

Arapahoe Youth League



2009 Football Rules

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1 AYL Football Board of Director Guidelines

The AYL Football Board of Directors will be responsible for establishing and enforcing specific rules, and coordinating all football related activities. The Board is comprised of one representative from each participating Member Club, a sport Vice President, and a sport Secretary.

1.1 Football Board Vice President

The Football Board Vice President will be responsible for the oversight of the sport specific board in accordance with all AYL By-Laws, General Principles of Operation, fiduciary responsibility and sport specific rules. The Sport Board Vice President will report into the AYL President for all issues that are presented to the Board of Directors. The Football Board Vice President is elected to a 2 (Two) year term by the representatives from each participating Member Club.

Current Football Board Vice President (Term 2008-2009)

Lance Vieira

football@aylsports.com

1.2 Football Board Secretary

The Football Board Secretary is responsible for roll call, meeting minutes, and the administration of all league paperwork. The Secretary is selected by representative of each participating Member Club.

2009 Football Board Secretary

Norman Shaw

1.3 Football Scheduler

The Football Scheduler is responsible for scheduling all regular season, makeup and playoff and Super Bowl games. This also includes the rescheduling of any games that have been cancelled. The Scheduler is selected by representatives of each participating Member Club.

2009 Football Scheduler

Patrick Falkner

1.4 Member Club Information

If you believe you have an issue that needs AYL Board attention please contact your club representative first, if you do not get a response in a timely fashion please send an email to the VP of Football (Section 1.2). In the event you have an issue with registration, rules of play or questions regarding football please contact your club representative.

AYL Website: www.aylsports.com

 <p>Cherry Creek Youth Sports 303.662.1644 football@creeksports.com http://www.creeksports.com/</p>	 <p>Dolphin Youth Sports 303.688.4011 president@dcdolphins.com http://www.dcdolphins.com/</p>	 <p>Eagle Youth Sports 720.904.9524 info@eaglesyouthsports.org http://www.eaglesyouthsports.org/</p>
 <p>Falcon Youth Sports neccerattler@msn.com</p>	 <p>Parker Youth Sports 303.840.2255 parkeryouthsports@comcast.net http://www.parkeryouthsports.com/</p>	 <p>Panther Youth Sports 303.730.6807 info@panthersports.org http://www.panthersports.org/</p>
 <p>Patriot Youth Sports 720.404.4167 leo.cirbo@fcc.gov http://www.patriotyouthsports.org/</p>	 <p>Spartan Youth Club 303.692.5374 info@spartanyouthclub.com http://www.spartanyouthclub.com/</p>	 <p>Warrior Youth Sports 720.344.0616 board@warriorsyouthsports.com http://www.warriorsyouthsports.com/</p>

1.5 Rule Changes (10/98)

- A. Member clubs may submit rule changes, new rules, modifications, and additions for the next season during the current season only. The current season is defined from April 1st through March 31st. Clarification: Rules submitted after March 31st will take effect starting April 1st of the next year. All rules (new rules, modifications, and additions) require at least one week for review by Clubs. Rules must be submitted and seconded during an approved AYL Football Board meeting, allowing at least one week for review before a final vote can be approved. (Rev 11/2006)
- B. The Board of Directors will take no action on submitted rule changes for the current season unless a National Federation of State High School Athletic Association (NFSAA) rule creates undue hardship and/or expense for the member Clubs and participants. Thirty (30) days or more must remain prior to the first game of the respective season in which the proposed NFSAA rule would affect the clubs.
- C. The Football Sport Board has an unstated goal of being consistent and extremely accurate in all endeavors throughout the entire football season. Should obvious errors occur in the creation, application, or omission of our football specific rules and the result is inconsistent with the stated purpose of serving the youth or our territories, the Football Sport board reserves the right to make any corrections, additions, or deletions of our sport specific rules as the Football Sport Board sees fit. The approval of any change to the current rules within the 30 period prior to the start of the season or during the season will require a Super Majority (>65% in favor) vote of all Member Clubs in good standing. (Rev 10/22/2003)

1.6 Season Schedule Requirements

- A. The AYL Board of Directors shall have the right to change the following dates.
- B. The 1st game may start as early as the one (1) Saturday before Labor Day.
- C. **The Season may be played on the last Saturday of November.**
- D. First practice starts five (5) Mondays before the first game..
- E. **Games may be played on Sunday's.**
- F. Mini play-offs will be played on **Sunday** after the last game. If there are 12 Saturdays between Labor Day and Thanksgiving then the Mini Play-Offs will be played the Saturday following the last game. **PLEASE NOTE – THERE IS A GOOD CHANCE THAT PLAYOFFS WILL INCLUDE SUNDAY GAMES!**

1.7 Evaluation of Officials

The AYL Football Board in conjunction with the League Head Official continuously strives to improve the quality of our game officials. This effort requires that all Head Coaches must complete the AYL Official's Evaluation Form (Pink Sheet) upon conclusion of every game. The revised "Pink Sheet" allows the Head Coach and coaching staff to evaluate each game official individually as well as provide an evaluation of the officiating crew as a single entity. Each official is assigned a "Number" and the evaluation need only show the associated number for each official being evaluated. The Football Sport Board will receive regular reports on the performance of all of our officials. Further, these official ratings will be used by the Football Sport Board and the Head Official to assign game officials for our play-offs and Super Bowl. Failure to complete the required "Pink Sheets" by a significant number of a particular Club's teams may remove that Club from participating in the assignment process for officials to work our play-off and Super Bowl games. (REV. 12/05/2003)

