

SOUTHERN YOUTH FOOTBALL

2008 RULE BOOK Revision 4

August 18, 2008



GENERAL POLICIES AND ENFORCEMENT

1. MANDATORY BACKGROUND CHECKS Rule #1

As a condition of service to the Conference, all Coaches, Board of Directors' members and any persons or volunteer workers who have repetitive access or contact with players or spirit participants, must complete and submit an official "Coaches Volunteer Application" to the perspective Association within the Conference. Annual background checks must be completed prior to the applicant assuming his or her duties for the current season, and should be submitted to the Association President or the appropriate Association appointed board/committee prior to the start of the season. Refusal to submit a fully completed "Coaches Volunteer Application" annually must result in the immediate dismissal of the individual or denial of participation for the applicant.

The Association shall require and be responsible for enforcing all Association and association personnel to annually submit a fully completed official "Coaches Volunteer Application" prior to the applicant assuming his or her duties for the current season. The "Coaches Volunteer Application" must include signed permission from the applicant allowing the Association or association to perform the necessary background check. Each association President shall conduct a background check of all coaches and volunteers. Only those individuals which satisfy the background check requirements shall be placed on the Teams official roster. All Coaches Applications and Teams official roster with affidavit must be maintained by the Association for one year. The required background check screening will at minimum include a check of the records for the state in which the volunteer resides. If information, by any means whatsoever, indicates that an individual, including, but not limited to, volunteers, coaches, players and hired workers, has been convicted of or pled guilty to any crime involving or against a minor, the Association must immediately contact the applicable government agency to confirm the accuracy of the information. Upon confirmation of a conviction for or guilty plea to, a crime against or involving a minor, the Association must prohibit the individual from participating in any manner. Any person, whose background check reveals a conviction for or guilty plea to any crime involving or against a minor, shall not be permitted to participate in any manner. In addition, any other charges and convictions may be an indication of an unfit volunteer, and therefore, the Association may prohibit any individual from participating as a volunteer it deems as unfit to work with minors, as long as the Association applies the same criteria uniformly to all individuals seeking to volunteer.

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2. COMPLAINTS Rule #2

The Complaint must cite the Rule or By-Law that was allegedly violated and the manner in which it was thought to be violated. The Complaint should be specific and include the names of the alleged violator, time and place of the alleged violation. The Complaint should list all evidence and witnesses to the alleged act.

A written complaint will be submitted to the managing Association President within 48 hours when the incident was first discovered. The Association President will, after review the merits of the allegation(s), shall decide to 1) drop the complaint due to lack of merit, 2) resolve the situation within the association, or 3) present the Complaint to the Association.

Complaints must be submitted to the Southern Youth Football Conference (SYFC) President (Jay Knight) in writing, by the Association President representing the complainant no later than 5 PM Eastern Time on the Tuesday immediately following the incident. Complaints may be hand delivered, or delivered via US Mail, or via a commercial delivery service or via e-mail to levi_syfa@yahoo.com

The outcome of officiated football games will be not be altered by any complaint and/or Board decision.

3. COMPLETE GAMES DUE TO WEATHER Rule#3

If a game is cancelled due to weather it shall be considered complete when the following conditions exist: The game has started and, If cancelled at **HALF TIME** and one team is ahead by 28 or more points. If cancelled during the **THIRD QUARTER** and one team is ahead by 21 or more points. If cancelled during the **FOURTH QUARTER** and on team is ahead by 14 or more points. If the game started and is cancelled due to weather and neither team is ahead then the game is then considered suspended. Every attempt will be made to complete suspended games.

If at any time a game is started and is cancelled due to weather before the completion of the second quarter, the game considered suspended. Every attempt will be made to complete suspended games.

When a game is suspended the official and a representative of the hosting site will note, 1) team in possession, 2) yard line, 3) down, 4) distance, 5) time remaining, 6) quarter, 7) time outs remaining for each team, 8) score, 9) names of the officials,

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10)any other situation that may affect resumption of play (ejected players, coaches, etc.)

