with a team more than one level higher than the lowest team is prohibited.
- 6.12 No scrimmages with other Franchises will be allowed in seasons where scheduled regular games are 9 or more.
- 6.13 No scrimmages with other franchises are allowed after the 1st scheduled game.

MINIMUM PLAY RULE

- 7.1 All players must participate in a minimum number of offensive and/or defensive downs in each game they play. For the purpose of the minimum play rule, a play is to be counted for each kick-off and point after attempt and each time the ball is hiked and a down is counted, even though a penalty may be called after the ball is hiked and the down repeated. If a penalty is called prior to the ball being hiked, no down or play is counted.
 - 7.1.a Freshman and Sophomore levels have a minimum number of plays set at 10.
 - 7.1.b Junior and Senior levels have a minimum number of plays set at 12.
- 7.2 If a player is tardy to the game, the following rules apply:
 - 7.2.a The coach can elect not to play the player.

- 7.2.b If the coach elects to play the player then the player must play his minimum number of plays according to the minimum play rule.
- 7.3 The minimum play rule shall be defined to cover "all plays to be completed by the end of the regulation game".
- 7.4 Minimum play rule is suspended for a player when that player becomes ill, injured, or is ejected from the game. This must be reported to the opposing teams Head Coach and team Monitors.
- 7.5 The penalty for violation of the minimum play rule is: 1st violation - forfeiture of the game with winning team's choice of 28-0 score or actual score and suspension of Head Coach for the next game and week's practice. 2nd violation - same as first forfeiture and forfeiture of next winning game and/or fines and suspensions as directed by the FBYFL BOD.
- 7.6 Monitoring shall be accomplished on the FBYFL approved monitoring forms. Monitor forms must be filled out in ascending numeric jersey order at least 15 minutes prior to the schedule start of the game.
- 7.7 Any player not playing, for any reason or injured in the game must be reported to the opposing teams Head Coach and team Monitors. Players injured during the game and players not starting may remain on the bench with shoulder pads removed. All players not playing or injured MUST have a written explanation on the monitor sheet.
- 7.8 All games shall be monitored regardless of the weather conditions.
- 7.9 Each Franchise will assign two monitors per game, who will have the sole responsibility in recording the number of plays for each player. No game shall start without monitors in place. The Monitor signatures certify that all players have completed the required number of plays. Failure to monitor or provide monitors will result in forfeiture of the game.
- 7.10 At the next FBYFL meeting, each Franchise will turn into the FBYFL President or AD, copies of all monitoring forms from the previous week's games.
 - 7.10.a Failure to submit monitoring forms at the next FBYFL meeting results in forfeiture of the teams involved with the win going to the team's opponent. If both opponents fail to turn in monitoring forms, both teams will receive forfeits.
 - 7.10.b Teams that fail to submit monitor sheets at the next FBYFL meeting without good cause shall be fined \$100.

SEASON PLAY AND GAME OPERATIONS

- 8.1 Scheduling the regular season play shall be the responsibility of the FBYFL AD.
- 8.2 The FBYFL shall be divided into two Divisions (American and National) and have an 8 game regular season.
 - 8.2.a Divisions "line-ups" will be evaluated every three years.
 - 8.2.b Each team will play the remaining division teams once during a season.
 - 8.2.c For any vacant opponent position the following will prevail:
 - 8.2.c.i Choose a "non-divisional" rivalry team (mutual agreement).
 - 8.2.c.ii Remaining games will then be determined by random rotation (providing that teams cannot play the same team two years in row).
- 8.3 The home Franchise is responsible for having the field marked (lined), yard line markers, operational clock & announcing system (barring unforeseen situation), providing a press box announcer, down markers, personnel to operate the down markers, official game ball, and side line barriers.
 - 8.3.a A Franchise that fails to meet the obligations without "good cause" shall be fined \$100.
- 8.4 Home teams shall make all essential (i.e. benches, water, etc.) items equally available to both teams. Home teams may utilize non-essential items unilaterally (i.e. head sets, coolers, etc.).

8.5 The starting time for the games are as follows:

8:00 A.M.	Flag
9:30 A.M.	Freshman
11:00 A.M.	Sophomore
1:00 P.M.	Junior
3:00 P.M.	Senior

8.5.a When games are delayed due to the playing times of the previous game, games shall start no later than 15 minutes after the end of the proceeding game.

8.6 A game will not start unless each team has two monitors on the field, a chain gang is in place, and a clock operator is ready to go.