1.8 Protest Process

Should the Head coach feel that a violation of the rules has occurred during a game, the protesting Head Coach or Member Club Delegate may file a Formal Protest. The Protesting Head coach and their Member Club Delegate must follow the Protest Process completely. Lack of adherence to this process will render the Protest invalid. The entire process is detailed in the AYL General Principles of Operation, Rule 6. This Football Rule only provides an overview of the AYL Protest process. **Refer to AYL General Principles of Operation, Rule 6.**(REV 4/08/2006)

1.8.1 Protest Guidelines

- A. **ONLY RULE VIOLATIONS ARE PROTESTABLE!** Judgment decisions by officials are not protestable.
- B. When the occurrence of an alleged rule violation has occurred, the protesting Head Coach must immediately notify the Head Official and the opposing Head Coach that they are protesting the game. The Protesting Head Coach must note the appropriate entry on the Blue Sheet.
- C. The Protesting Head Coach also must immediately complete the "AYL Football Protest Form", sign the form and have the Head Official and the opposing Head coach sign as well. Each party will receive a copy of the signed AYL Protest Form.
- D. The Protesting Head Coach must contact their Member Club Delegate immediately following the conclusion of the game in question.
- E. Protests must be filed at the point in time of the alleged rule violation – any attempt to protest a game after its conclusion or later in time will not be heard by the AYL Football Board.

2 Participation Standards

The AYL Football Program uses both age and weight as the Participation Standards:

2.1 Age Requirements

The AYL Football Program is for ages 6 to 14. No player in High School may play in AYL football. i.e.: All 14 year olds must be in the 8th grade to play in the AYL. (REV. 10/98)

2.1.1 Age Determination

Division	Max Age Prior to July 1st
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13/14	14

(Revision 6/1/2008)

2.1.2 Proof of Age

- A. Before a member can play in any game, a league acceptable proof of age document must be presented and checked by a member of that sport board. The following documents will be accepted as proof of birth, provided there is a birth date and official signature.

1. Birth Certificate
2. Military Papers or ID
3. Adoption Papers
4. Passport
5. Birth Registration
6. Notification of Birth
7. Hospital Certificate
8. Supporting letter from parent for different last name
9. Previous year's official roster

- A. A temporary waiver of “proof of age” may be obtained only when accompanied by a \$100.00 refundable deposit by the Club requesting the waiver. This waiver shall be valid for only one month from the date filed with the League. If proof of age is not obtained, the \$100.00 deposit shall be forfeited and the League may decide to impose further penalties.

2.1.3 Age Division Play Up

Players may play up one age group at the discretion of the Member Club. Players wanting to play up two age groups must be approved by the Football Sport Board.

2.2 Weight Guidelines

Weight limits in all age divisions will be determined by AYL Football Board. The Football Board will utilize the available numerous growth charts and growth statistics as it sees fit. Weight limits, by age, will be reviewed yearly and be changed if the Football Board reaches a majority agreement on any particular age group. Increases or decreases in weight limits will be in five pound increments and changed only when an age has changed by the five pound limit. (Rev 11/2006)

2.2.1 Weight Limit Determination

WEIGHT ELIGIBILITY FOR VARIOUS DIVISIONS

Division	Play Down Weight	Backfield Weight	Single Patch	Double Patch
6	N/A	60	61-70	71+
7	45	70	71-80	81+
8	55	80	81-90	91+
9	65	90	91-110	111+
10	75	100	101-120	121+
11	85	115	116-135	136+
12	95	130	131-150	151+
13/14 CFC	105	145	146-170	171+
13/14 AFC	105	155	156	N/A
13/14 NFC	105	155	156	N/A

(Rev. 4/08/2006) All weight in pounds

No 14 year old player allowed to play down on 12 year old team. (Rev 11/97)

2.2.2 Weighing of Members

- A. All members must be weighed by the League officials before the first game and in time to include this information on the roster to be filed with the League Secretary.
- B. Failure to make weight will result in the player being moved to his proper weight division. Once a player has been moved to the proper weight division, he shall not be eligible to move down for the duration of the season. If a child is a patched player due

to the pre-season weigh-in, he must remain as a patched player the entire season. (Rev. 10/97)

- C. Players not making the either the official make-up weigh in or the official pre-season weigh-in must pay \$40 to weigh-in at any subsequent weigh-in. The \$40 must accompany the player to the weigh-in along with the AYL Football Add-On Form.
- D. Failure to appear either at the official make-up weigh in or the official pre-season weigh in will result in automatic suspension for one game and until weigh-in is made. Any player missing the official make-up weigh-in and the official pre-season weigh-in will not play in the first game.
- E. Any player weighing in after both the official make-up weigh in and the official pre-season weigh and weighing within 1 lbs. of a patched weight WILL NOT be allowed to weigh in the next season on any date other than the official make-up weigh in date or the official preseason weigh-in date.