4. TEAM BOOKS/CERTIFICATION Rule# 4

Each association President validate and confirm, in a format approved by the Conference, an official roster for each team, affidavit with the player picture on the form and a copy of the player (s) birth certificate within one week (seven days) before the first scheduled Conference.

Head Coaches must have in their possession Team Book at each game (regular and post season). If an opposing coach desires to request to see the opponent team book then the official will facilitate and honor that request.

It's imperative that these books are brought to each football game. If there's a challenge each coach will be allowed to review the books for 10 minutes after the game facilitated by the game official. Failure to bring these books may result in a forfeit.

Pee Wee Division (5/6 Year Olds) Rules

5. 2008 PEE WEE DIVISION (5/6 Year Olds) Rule# 5

TEAM CLASSIFICATION

This division is for 5 and 6 year olds. Players must be no older than 6 years old on July 31st to play in the Pee Wee Division. The maximum ball-carrying weight during the season is 65 pounds. Players who make the initial ball carrying weight are allowed to weigh 70 pounds during the playoffs. If a player does not make the initial weight to carry the ball during the regular season, they cannot carry the ball during the playoffs, regardless of their weight.

FROZEN PLAYERS

Each team may freeze up to (10) - 5 or 6 year old players. No more than 10 total players may be on any team prior to the draft. Coach(s) son(s) count toward the total number of freezes. Team total numbers will be based on registration numbers.

All teams must turn in a team freeze form prior to tryouts.

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If the age group coordinator does not have the team freeze form before the deadline the team freeze form is invalid and the team must draft all players.

DRAFT

The draft is generally held immediately following tryouts. The draft will be an “open draft”, meaning that a coach can draft any player of in the perspective age group when his turn comes in the draft order. Draft order will be determined by draw from hat. Draft will be a “Serpentine” style draft. After the first round of the draft, the draft order will reverse order and continue to do so after each round until all players have been selected.

All players not participating in the tryouts will be drawn from a hat. Any additional rules are at the discretion of the park for you may add but cannot take away in accordance with the conference draft rule.

The Association may amend the draft process as per their Discretion.

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Pee Wee Division (5/6 Year Olds) Rules

WEIGH-IN

Weigh-ins will occur two times during the season. The first will be before the first game and the second time will be before first playoff game starts. Actual dates will be determined once the games schedules have been created.

All eligible ball carriers must be weighed. Any player not weighed by the appropriate park representatives is ineligible to run the ball regardless of apparent weight.

All eligible ball carriers will have an “R” taped on the back of their helmet.

A list of all eligible runners will be distributed to all coaches.

All players over the ball carrying weight may recover fumbles, onside kicks, or intercept a pass but the ball is dead at the spot of possession

PRACTICES

Each park will determine its own rules regarding practice times and locations.

CLEAR THE BENCH

There will not be a clear the bench rule. It will be the coach’s responsibility to ensure that all players received the proper amount of playing time during the game. Teams will be subject to monitoring by park officials to ensure that all players get the proper amount of playing time during any given game.

FIELD SIZE AND LENGTH OF GAME

All games will be played on a 80-yard field.

Kick-off will be from the 40-yard line.

Each game will consist of four 10-minute quarters.

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Pee Wee Division (5/6 Year Olds) Rules

There will be a play clock so that we can keep the games moving. The clock will be set at 35 seconds. Delay of game penalties will be at the referee's discretion. They will probably be more lenient at the beginning of the season. In the pee wee division, the clock will stop when a player goes out of bounds, but the clock will be restarted when the referee spots the ball rather than when the ball is snapped again. Once the game clock is at 2:00 or less in the 2nd and 4th quarters, the clock will be stopped when the player goes out of bounds and it will not restart until the ball is snapped.