8.7 Automatic forfeiture is assessed if a team, which fails to take the field within 5 minutes after the official call for the game, considering the above start times.

8.8 Any team forfeiting a game will have a score assessed of 28-0 or the actual score at the time of the forfeiture. The non-forfeiting team shall have the option of taking the score of 28-0 or the actual score.

8.9 All games will be played under the supervision of TSAO certified Officials.

8.10 All Franchises must pay the league approved Referee fees (\$40 per game) and no more.

8.11 Any player who is ejected from a game by a game official for any reason must be recorded on the back of the monitor sheet and reported by his Franchise to the FBYFL BOD.

8.12 Any Coach who is penalized for unsportsmanlike conduct or ejected from a game by a game official for any reason must be recorded on the back of the monitor sheet and reported by his Franchise to the FBYFL BOD.

8.13 The visiting and home cheer squads will perform during half-time intermission of the game. The maximum length of each performance will be 5 minutes.

8.14 Scores of all games will be recorded by each club on their respective monitor forms and called into the designated League official at the conclusion of each game.

8.15 The decision to suspend or cancel games due to hazardous weather, field, or other conditions shall be made in advance of the game by a FBYFL EX BOD Member. In all other circumstances the decision will be made by the senior game Official. Rescheduling of such games will be made by the FBYFL AD.

8.16 The Official, Head Coach, or the Franchise President may make game protest. The basis for the protest must be in writing on the reverse of the game's Monitor form and signed by the person lodging the protest immediately following the game. The Franchise President must sign all protest. Written comments from the game officials should be solicited in the event of a game protest and included with the Monitor form. Intention to protest must be made before submission of the game Monitor forms to the FBYFL President. All protest shall be ruled on by the FBYFL BOD.

8.16.a No game protest will be allowed based on an Official's call.

8.17 Down Markers will be operated on the home team sideline.

8.18 Any personnel who are on the field need to be 18 year of age or older.

8.19 Personnel working the monitor sheets WILL NOT, during the course of the game, relay any information back to his side of the field by verbal comment and or signal concerning the play calling or they will be replaced. Monitors must leave the field of play upon completion of monitoring duties. Monitors are to only communicate with the Athletic Director, President or authorized Board Member.

8.20 The Franchise President, Vice President, or AD will give fan warnings to the involved party. The Head Coach will be notified of the violation of fan conduct. The Franchise will receive a 1st warning for the infraction, upon a 2nd infraction the Franchise will be fined \$100, a 3rd infraction will be a \$250 fine and taken before the FBYFL BOD next scheduled meeting to determine if further sanctions are required. Fans are also subject to ejection from the game following NCAA rules.

8.21 All parental complaints regarding any aspect of the program need to be addressed IN WRITTING at the Franchise level first. If unresolved then a written complaint will be submitted to FBYFL BOD for decision.

- 8.22 If a game is called due to weather and one or more plays in the 4th quarter have occurred, the game shall be declared as a complete game. The team with most points will be declared the winner. In the event of a tie, the game will be recorded as such.
- 8.23 The home franchise is responsible for providing an Emergency Medical Technician at each game and official scrimmage. Failure to provide an Emergency Medical Technician at each game will result in a \$120 Franchise fine payable to the FBYFL.
- 8.24 Regular season game results shall be determined by the NCAA Tie breaker rules, not to exceed two attempts per team. The first set of downs in Overtime will start on the 15-yard line and the second set of downs will be on the 10-yard line. If the score is still tied at the end of two overtimes, the score will be recorded as a tie.
- 8.25 The Freshmen and Sophomore teams may have one coach on the field for the first 3 games. The coach shall not hinder or slow play in any manner, and shall be at least 5 yards back of the last player in the formation when the ball is snapped. Between plays on the field, the coach may assist players in proper formation and may request a team time out. However, once the offense breaks the huddle, the coaches CANNOT physically adjust the players.
- 8.25.a In the event of an “unbalanced schedule” and one team is eligible to have a coach on the field, then BOTH teams will be allowed to have a coach on the field.