2.2.3 Sweating Down

- A. Sweating down to reduce a player's weight is PROHIBITED. If the League Directors have reason to believe a player has been sweated down, they can disqualify him from further participation in the League.
- B. To prevent players from sweating down, a coach will be given one weight challenge per year. A player or team can only have one challenge brought against them per year. (You can challenge one player and your team can have one player challenged) This weight challenge must occur on or before the football board meeting during week 5 games. The Club's delegate must file a weight challenge with the AYL VP of Football and the AYL Football Secretary, no later than 11:59 pm on the Sunday Night prior to the next regularly scheduled football board meeting. The player must be weighed in the presence of 2 Football Board delegates or AYL board representatives at the next regularly scheduled football board meeting. If the player weighs more than 110% of the weight that was posted on the official weighed-in roster and that player is over the backfield or patch limit, that player will then become a patch player or double patch player for the remainder of the season, including the post season. If the player does not comply with the weight challenge, the player will automatically be moved up to the next patch or double patch category for the remainder of the season. All challenges are subject to the discretion of the AYL Football Board. (Rev 1/12/2007)

3 Conferences

It is the goal of the AYL football board to have like talent levels competing against each other each season. The AYL Football board will make best effort towards dividing each age group into multiple conferences with the goal of playing like “talent” and “experience” levels against each other. The following process will be used as a guideline for accomplishing this goal. (Rev 2/27/2007)

The final placement of all teams in each age division will be at the discretion of the AYL Football board.

3.1 Conferences Guidelines

- A. The NFC conference is the most competitive level of play in the AYL and will have divisions from ages 6 through 13/14. The AFC conference is the next most competitive level of play and will have divisions from ages 7 through 13/14. The CFC is intended as an early level of competition & will have divisions in ages where the board feels this conference is applicable, see 3.1G. (Rev. 2/2/05)
- B. 6 year olds will play in 1 conference & will be classified as an NFC conference. At the board’s discretion last year’s 6’s will be placed at the appropriate level for the 7 year old division.
- C. The NFC, AFC and CFC conferences will have separate play-offs and Super Bowls if applicable.
- D. The Playoff teams of each conference will move up to compete at the next higher conference level next season.
- E. Any NFC, AFC or CFC conf. team may request to switch conferences by petitioning the Football Sport Board.
- F. All conferences will use strength of schedule (ranking from last year) for scheduling. If a conference in a division has less than nine (9) teams then they will need to play some teams twice. The NFC conf. teams will never play the AFC or CFC conf. teams.
- G. New teams will be added to the CFC conf. In each age division the NFC & CFC conf. must contain a minimum of five (5) teams and at the discretion of the Sport Board, may have more than nine (9) teams for scheduling purposes. If the age division cannot field at least five (5) teams then all will be rolled into the AFC. .
- H. An NFC conf. team (last year) will always rank higher than an AFC or CFC conf. team (last year). If an AFC or CFC conf. team moves to the NFC conf. then they will be at

the bottom of the NFC rankings. If a NFC conf. team swaps with an AFC conf. team they will be seeded 3rd in the AFC conf.

- I. Any teams wanting to enter the AYL that have played football together in another league must enter the AYL as the top AFC conf. team or higher, at the discretion of the Football Sport Board. A team consists of a head coach and four (4) players that have played together the previous year.
- J. Starting with the 8 year old division the CFC is intended as a conference for entry level to early level of skill and competition. The goal is to move all teams that have played at least two (2) seasons together into the AFC or higher. Each season the AYL Football board will review the merit of each team playing in the CFC at all ages. If a player previously played in a higher conference the club must petition for that player to be placed on a CFC roster and the board must approve this placement. This approval will only be valid for the 1 season. If the club feels like the placement continues to be valid then they must petition for that player to be on the CFC roster each season.

3.2 Play-Offs

- A. The top four (4) teams in each conference for 6 through 13/14 year old divisions will qualify for the play-offs. (11/98)
- B. At the discretion of the Football Sport Board, additional teams may qualify for the play-offs.

3.3 Practice Policy

Each team is limited to a maximum of four (4) playing periods a week up to and including the team's first game. After the team's first game, that team will be further limited to a maximum of four (4) playing periods per week, with an additional requirement that one of the four allowed playing periods must be a "Chalk Talk" or "Team Meeting" period. This "Chalk Talk" or "Team Meeting" is required to be a NO CONTACT, NO EQUIPMENT, and NO EXERCISE period only. If a Coach does not wish to have a "Chalk Talk" or "Team Meeting" period in a given week or at any time, then that team is limited to three (3) playing periods per week. Refer to AYL General Principles of Operation, Rule 10, PLAYING PERIODS, for the definition of a playing period. **The NFC Conference (ages 10-13/14) may at the coaches option, schedule a non-contact (helmets only) practice in lieu of the "Chalk Talk".** (Rev 2/27/2007)

3.3.1 Practice Policy Violation

The Football Sport Board will decide if a violation of the AYL practice policy has occurred. If a team is found to have practiced illegally the following will occur:

1. For the first offense, the Head Coach is suspended for one (1) game, and the Member Club is fined \$100.
2. For the second offense, the Head Coach is suspended for one (1) year, the Member Club is fined \$500, and the team is ineligible for any post-season playoffs.

3.3.2 Tournament Standards

- A. A team may play in tournaments as long as the playing period rule is followed and it does not start before the season begins for practice.
- B. Participating in a tournament will constitute one (1) practice period.
- C. A player and/or team may go to camps for skill training prior to the season starting.

4 Rosters

In accordance with the AYL General Principles of Operation, the AYL Football Board has established roster guidelines that include players from within a Member Club territory boundary and players from outside the Member Club territory boundary. This “roster mix” of inside territory and outside territory players is outlined below:

See Rule 3 Zoning, Paragraph A, Line 1A of the AYL General Principles of Operation for the definition of in territory player designation.