SCORING

Touchdown = 6 Points

Point after touchdown = Run/Pass = 1 Point

**Kick = 2 Points

Run/Pass from the 10yd line = 2 Points (*ball spotted at center of field)

The team that scores must declare if they will attempt the **KICK. At that point the referee will notify the defense and **NO** rush will be allowed. If the attempted kick is unsuccessful the play will be over. Neither the offense nor defense can advance a missed kick. The attempt will include the center snap, the placement of the ball, and one attempt. The kicking team will have a count of five to complete the attempt. If the snap is muffed and there cannot be a normal attempt the play is over.

SLAUGHTER RULE

The slaughter rule will come into effect when a team has a lead of 30 points or more. While the slaughter rule is in effect, the team with the lead may run their full offense, but they only get four downs maximum. If the lead drops back below 30 points, normal rules will be used again.

Please be sportsman if you are in the slaughter rule let other kids run the ball and don't try to run the score up.

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Pee Wee Division (5/6 Year Olds) Rules

OVER TIME RULES

TIE BREAKER

In the event of a tie after regulation play, tie breaker rules will go into effect.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

PUNTS

The defense may not rush. If the offense line ups in punt formation they must attempt a punt. A player without an "R" is eligible to kick off or punt, but cannot run the ball on a fake. Coaches may elect automatic punt; the clock will run while the official is marking off the 20 yard spot.

PLAYOFFS

There will be a single elimination tournament at the end of the regular season. We will decide the format and brackets before the season starts. As a rule, fifty percent (plus 1 in divisions with an odd number of teams) of the teams from their respective division will advance to the playoffs. In some smaller divisions this number may vary.

STANDINGS

Standings will be decided first by overall record.

The 1st tiebreaker will be # of wins.

The 2nd tiebreaker will be head to head victories.

The 3rd tie breaker will be points allowed.

The 4th tie breaker will be a coin toss.

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Pee Wee Division (5/6 Year Olds) Rules

FOOTBALL

All game footballs will be Nike 1000 Spiral-Tech Pee Wee footballs.

MISCELLANEOUS RULES

All coaches on the field during any game must have a current football NYSCA certification. Certification cards will be checked before the beginning of the regular season. Each park is required to provide a list of certified coaches to the other participating parks. All coaches must be NYSCA certified. No more than 8 coaches are allowed on the sidelines.

Coaches will be allowed on the field for the entire season. But, only 1 defensive coach or 1 offensive coach will be allowed on the field at a time.

There will be no nose guard allowed. The defensive line must line up head to head on the guards. If the guards are more than two yards from the center, the defensive line may line up within 1 yard of the center. Middle linebackers must be at least 2 yards off the line of scrimmage.

Players above the ball-carrying weight may not line up in the backfield on offense except when punting or kicking an extra point.

**** THE SYFC BOARD MAY ADD, CHANGE, OR DELETE ANY RULE THAT THEY DETERMINE TO BE DETRIMENTAL TO THE CONFERENCE.**

**** PLEASE TRY TO REMEMBER THAT WE ARE OUT HERE FOR THE KIDS. OUR ASSOCIATION IS MEANT TO BE INSTRUCTIONAL.**

**** WE ALL LIKE TO WIN AND SHOULD COME READY TO PLAY, BUT FIRST AND FOREMOST WE WANT THESE KIDS TO PLAY SAFE, HAVE FUN AND LEARN TO PLAY FOOTBALL.**

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JUNIOR DIVISION (7 and 8 Year Olds)

6. 2008 JUNIOR DIVISION (7 and 8 Year Olds) Rule#6

TEAM CLASSIFICATION

This division is for 7 and 8 year olds. Players must be no older than 8 years old on July 31st to play in the Junior Division. The maximum ball-carrying weight is 80 lbs. Players who make the initial ball carrying weight are allowed to weigh 85 pounds during the playoffs. If a player does not make the initial weight to carry the ball during the regular season, they cannot carry the ball during the playoffs, regardless of their weight.

FROZEN PLAYERS

Each Select team may freeze up to (10) -and Recreation may freeze four up (4) 7 or 8 year old players. No more than 10 total players may be on any select team prior to the draft. Coach(s) son(s) count toward the total number of freezes. Team total numbers will be based on registration numbers.