GAME RULES

- 9.1 The playing rules for the FBYFL shall be the same as those of the National Collegiate Athletic Association (NCAA) except for the additions, deletions, or modifications specifically enumerated in this section.
- 9.2 Total playing time:
- Flag: Refer to Flag Rules.
- Freshmen: 32 minutes, 8-minute quarters.
- Sophomores: 32 minutes, 8-minute quarters.
- Juniors: 40 minutes, 10-minute quarters.
- Seniors: 40 minutes, 10-minute quarters.
- 9.3 Half time intermission will be 10 minutes. Exceptions that lengthen intermission may be made by the home team Franchise President to accommodate special activities.
- 9.4 The Point After Touchdown (PAT) awards will be 1 point for a successful running play or 2 points for a forward pass caught in the end zone or 3 points for a successful kick.
- 9.5 Punting Rules:
- 9.5.a Punting rules for Freshmen and Sophomore levels only. On 4th down only, a coach must declare a punt attempt; no fakes. There is no rush and no return. The ball must be snapped from the center to the kicker a minimum of 3 yards back. A muff in the end zone is an automatic safety. If ball is muffed outside of end zone, the ball may be picked up and kicked. After kick, ball is declared dead upon first contact by either team. Once the coach declares a punt attempt the clock stops and the punt MUST be attempted. Failure to attempt a punt will result in a 15 yard penalty and change of possession.
- 9.5.b Punting rules for Junior and Senior levels only. NCAA rules apply. Exception: no rushing over the snapper.
- 9.6 A team that does not meet the MINIMUM PLAY REQUIREMENT will forfeit the game.
- 9.7 During injury time outs officials may provide players with water. Coaches may not use this opportunity to instruct players. If a coach violates this rule the team will be charged a full time out.
- 9.8 The NCAA Torn Jersey rule does not apply.
- 9.9 A continuous clock will start in the 3rd quarter when a team is ahead by 35 points and in the 4th quarter when the score difference is 28 points. During a continuous clock, the clock will only be stopped for an official's time out or a time out called by a coach.
- 9.9.a Due to the 10/12 plays rule, no continuous clock is allowed in 1st or 2nd quarters of any game.

- 9.9.b Once a continuous clock is in affect, the minimum play rule will be reduced by 2 plays for the losing team.
- 9.10 The ranking of teams within each level (Flag, FR, SO, JR, SR) will be as follows:
 - 9.10.a A team receiving 1 point for each win and ½ point for each tie will determine league standings. The total number of win & tie points will then be divided by the total number of games played to determine the winning percentage. Teams will then be ranked #1 thru #16.
- 9.11 No team shall intentionally forfeit a game. Any intentional forfeit shall result is forfeiture of all remaining games and/or fines.
 - 9.11.a Intentional forfeiture does not include suspension of the game as a result of mutual agreement of Franchise Officials or suspension as a result of a reduction of eligible participants or for safety reasons. However, the intentional forfeiture shall specifically include any voluntary action on the part of a Head Coach or Franchise Official to pull the team off of the field as a result of dissatisfaction of an Official's call or other action.
- 9.12 Rule change discussions for the next FBYFL season will start midway of current game season and be finalized the Sunday after the FBYFL Super Bowl.

PLAYOFFS

- 10.1 Prior to the first game of the play-offs each opposing team will check the opponent's books.
- 10.2 The official FBYFL Champion for each team level classification shall be that team who wins the FBYFL Super Bowl, after advancing in the league playoffs. FBYFL will sponsor the Lone Star Bowl for the 3rd and 4th place teams. FBYFL will sponsor the Cotton Bowl for the 8th and 9th place teams.
- 10.3 Playoff structure will be determined by the FBYFL BOD, with the following guidelines:
 - 10.3.a Playoff brackets will be determined by the number of teams in the FBYFL in the event there are fewer teams than indicated; a "bye" will be awarded to the highest seeded team(s) based on the number of teams in the league.
 - 10.3.b In an "unbalanced schedule" when two teams are tied at the end of the regular season, the team playing the most games will use an "average points allowed" for tie breaker determination.
 - 10.3.c If two or more teams are tied in all categories, a coin toss will be used to determine the team to advance to the playoff and/or position.
 - 10.3.d Seed the division leaders as #1 and #2 and the remaining teams will be seeded in the playoff brackets utilizing the tie breaking rules listed below.
 - 1) Winning Percentage
 - 2) Head to Head competition in regular season; Note: * - This will be considered even though not all teams have played each other in 3 or more teams tied situations. If a team has loss to another team then they will be seeded below that team regardless of the points allowed factor. If a team has not played any of the other tied teams they will be seeded based on their points allowed.
 - 3) Fewest points allowed against the team in regular season
 - 4) Coin Toss
 - 10.3.e Bracket A will consist of seeds #1 to #16 for the Super Bowl and Lone Star Bowl. Bracket B will consist of teams who loose their 2nd round game, who will be placed in the bracket pool for the Cotton Bowl.
- 10.4 No playoff game can end in a tie. If at the end of any playoff game, the teams are tied, the NCAA Tiebreaker Rule shall apply. For the first set of downs the ball will placed on the 15-yard line. If at the end of the first set of downs, the score is still tied, each successive set of downs will start on the 10-yard line until a winner is determined. After the 2nd over time you do not have to go for the 2-point attempt.