4.1 Official AYL Rosters

- A. Member Clubs are responsible for preparing official AYL Rosters using the AYL form provided by the Football Secretary. At date of birth (DOB) validation, each Member Club will provide the Football Secretary with a printed and electronic copy of each roster.
- B. Member Clubs are responsible for submitting their official AYL Rosters on the date and time designated by the Football VP. Member Clubs will be fined \$500 for each roster not submitted on the date and time designated by the Football VP.
- C. Member Clubs are responsible for submitting completed and accurate official AYL Rosters. Member Clubs will be fined \$10 for each incomplete or blank field on the official AYL Roster.
- D. Out of territory players will be identified on the AYL Roster utilizing **Bold** type on the official roster form
- E. A team may be formed from two or more Member Clubs who cannot absorb additional players under the following conditions:
 - 1. Each member club roster must be full (minimum of 22 players for 11 man, minimum of 14 players for 8 man) in that age group.
 - 2. As a guideline each club wishing to combine players will have to have 6 players without a team to play on (8 yr old – 13/14 yr old) and for 6 & 7 yr old it is 4 players. (Rev 07/04)
 - 3. The formed team must participate in the AFC conference.
 - 4. The roster must be approved by the sport board.

4.2 11 Man Football Rosters Standards

Roster Size	Minimum IN Territory Players	Maximum Out of Territory Players
18 or Less	14	4
19	15	4
20	15	5
21	16	5
22 or More	16	6

- A. **14-4** For rosters containing (18) players or less, a maximum of 4 out of territory players are allowed with a minimum of fourteen (14) in territory players required.
- B. **15-5** For rosters containing (20 or 21) players, a maximum of 5 out of territory players are allowed with a minimum of fifteen (15) in territory players required.
- C. **16-6** For rosters containing (22) players or more, a maximum of 6 out of territory players are allowed with a minimum of sixteen (16) in territory players required.

4.3 8 Man Football Rosters Standards

Roster Size	Minimum IN Territory Player	Maximum OUT of Territory Players
11 or Less	9	2
12	10	2
13	10	3
14	11	3
15 or More	11	4

- A. **9-2** For rosters containing (11) players or less, a maximum of 2 out of territory players are allowed with a minimum of nine (9) in territory players required.
- B. **10-3** For rosters containing (13) players or less, a maximum of 3 out of territory players are allowed with a minimum of ten (10) in territory players required.
- C. **11-4** For rosters containing (15) players or more, a maximum of 4 out of territory players are allowed with a minimum of eleven (11) in territory players required.

4.4 Roster Changes

Rosters must maintain the minimum number of in territory players at all times. If a roster falls below the minimum number of in territory players, it is the responsibility of the Member Club to bring the roster back into compliance with the roster mix requirement. An illegal roster can be protested.

4.4.1 Roster Mix Remediation

If an in territory player quits for reasons other than season ending injury (a note from a Doctor is required), and that causes the roster to be in violation of the roster mix, a new in territory player must be added to make the roster legal. Note that new players may not be added after the 4th game of the season.

4.4.2 Roster Moves

- A. Generally no roster moves will be allowed after DOB validation (sign-off) when the official rosters are submitted to the Football Secretary. However, after DOB sign-off and until Formal Roster Sign-off by the Football VP, changes may be proposed and voted on by the Football Board. After the Formal Roster Sign-off no rosters moves will be allowed except in the following situations: (REV 4/08/2006)
 - 1. A player wishing to play down doesn't make weight.
 - 2. A player is found to be rostered illegally. Note: This may force other players to change rosters also.

4.4.3 Roster Add On

- A. After rosters have been submitted to the Football Secretary for the date of birth (DOB) validation, new players may be added up to the fourth (4th) game of the season.
- B. The Member Club must file a Roster Add On form with the Football Secretary with a copy of the birth certificate (or birth certificate waiver) for any new player added to a roster after DOB validation. A fee of \$10 will be assessed to the Member Club for each player added after DOB validation.

4.4.4 Roster Violations

- A. The Football Sport Board will decide if a violation of the AYL rostering policy has occurred. If a roster violation is found, the following will occur:
 - 1. For the first offense, the Head Coach is suspended for one (1) game, and the Member Club is fined \$100.
 - 2. For the second offense, the Head Coach is suspended for one (1) year, the Member Club is fined \$500, and the team is ineligible for any post-season playoffs.
 - 3. For the third offense, the Member Club delegate is suspended for one (1) year.

4.4.5 Grandfathered Rosters and Players

Players from a previously approved AYL roster will be considered “grandfathered” to stay with the Member Club for which they previously played, as long as they were considered in territory players on the previous roster, even if the family moves to another Club’s territory. This also includes younger siblings of the “grandfathered” players that may not yet have participated in AYL Football. Member Clubs wishing to “grandfather” a player or sibling will be required to provide an approved roster from the same sport, in which the player or player’s sibling was approved as an in territory player. These “grandfathered” players will be considered as Home Area players for the purpose of determining the roster mix on a specific Team roster.

In order to remain as a “grandfathered” player, the player must continue to play with the same Member Club for that sport without a break. Should the “grandfathered” player cease to play for their original Member Club in that sport or chose to play for the Member Club in their new territory, they will no longer be considered “grandfathered” and will be subject to the roster rules above. (Rev 7/30/2005)

A Member Club may add a player to a grandfathered roster. No out of territory players may be added to the roster until the roster conforms.