All teams must turn in a team freeze form prior to tryouts.

If the age group coordinator does not have the team freeze form before the deadline the team freeze form is invalid and the team must draft all players.

DRAFT

The draft is generally held immediately following tryouts. The draft will be an “open draft”, meaning that a coach can draft any player in the perspective age group when his turn comes in the draft order. Draft order will be determined by draw from hat. The draft will be a “serpentine” style draft. After the first round of the draft, the draft order will reverse order and continue to do so after each round until all players have been selected.

All players not participating in the tryouts will be drawn from a hat. Any additional rules are at the discretion of the park for you may add but cannot take away in accordance with the conference draft rule.

The Association may amend the draft process as per their Discretion.

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JUNIOR DIVISION (7 and 8 Year Olds)

WEIGH-IN

Weigh-ins will occur two times during the season. The first will be before the first game and the second time will be before first playoff game starts. Actual dates will be determined once the games schedules have been created.

All eligible ball carriers must be weighed. Any player not weighed by the appropriate park representatives is ineligible to run the ball regardless of apparent weight.

All eligible ball carriers will have an “R” taped on the back of their helmet.

A list of all eligible runners will be distributed to all coaches.

All players over the ball-carrying weight may recover fumbles, onside kicks, or intercept a pass but the ball is dead at the spot of possession.

PRACTICES

Each park will determine its own rules regarding practice times and locations.

CLEAR THE BENCH

There will not be a clear the bench rule. It will be the coach’s responsibility to ensure that all players received the proper amount of playing time during the game. Teams will be subject to monitoring by park officials to ensure that all players get the proper amount of playing time during any given game.

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JUNIOR DIVISION (7 and 8 Year Olds)

FIELD SIZE AND LENGTH OF GAME

All games will be played on a 100-yard field.

Kick-off will be from the 40-yard line.

Each game will consist of four 10-minute quarters.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

There will be a play clock so that we can keep the games moving. The clock will be set at 35 seconds. Delay of game penalties will be at the referee's discretion.

SCORING

Touchdown = 6 Points

Point after touchdown

Run/Pass = 1 Point

Kick = 2 Points

The team that scores must declare if they will attempt the **KICK**. At that point the referee will notify the defense and **NO** rush will be allowed. If the attempted kick is unsuccessful the play will be over. Neither the offense nor defense can advance a missed kick. The attempt will include the center snap, the placement of the ball, and one attempt. The kicking team will have a count of five to complete the attempt. If the snap is muffed and there cannot be a normal attempt the play is over.

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JUNIOR DIVISION (7 and 8 Year Olds)

SLAUGHTER RULE

The slaughter rule will come into effect when a team has a lead of 30 points or more. While the slaughter rule is in effect, the team with the lead may run their full offense, but they only get four downs maximum. If the lead drops back below 30 points, normal rules will be used again.

Please be sportsman if you are in the slaughter rule let other kids run the ball and don't try to run the score up.

OVER TIME RULES

TIE BREAKER

In the event of a tie after regulation play, tie breaker rules will go into effect.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

PUNTS

The defense may not rush. If the offense line ups in punt formation they must attempt a punt. A player without an "R" is eligible to kick off or punt, but cannot run the ball on a fake. Coaches may elect automatic punt, the clock will run while the official is marking off the 20 yard spot.

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JUNIOR DIVISION (7 and 8 Year Olds)

PLAYOFFS

There will be a single elimination tournament at the end of the regular season. We will decide the format and brackets before the season starts. As a rule, fifty percent (plus 1 in divisions with an odd number of teams) of the teams from their respective division will advance to the playoffs. In some smaller divisions this number may vary.

STANDINGS

Standings will be decided first by overall record.

The 1st tiebreaker will be # of wins.

The 2nd tiebreaker will be head to head victories.

The 3rd tie breaker will be points allowed.

The 4th tie breaker will be a coin toss.