- 10.5 For a player to be eligible to play in any post-season game, they must have been a member of the same team throughout the current season.
- 10.6 During the Bowl competitions, the monitor sheets will be checked by League officials for “minimum play adherence.”
 - 10.6.a If the “winning team” fails to meet the minimum play requirements, the team will forfeit the game and the opponent will be declared the winner.
 - 10.6.b If the “losing team” fails to meet the minimum play requirements, the Franchise will be fined \$250 and the Head Coach will be suspended for the next season’s 1st game and practice week.

TROPHIES AND AWARDS

- 11.1 Appropriate awards may be given to the participants by their Franchise.
- 11.2 Each participant in the FBYFL Bowl games will receive appropriate awards as determined by the FBYFL BOD.
- 11.3 Cheer awards will be distributed at “Cheer Exhibition” as determined by the Cheer BOD.
- 11.4 The FBYFL Franchise member fees will cover the cost of these awards.

INSURANCE AND DUES

- 12.1 It shall be the responsibility of the FBYFL BOD to secure an Accident Insurance Policy each year. This coverage will be adequate for the anticipated needs of the FBYFL member franchises.
- 12.2 All participants must be enrolled in the insurance program adopted by the FBYFL.
- 12.3 No player may participate in any game or practice until such time as insurance coverage is effective for that participant.
- 12.4 First insurance payment must be paid to FBYFL prior to the first scheduled practice. Failure to make payment will result in the franchise not being allowed to practice.
 - 12.4.a Final insurance payment must be paid and submitted with the final roster. Failure to make final payment will result in the franchise not being allowed to practice or play the next scheduled game. This will apply on a week-to-week basis.
- 12.5 The FBYFL BOD will establish member franchise fees and will be payable in full by the Sunday following the 1st regular season game played.
- 12.6 Failure to remit fees by the stated game will result in forfeiture of games played and possible expulsion from the FBYFL as determined by the FBYFL BOD.

PENALTIES/FINES/SUSPENSION OR DISCHARGE/ DEPORTATION

- 13.1 All violations must be reported in writing to the FBYFL Executive Director and AD for investigation and ruling under FBYFL Rules and Regulations.
- 13.2 Unless otherwise set forth herein, NO action either suspending or expelling a participant, coach, franchise official, or member of a franchise shall be had without adequate notice and opportunity for the affected individual to be heard at the next FBYFL BOD meeting.
- 13.3 The BOD for each Franchise will review any complaints lodged against any coach or fan and will have the authority to remove any coach at any time by a 2/3 vote.
- 13.4 Coaches, players, franchise officials, or fans found by the FBYFL rules, guilty of serious unsportsmanlike behavior or other inappropriate behavior will be sanctioned by the FBYFL BOD. Such sanctions may include, but are not limited to suspensions, fines, and expulsion.
- 13.4.a The following shall constitute "serious unsportsmanlike behavior":
- Conduct Act 1 - Ejection from the game by the officials.
 - Conduct Act 2 - Two or more unsportsmanlike conduct penalties in the same season.
 - Conduct Act 3 - Charging, threatening, confronting, or berating an official, participant, or coach.
- 13.4.b For Coaches the following penalties will be applied by the FBYFL BOD for Conduct Act 1 and/or Conduct Act 2:
- 1st occurrence: 1 game & week's practice suspension shall be assessed to the offending Coach
 - 2nd occurrence: Suspension from the remainder of the FBYFL Season.
- Conduct Act 3 offenses will be reviewed during the next scheduled FBYFL meeting for possible penalties applications.
- Coaches may appeal such penalties by written notice and/or personal attendance to FBYFL BOD no later than the next scheduled FBYFL meeting following the notice of penalty.
- 13.5 Repeated unsportsmanlike conduct (ULC) within a Franchise will not be tolerated. Each Franchise is expected to encourage sportsmanlike conduct and resolve any problems in a timely manner. Franchises that receive 5 or more unsportsmanlike conduct penalties, including Coaches and Players, in a season will be brought before the FBYFL BOD. The FBYFL BOD may assess a \$100 Franchise fine per occurrence in excess of 5 or in excess of 2 for coaching staff. **Amended July 19, 2009**
- 13.6 No fan, coach, or board member of a franchise shall confront or berate an Official during or following a game. The Franchise AD or President shall address all complaints regarding referee calls or other matters at the next appropriate League meeting.
- 13.7 No fan, cheerleader, or other franchise official shall engage in any conduct, cheer, or other verbal conduct designed or calculated to ridicule or disgrace either the officials, the opposing team, or others. Violations shall be subject to disciplinary measures as set forth in the FBYFL rules.
- 13.8 If such conduct does occur the franchise Board shall immediately ask the game officials to stop the game and warn the fans that continued conduct will result in stoppage of the game and FORFEITURE of the game by the involved team.
- 13.9 Franchise members guilty of persistent misconduct may be fined and/or suspended from participation in the FBYFL by the FBYFL BOD.
- 13.6 Any Franchise suspensions shall be reported to the FBYFL AD within 48 hours after such suspension.