If an out of territory player drops from a grandfathered roster, the out of territory player must be replaced with an in territory player until the roster.

4.4.6 Roster Team Color

- A. When a Member Club plans to add new team, or a new color to an existing team, into any Division in the league, the make-up of the members of that team must be identified as to their prior Tackle Football experience, both within and out of the AYL. This information should be brought to the appropriate AYL Football Board meeting so the Board can determine the correct Division of play, NFC, AFC, or CFC for this new team. Should a Club not be able to provide or refuses to provide this information the Football Board can place this team in a Division of play that the majority believes is correct for this new team. The decision of the Football Board is final without any appeal process.
- B. An existing team or team color is defined in table below. This applies to 11 man football only.

Previous Year’s Roster Number	# of Returning Players
16-17	7 or more, same color
18-20	8 or more, same color

21-22	9 or more, same color
23-25	10 or more, same color
26-27	11 or more, same color

(Rev 6/1/2008)

- C. A player MAY be allowed to “Play Down” one age division provided he is below the minimum weight established by the AYL Board of Directors for his proper age division. Once a player has been allowed to play down one age division, he shall not be eligible to move up for the duration of the season. The player must meet minimum weight each season in order to remain playing down an age division. A maximum of 20% play-down players allowed per team. Example: 20 players on team then only 4 players are allowed to play-down on this team. (Rev 11/97)

Players on Team	Max Play Down Players Allowed
9 or less	1
10-14	2
15-19	3
20-24	4
25-29	5
30-34	6

5 Rules of Play

The AYL Football Rules of Play shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.1 Equipment Requirements

All players are required to wear helmets with mouth guard at each practice/game.

5.1.1 Mouth Guards

- A. Mouth guards are mandatory, and if not used, a 3 yard penalty (5 yards for 11, 12 & 13/14 year old divisions) will be assessed. No warning need be given.
- B. Starting in 2006 the mouth guard must be of any readily visible color, other than white or clear. (Rev 11/16/2005)

5.1.2 Cleats

See High School Rules (REV. 9/84)

5.1.3 Helmets

All players must use a face mask that met NOCSAE test standard at the time of manufacture. Multiple bar type is recommended. The face mask shall be properly secured to a helmet which met the NOCSAE test standard at the time of manufacture and has a visible exterior warning label regarding the risk of injury. The helmet shall be secured by a properly fastened, four-snap chin strap. (Rev. 11/16/2005)

5.1.4 Official Football

- A. The following footballs shall be used:
 - 1. 6, 7, 8 & 9 - WILSON PEEWEE OR K2 OR Composite Leather
 - 2. 10, & 11 - WILSON TDJ OR Composite Leather
 - 3. 12 & 13\14 - WILSON TDY OR Composite Leather
- B. The offensive team shall have the choice of ball to conduct their offensive plays. The

ball may be changed at change of possession or at a first down, but the team requesting the change of ball shall furnish the ball of their choice to the officials. Each team shall provide towels for the purpose of cleaning and/or drying the football. During wet weather or if wet field conditions exist, the referee may request, and each team will provide, a designated person to provide and shuttle dry game balls. (REV. 12/03/2003)

5.2 Minimum Play

It is mandatory that all Divisions play in accordance with the following minimum play system. All **plays count for minimum play rule except dead ball fouls. (7/97)**
(Rev. 07/2004)

5.2.1 Minimum Play Requirements

- A. For the purpose of fulfilling the minimum play rule, every play in which a player is in the game will count toward this requirement even though that particular play may not count as a game play; When a foul occurs during a dead ball between downs or prior to a free-kick or snap, it shall not be counted as a play in satisfying the minimum play rule.

- B. It is an expectation of the AYL that the minimum play rule will be followed by all of the Coaches. However, there are exceptions where a particular player is not required to meet minimum plays in a game. Exceptions include:
 - 1. Ineligibility due to Team Disciplinary measures, Parents restrictions, or for reasons of injury or illness.
 - 2. An injury occurring during a game that prevents the player from fulfilling the minimum play requirements.
 - 3. A player is ejected from a game and cannot continue.

- C. Any player not eligible to play in a game must be identified to the opposing Head coach before the start of the game and noted on the team's official roster given to the opposing Coach. Any player that cannot continue in a game due to injury or ejection must be documented on the Team's "Blue Sheet". (Clarification 7/09/2003)

5.2.2 Minimum Play Audit

The AYL “formal” minimum play auditing is an option for both teams in games. Head Coaches will be asked in the Official’s pre-game discussion whether or not they wish to subject their opponent to a “formal” audit with regard to the completion of minimum play. Should a Head coach wish to waive the option to require the “formal” auditing of their opponent that Head coach must initial the appropriate section on the opponents “Blue Sheet”. Both Head Coach’s decisions on auditing are independent and separate, there are no requirements associated with mutual auditing. Should both Coaches waive the requirement for auditing, the “Blue Sheet” for each team will be initialed and no further formal tracking of plays for individual players is required. This does not however waive minimum play requirements, just the “formal” audit process. All players should expect to play minimum requirements and all coaches must make sure this requirement is met even without the “formal” audit. If one or more of the Head Coaches wish to subject their opponent to a “formal” audit with regard to the completion of minimum play, the procedures below must be followed.