FOOTBALL

All game footballs will be Nike 1000 Spiral-Tech Pee Wee footballs.

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JUNIOR DIVISION (7 and 8 Year Olds)

MISCELLANEOUS RULES

All coaches on the field during any game must have a current football NYSCA certification. Certification cards will be checked before the beginning of the regular season. Each park is required to provide a list of certified coaches to the other participating parks. Only NYSCA certified coaches are allowed on the sidelines.

Coaches will be allowed on the field until October in the Junior Recreation division. From October 1st on, no coaches will be allowed on the field for the Junior Recreation division. No coaches are allowed on the field in the Junior Select division at any time. During the times coaches are allowed on the field, only one defensive or offensive coach will be allowed at a time. All coaches must be NYSCA certified. No more than 8 coaches are allowed on the sidelines.

There will be no nose guard allowed. The defensive line must line up head to head on the guards. If the guards are more than two yards from the center, the defensive line may line up within 1 yard of the center. Middle linebackers must be at least 2 yards off the line of scrimmage.

Players above the ball-carrying weight may not line up in the backfield on offense except when punting or kicking an extra point.

**** THE SYFC BOARD MAY ADD, CHANGE, OR DELETE ANY RULE THAT THEY DETERMINE TO BE DETRIMENTAL TO THE CONFERENCE.**

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PREP DIVISION (9/10 Year Olds)

7. 2008 PREP DIVISION (9/10 Year Olds) Rule #7

TEAM CLASSIFICATION

This division is for 9 and 10 year olds. Players must be no older 10 years old on July 31st to play in the Prep Division. The maximum ball-carrying weight during the season is 105 pounds. Players who make the initial ball carrying weight are allowed to weigh 110 pounds during the playoffs. If a player does not make the initial weight to carry the ball during the regular season, they cannot carry the ball during the playoffs, regardless of their weight.

FROZEN PLAYERS

Each Select team may freeze up to (10) -and each Recreation team may freeze (4) 9 or 10 year old players. No more than 10 total players may be on any select team prior to the draft. Coach(s) son(s) count toward the total number of freezes. Team total numbers will be based on registration numbers.

All teams must turn in a team freeze form prior to tryouts.

If the age group coordinator does not have the team freeze form before the deadline the team freeze form is invalid and the team must draft all players.

DRAFT

The draft is generally held immediately following tryouts. The draft will be an “open draft”, meaning that a coach can draft any player in the perspective age group when his turn comes in the draft order. Draft order will be determined by draw from hat. The draft will be a “serpentine” style draft. After the first round of the draft, the draft order will reverse order and continue to do so after each round until all players have been selected.

All players not participating in the tryouts will be drawn from a hat. Any additional rules are at the discretion of the park for you may add but cannot take away in accordance with the conference draft rule.

The Association may amend the draft process as per their Discretion.

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PREP DIVISION (9/10 Year Olds)

WEIGH-IN

Weigh-ins will occur two times during the season. The first will be before the first game and the second time will be before first playoff game starts. Actual dates will be determined once the games schedules have been created.

All eligible ball carriers must be weighed. Any player not weighed by the appropriate park representatives is ineligible to run the ball regardless of apparent weight.

All eligible ball carriers will have an “R” taped on the back of their helmet.

A list of all eligible runners will be distributed to all coaches.

All players over the ball-carrying weight may recover fumbles, onside kicks, or intercept a pass but the ball is dead at the spot of possession.

PRACTICES

Each park will determine its own rules regarding practice times and locations.

CLEAR THE BENCH

There will not be a clear the bench rule. It will be the coach’s responsibility to ensure that all players received the proper amount of playing time during the game. Teams will be subject to monitoring by park officials to ensure that all players get the proper amount of playing time during any given game.

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PREP DIVISION (9/10 Year Olds)

FIELD SIZE AND LENGTH OF GAME

All games will be played on a 100-yard field.

Kick-off will be from the 40-yard line.

Each game will consist of four 10-minute quarters.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

There will be a play clock so that we can keep the games moving. The clock will be set at 35 seconds. Delay of game penalties will be at the referee's discretion.