- 13.7 If a Franchise is required to discharge any participants or their family members it must be reported to the FBYFL BOD.
- 13.8 Game officials have the right to eject a Coach, player, or fan from the game for persistent unsportsmanlike conduct. Such ejection must be reported to the FBYFL BOD.
- 13.9 Coach who is guilty of improper field decorum to the extent his team is penalized or he is ejected from the game by a game official must be reported to the FBYFL BOD.
- 13.10 Franchise officials are responsible for the deportment of their own supporters. Alcoholic beverages and profanity or abusive language in the stands or parking lots must not be tolerated. However, if Franchise officials cannot control their supporters, Public Law Enforcement Officers will be called in.
- 13.11 There will be no smoking by anyone on the playing fields or player bench area during the game, practice, or scrimmage.
- 13.12 If a member of any Franchise violates the General Rules of the League, the member will be charged with a 1-week & 1 game suspension, and the Franchise may be assessed a fine ranging from \$250.00 to no more than \$3,000.00. Fines must be paid in full within 30 days or Franchise will be subject to further sanctions by the FBYFL BOD, as per Rule 15.2. **Amended September 13, 2009**

GAME OFFICIALS

- 14.1 All game officials are expected to conduct themselves in accordance with the SOFA Code of Conduct.
- 14.2 No game shall begin without the expressed consent of both head coaches when there are less than two officials in attendance.
 - 14.2.a If only 1 referee shows up for a game, the two Head Coaches must agree to play the game with the one referee. If there is no agreement, then the game will be made up.

MISCELLANEOUS

- 15.1 The FBYFL BOD will be empowered to waive any of the FBYFL Rules & Regulations by a $\frac{3}{4}$ vote approval for any reason within the best interest of the FBYFL.
- 15.2 The FBYFL BOD will have discretionary authority over any subject not specifically or generally included in the FBYFL Rules & Regulations.
- 15.3 Should any of the FBYFL Rules & Regulations conflict with any Franchise BY LAWS, the FBYFL rules shall supersede the Franchise BY-LAWS.
- 15.4 The use of alcohol, tobacco, and profanity in the presence of participants at practices or games is prohibited.
- 15.5 Any new Franchise petitioning to join FBYFL must provide a \$500 non-refundable deposit with application. The \$500 will be used as part of the league dues when payable for the next season per the FBYFL rules.
- 15.6 The FBYFL Cheer Director shall maintain a position on the FBYFL EX BOD.
- 15.7 The FBYFL cheer program shall elect a BOD who will have the authority to make operational decisions and report to the FBYFL BOD subject to review and overruling by a majority vote.
- 15.8 A Franchise may be expelled from the FBYFL upon a $\frac{3}{4}$ vote of the FBYFL BOD. The affected Franchise has the opportunity to present their case prior to the vote for being expelled.
- 15.9 Special meetings of the FBYFL BOD may only be requested for situations or information that was unknown to or unaware of by the FBYFL BOD at the time of any regularly scheduled meeting. Special meetings will not be called to discuss and/or vote on information or a situation that was readily known about at the time of any regularly scheduled meeting preceding the request; however, this will not apply to situations where the new information not presented in any regularly scheduled meeting.
- 15.10 Financials listing bank balances and outstanding liabilities, bylaws, and a list of players with outstanding liabilities to the Franchise will be turned into the FBYFL EX BOD by first meeting of April of current year.