The Coach(s) requesting the “formal” audit first must identify three (3) up to eleven (11) players on the opponent’s team that he requires to be “formally” audited. These players are listed on the “Play Audit Log” on the back portion of that Team’s “Blue Sheet”. This play audit is recorded in real time, as plays occur, during the game. The team that has been requested to audit its players is responsible to supply one (or more) “TEAM AUDITOR(s)” to complete this audit. The opponent requesting the “formal” audit also is responsible to supply one (or more) “TEAM AUDITOR(s)” to assist in this audit. These “TEAM AUDITOR(s)”, from both teams involved in the contest, will be stationed on the sideline of the team under audit and will be instructed by the Game Official in their roles. All “TEAM AUDITOR(s)” will be responsible to track individually the number of plays each of the players designated for audit participate in until each player has met the required minimum number of plays. It is required that all “TEAM AUDITOR(s)” must agree on the actual play count associated with each player involved in the audit. Should a disagreement occur the game will be stopped and the Game Official must resolve the issue before the game continues. Should the Game Official be unable to resolve the discrepancy, the “TEAM AUDITOR(s)” from the Team requesting the “formal” will be in the overriding position. With one (1) game play left in the first quarter of the game the “TEAM AUDITOR(s)” will be called to the center of the field to confer with the Officials and both Head Coaches for the purpose of evaluating the progress made on completing minimum play requirements. Each Head Coach and all “TEAM AUDITOR(s)” must initial the designated area on the “Play Audit Log” each time this review is performed. This continues each quarter of the game until all designated players have completed the minimum play requirements. If at the completion of the game, the “Play Audit Log” reflects that minimum play has not been met for all designated players, the Head Official shall declare the game a forfeited game by the offending team.

If a team has been requested to “formally” audit designated players, the minimum play rule shall not be abridged unless the player is injured or ejected, in which case the referee and

opposing Coach must be notified at the time of removal, and the time of removal noted on the "Play Audit Log". Further, if a game is ended early with 4 plays or less remaining and the team with the ball, leading by a score, chooses to kneel (Rule 19G), the number of plays left in the game will be credited to those players not yet completed with the minimum play requirements to finalize those player's minimum play status. All violations of this application of the minimum play rule will reviewed by the AYL Football Board. Penalties for violations include, but not limited to, fines and/or suspension of the Coach. Rev 11/2007)

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5.2.3 Minimum Play 11 Man Football

11 Conference	Minimum # of Plays per Player Per Game
NFC	16
AFC	20
CFC	24

5.2.4 Minimum Play 8 Man Football

8 Man Conference	Minimum # of Plays per Player Per Game
NFC	20
AFC	22
CFC	N/A

5.3 Field Requirements

The AYL Football Field Requirements shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.3.1 Field Size

For ages 6, 7, 8, 9 and 10 year olds, the football field shall be 60 yards long and 40 yards wide with end zones extending 10 yards beyond each goal line making the total area within the lines 80 yards by 40 yards. For the 11 and 12 year old Divisions, the field shall be 80 yards long and 53 1/3 yards wide with end zones extending ten yards behind the goal lines, making the total area within the lines 100 yds by 53 1/3 yds. For the 13/14 year old Divisions, the field shall be 100 yards long and 53 1/3 yards wide with end zones extending ten yards behind the goal lines, making the total area within the lines 120 yds by 53 1/3 yds.(Rev 5/14/2008)

5.3.2 Goal Post

No goal posts will be used.

5.3.3 Marking the Field

- A. The field must be properly marked with lines and yard markers for all games. Sidelines and ten-yard lines must be lined with visible material. It is required that colored flags or pylons be used as corner markers for the goal lines. Marking of coaches and players boxes should be parallel to the side lines from 12 yard line to 12 yard line for the 6, 7, 8, 9 & 10 year olds and the 20 in the 11 & 12 year old Divisions and 25 in the 13/14 year old Divisions) and 5 yards back from the sideline.(REV. 5/14/2008)
- B. Fields not in compliance with the proper marking may be deemed unplayable at the discretion of the referee prior to the start of the game.

5.3.4 Coaches and Players Box

Only Coaches, Asst. Coaches, players, play counters and minimum play monitors will be allowed INSIDE this area. (REV.6/1/88)

5.4 Game Play Guidelines

The AYL Football Game Play Requirements shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.4.1 Length of Games

- A. Game length will be based upon the number of plays for each quarter by age group.
 - 1. The 6, 7, & 8 year olds will play 18 plays per quarter.
 - 2. The 9, 10, and the 11 year olds will play 22 plays per quarter.
 - 3. The 12 and 13/14 year olds will play 24 plays per quarter.
- B. The rest period between halves shall not exceed ten (10) minutes. Teams shall be notified with three (3) minutes remaining so they may warm up. (Rev 3/31/2009)
- C. All plays in the game count as plays except Points After Touchdown (PATs) and Dead Ball penalties. For play count purposes, a DEAD BALL PENALTY is defined as a foul that occurs before the ball is snapped. (Rev 3/31/21009)
- D. If a live ball foul occurs on the last play of a quarter, the offended team will have the following options:
 - 1. Accept the penalty and replay the down. The quarter is extended one play.
 - 2. Decline the penalty, accept the result of the play, and the quarter is over.

EXCEPTION: The quarter is not extended if the penalty involved is:

- 1. Unsportsmanlike fouls
- 2. Non-player fouls
- 3. A foul that specifies loss of down
- 4. A foul where the penalty is enforced on the following kick-off.