SCORING

Touchdown = 6 Points

Point after touchdown

Run/Pass = 1 Point

Kick = 2 Points

Extra point kicks are live and the defense may rush. A player without an "R" is eligible to kick, but cannot run the ball on a fake.

SLAUGHTER RULE

The slaughter rule will come into effect when a team has a lead of 30 points or more. While the slaughter rule is in effect, the team with the lead may run their full offense, but they only get four downs maximum. If the lead drops back below 30 points, normal rules will be used again.

Please be sportsman if you are in the slaughter rule let other kids run the ball and don't try to run the score up.

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PREP DIVISION (9/10 Year Olds)

OVER TIME RULES

TIE BREAKER

In the event of a tie after regulation play, tie breaker rules will go into effect.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

PLAYOFFS

There will be a single elimination tournament at the end of the regular season. We will decide the format and brackets before the season starts. As a rule, fifty percent (plus 1 in divisions with an odd number of teams) of the teams from their respective division will advance to the playoffs. In some smaller divisions this number may vary.

STANDINGS

Standings will be decided first by overall record.

The 1st tiebreaker will be # of wins.

The 2nd tiebreaker will be head to head victories.

The 3rd tie breaker will be points allowed.

The 4th tie breaker will be a coin toss.

FOOTBALL

All game footballs will be Nike 1000 Spiral-Tech Junior footballs.

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PREP DIVISION (9/10 Year Olds)

MISCELLANEOUS RULES

All coaches on the field during any game must have a current football NYSCA certification. Certification cards will be checked before the beginning of the regular season. Each park is required to provide a list of certified coaches to the other participating parks. All coaches must be NYSCA certified. No more than 8 coaches are allowed on the sidelines.

No coaches are allowed on the field in the Prep division.

Nose guards are allowed on the field in the Prep division.

Players above the ball-carrying weight may not line up in the backfield on offense except when punting or kicking an extra point.

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MUSTANG DIVISION (11 and 12 Year Olds)

8. 2008 MUSTANG DIVISION (11 and 12 Year Olds) Rule #8

TEAM CLASSIFICATION

This division is for 11 and 12 year olds. Players must be no older than 12 years old on July 31st to play in the Mustang division. The maximum ball-carrying weight is 120 lbs. Players who make the initial ball carrying weight are allowed to weigh 125 pounds during the playoffs. If a player does not make the initial weight to carry the ball during the regular season, they cannot carry the ball during the playoffs, regardless of their weight.

FROZEN PLAYERS

Each Select team may freeze up to (10) and each recreation team may freeze (4)- 11 or 12 year old players. No more than 10 total players may be on any select team prior to the draft. Coach(s) son(s) count toward the total number of freezes. Team total numbers will be based on registration numbers.

All teams must turn in a team freeze form prior to tryouts.

If the age group coordinator does not have the team freeze form before the deadline the team freeze form is invalid and the team must draft all players.

DRAFT

The draft is generally held immediately following tryouts. The draft will be an “open draft”, meaning that a coach can draft any player in the perspective age group when his turn comes in the draft order. Draft order will be determined by draw from hat. The draft will be a “serpentine” style draft. After the first round of the draft, the draft order will reverse order and continue to do so after each round until all players have been selected.

All players not participating in the tryouts will be drawn from a hat. Any additional rules are at the discretion of the park for you may add but cannot take away in accordance with the conference draft rule.

The Association may amend the draft process as per their Discretion.

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MUSTANG DIVISION (11 and 12 Year Olds)

WEIGH-IN

Weigh-ins will occur two times during the season. The first will be before the first game and the second time will be before first playoff game starts. Actual dates will be determined once the games schedules have been created.

All eligible ball carriers must be weighed. Any player not weighed by the appropriate park representatives is ineligible to run the ball regardless of apparent weight.

All eligible ball carriers will have an “R” taped on the back of their helmet.

A list of all eligible runners will be distributed to all coaches.