For each of the listed fouls, the quarter ends and the penalty is enforced on the first play of the next period. If it is the end of the 2nd period, the Unsportsmanlike, the Non-player, and the foul enforced on the following kick-off carry over. The loss of down foul does not carry over. (Rev 3/31/2009)

- E. If Team A gets a penalty during the last play of any quarter, then Team B has the following options:

1. Accept penalty and play an additional down. i.e. Quarter cannot end on a penalty.
 2. Decline penalty and let play stand. i.e. Quarter is over.
- F. If the game is tied at the end of regulation, 1 overtime period will be played to determine the winner. If no winner is decided after 1 overtime period, the game is a tie. High School overtime rules will apply. The home team has the choice to start the overtime period on offense or defense.
- G. If Team “A” is on offense, leading by score, and the game has 4 plays (or less) remaining, and the down number is such that Team “A” can kneel for the remaining plays, the Referee shall ask the coach of Team “A” if they are going to kneel for the remaining plays of the game. If the answer is “Yes”, then the official shall end the game without playing the remainder of the plays. (Rev 3/31/2009)

5.4.2 Kick-Off

- A. For Kick-offs, the ball shall be placed:
- 1) 20 yard line for ages 6 through 10 (60-yard field)
 - 2) 30 yard line for ages 11 & 12 (80-yard field)
 - 3) 40 yard line for age 13/14 (100-yard field)
- B. If Kick-off goes out of bounds, the Receiving team has the option of:
- 1) Accepting the ball where it went out of bounds
 - 2) Accepting the ball at:
 - A. 16 yards beyond kick-line for ages 6 through 10 (60-yard field)
 - B. 20 yards beyond kick-line for ages 11 & 12 (80-yard field)
 - C. 25 yards beyond kick-line for age 13/14 (100-yard field)
- C. If ball crosses the plane of the goal line, it is dead immediately and put in play at:
- 1) 12 yard line for ages 6 through 10 (60-yard field)
 - 2) 15 yard line for ages 11 & 12 (80-yard field)
 - 3) 20 yard line for age 13/14 (100-yard field)
- D. Free kick after a safety shall be from kicker's:
- 1) 12 yard line for ages 6 through 10 (60-yard field)
 - 2) 15 yard line for ages 11 & 12 (80-yard field)
 - 3) 20 yard line for age 13/14 (100-yard field)

- E. If the Free Kick after safety goes out of bounds, the Receiving team has the option of:
- 1) Accepting the ball where it went out of bounds
 - 2) Accepting the ball at:
 - 16 yards beyond kick-line for ages 6 through 10 (60-yard field)
 - 20 yards beyond kick-line for ages 11 & 12 (80-yard field)
 - 25 yards beyond kick-line for age 13/14 (100-yard field)
- F. Team A gets an unsportsmanlike conduct penalty at the end of the half, Team A is kicking team, this penalty is assessed at the kick-off of the second half. If the ball is kicked out-of-bounds (under these circumstances) an additional 9 yards will be assessed from the out-of-bounds point, the 24 yard line (30 yd line for the 11 & 12 year old divisions and 35 yard line for the 13/14 year division), or if kicked in the end zone, from the 12 yard line (20 yard line for 11, 12 and 13/14 year old divisions). Also see Rule 19 “Length of Games” for clarifications. (Rev 11/97)

5.4.3 Point After Touchdown

- A. A one point or two point conversion will be awarded due to placement of the ball for the extra point attempt.
1. In the 11, 12 & 13/14 year old divisions, a two point conversion will be placed on the 5 yard line. A one point conversion will be placed on the 3 yard line.
 2. In the 6, 7, 8, 9, & 10 year old divisions, a two point conversion will be placed on the 4 yard line. A one point conversion will be placed on the 2 yard line.
 3. Each COACH is responsible for informing the referee of their extra point intentions prior to the play. (REV. 10/03/90) After the referee is informed of the coach's decision for one point or two points and after the ball is spotted for play, prior to the play a time out must be called by the team to change their extra point intentions. After a play is run or a penalty (dead ball or other penalty) there can be no change in extra point intentions.

5.4.4 Length of Penalties

- A. The penalties for the 6-10 year old divisions, penalties will be 3 yards for minor infractions, 6 yards for intermediate infractions, and 9 yards for major infractions.
- B. The penalties for the 11 & 12 year old divisions will be 5 yards for minor and 10 yards for major infractions. All penalties that specify either 10 or 15 yards in the High School Rules will be considered a “major” infraction. The penalties for the 13/14 year old

division will be 5, 10, or 15 yards, according to the High School Rule Book. (Rev 3/31/2009)

5.4.5 Delays

- A. Teams must appear on the field promptly and any unnecessary or willful delay will result in the forfeiture of the game. Within 10 minutes of the scheduled game time, each team must have all eligible players on the field to start the game; otherwise the offending Club will forfeit the game unless the game has been officially postponed.
- B. For all age divisions, if a team has 11 eligible players (8 for 6 & 7 year old divisions) and one of the players is a double patch player, the team may still play allowing for only 10 players (7 for the 6 & 7 year old divisions) on kick-off and kick-off return teams. (REV. 10/02)