All players over the ball-carrying weight may recover fumbles, onside kicks, or intercept a pass but the ball is dead at the spot of possession.

PRACTICES

Each park will determine its own rules regarding practice times and locations.

CLEAR THE BENCH

There will not be a clear the bench rule. It will be the coach’s responsibility to ensure that all players received the proper amount of playing time during the game. Teams will be subject to monitoring by park officials to ensure that all players get the proper amount of playing time during any given game.

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MUSTANG DIVISION (11 and 12 Year Olds)

FIELD SIZE AND LENGTH OF GAME

All games will be played on a 100-yard field.

Kick-off will be from the 40-yard line.

Each game will consist of four 10-minute quarters.

In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

There will be a play clock so that we can keep the games moving. The clock will be set at 35 seconds. Delay of game penalties will be at the referee's discretion.

SCORING

Touchdown = 6 Points

Point after touchdown

Run/Pass = 1 Point

Kick = 2 Points

Extra point kicks are live and the defense may rush. A player without an "R" is eligible to kick, but cannot run the ball on a fake.

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MUSTANG DIVISION (11 and 12 Year Olds)

SLAUGHTER RULE

The slaughter rule will come into effect when a team has a lead of 30 points or more. While the slaughter rule is in effect, the team with the lead may run their full offense, but they only get four downs maximum. If the lead drops back below 30 points, normal rules will be used again.

Please be sportsman if you are in the slaughter rule let other kids run the ball and don't try to run the score up.

OVER TIME RULES

TIE BREAKER

In the event of a tie after regulation play, tie breaker rules will go into effect. In the event of a tie, each team will have a possession on the opponent's 10-yard line and given 4 downs. A coin toss will determine which team will get the first possession. If the score is still tied after each team has had 4 possessions the game will end in a tie.

PUNTS

Punts are live and the defense may rush. A player without an "R" is eligible to kick off or punt, but cannot run the ball on a fake.

PLAYOFFS

There will be a single elimination tournament at the end of the regular season. We will decide the format and brackets before the season starts. As a rule, fifty percent (plus 1 in divisions with an odd number of teams) of the teams from their respective division will advance to the playoffs. In some smaller divisions this number may vary.

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MUSTANG DIVISION (11 and 12 Year Olds)

STANDINGS

Standings will be decided first by overall record.

The 1st tiebreaker will be # of wins.

The 2nd tiebreaker will be head to head victories.

The 3rd tie breaker will be points allowed.

The 4th tie breaker will be a coin toss.

FOOTBALL

All game footballs will be Nike 1000 Spiral-Tech Junior footballs.

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MUSTANG DIVISION (11 and 12 Year Olds)

MISCELLANEOUS RULES

All coaches on the field during any game must have a current football NYSCA certification. Certification cards will be checked before the beginning of the regular season. Each park is required to provide a list of certified coaches to the other participating parks. All coaches must be NYSCA certified. No more than 8 coaches are allowed on the sidelines.

No coaches are allowed on the field in the Mustang division.

Nose guards are allowed on the field in the Mustang division.

Players above the ball-carrying weight may not line up in the backfield on offense except when punting or kicking an extra point.

**** THE SYFC BOARD MAY ADD, CHANGE, OR DELETE ANY RULE THAT THEY DETERMINE TO BE DETRIMENTAL TO THE CONFERENCE.**

**** PLEASE TRY TO REMEMBER THAT WE ARE OUT HERE FOR THE KIDS. OUR ASSOCIATION IS MEANT TO BE INSTRUCTIONAL.**

**** WE ALL LIKE TO WIN AND SHOULD COME READY TO PLAY, BUT FIRST AND FOREMOST WE WANT THESE KIDS TO PLAY SAFE, HAVE FUN AND LEARN TO PLAY FOOTBALL.**

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*** Any question (s) regarding the 2008 Rule Book please submit in writing to the Vice President (Levi Robinson), Southern Youth Football Conference via email levi_syfa@yahoo.com