5.4.6 Coaching

- A. For the 6, 7, 8, 9, & 10 year old divisions, Coaches and team members must remain in the Team/Coaches Box, between the 12 yard lines (20 yard lines for 11 & 12 year old Divisions and 25 for the 13/14 year old divisions) during the game. For the 6, 7 & 8 year old division, one coach may be allowed on the field for each team, and may call plays in the huddle. After the huddle breaks, the coach must move to a spot at least 10 yards behind the deepest player, and always completely out of the play. Both Offensive and Defensive Coaches (6, 7 & 8 year division) on the field must terminate coaching once the offensive team comes to the line and is ready to run a play. Once the ball is in play, the coaches on the sidelines may commence coaching, but the coaches on the field, both offense and defense, must continue to refrain from coaching until the whistle stops play. Coaches abusing this rule shall be given one warning by the referee. For continued offense of this rule, the referee may request that the field coach be replaced by another coach until the next change of possession or an Illegal Procedure penalty may be assessed. (Rev 3/31/2009)
- B. In the AYL the number of coaches allowed in the Team/coaches Box is not limited as in the High School Rules.(Rev 11/16/2005)

5.4.7 Time to Get Plays Off

The 6, 7, & 8 year old division shall have no more than 45 seconds from the time the ball is ready for play until the snap. All other Divisions shall have 30 seconds from the time the ball is ready.

5.4.8 Captains

Four captains per team will be allowed.

5.4.9 Free Punt

In the 6, 7, & 8 year old divisions, a team may declare to the official that they intend to punt the ball, and they shall do so without being rushed by the defense, and they must punt. Punt coverage may not leave the line of scrimmage until the ball is punted. Players must not move until the ball has been kicked. There must be 7 offensive linemen and 6 defensive linemen on the line of scrimmage at the time the ball is punted. In 6 & 7 year old divisions, 5 offensive lineman and 5 defensive lineman must be on the line of scrimmage at the time the ball is punted (Rev. 11/93). This free punt must look like a regular punt formation. The ball must be snapped from the center to the punter. The punter must kick the ball from behind the center. Any attempt to take advantage of the free punt option will result in an unsportsmanlike conduct penalty of 9 yards and loss of down.

5.4.10 8 Man Football

At least 5 men on Offensive and Defensive line. 6 & 7 year old divisions only.

5.4.11 Mercy Rule

- A. If at any time after the first half of play the point differential reaches or exceeds 40 points, the officials will freeze the score as the official score with no additional scoring for either team recorded. Play will continue following the normal game rules except that all plays in the game count as plays towards game and minimum play count, including Points After Touchdown (PATs) and Dead Ball penalties.

- B. In all age divisions, coaches and teams are expected to exhibit good sportsmanship and not purposefully run-up winning point margins. All coaches **SHALL** attempt to mitigate point differentials in excess of 40 points.

5.4.12 Time

The time for all League games will be determined by the Football Sport Board and published on the schedules.

5.4.13 Game Officials

Two paid officials (Three for the 11, 12 & 13/14 divisions) will be supplied for all games; however, games may be played with only one official (two for 11, 12 & 13/14 divisions). Game officials must be in full referee's uniform. The Referee shall make a complete report of any injuries incurred during the game as well as record the score of the game. The Referee will ensure that this information is documented on the "Blue Sheets" by the Coaches and will then turn these "Blue Sheets" into the League office. All of the game "Blue Sheets" must be signed by all of the officials working in the games before the officials will be paid for officiating the game. **The Head coach of the Home Team will be REQUIRED to sign off on that club's "Blue Sheet" in the area indicated to certify as to the number of officials present for the entire game. This process will be used to ensure that the AYL payments to officials are consistent with the actual number of officials working each game.** If an official fails to show up at a scheduled game, a person mutually chosen by the coaches involved may officiate. (Rev. 7/9/2003)

5.4.14 Linesman Equipment

The field coordinator must supply a linesman's outfit consisting of downbox and 10 yard chain. All yardage chain and down indicator rods must have flat lower ends covered by a protective cap. A competent crew (preferably adults) shall be provided by the home team to operate this equipment. This crew is part of the official crew and as such must conduct themselves in a

manner befitting their status, i.e. refrain from coaching, discussion with the players and/or officials, etc. (REV. 8/84)

5.4.15 Roster of Players

- A. Before play is commenced, each coach shall hand the opposing coach a correct copy of his official roster as it appears on file with the League Secretary.
- B. If requested by the opposing coach, before play is commenced, each team shall line up in numerical order on the sidelines allowing opposing coach to validate rosters. (Rev 11/97)

5.4.16 Uniforms

- A. A player cannot play in a game unless he is uniformed in conformity with the other members of the team, including:
 - 1. Proper numbers on both front and back of his jersey. These numbers shall be at least 5" in size, and no duplication of numbers will be permitted. The AYL does not require specific jersey numbers to play particular positions.
 - 2. Helmet color, jersey color and pant color.
- B. Players of opposing teams shall wear jerseys of contrasting colors. Players of the Home team shall wear DARK jerseys and players of the visiting team shall wear LIGHT color Jerseys. The visiting team is responsible for avoidance of similarity of colors, but if there is doubt, the referee may require players of the home team to change jerseys. The only exception to this rule is for those Clubs that only have as a single jersey such as Eagles – Green, Panthers – White, and Patriots – Red. In games against these single jersey Clubs the opponent, whether home or visitor must endeavor to wear a contrasting color for those games.

5.4.17 Play Recorders

Teams will each furnish one play recorder in all Divisions who will remain together and keep a record of the number of plays. Play Recorders will change from one side of the field to the other at halftime. Play Recorders are part of the official crew and as such must conduct themselves in a manner befitting their statuses i.e. refrain from coaching, discussions with players, coaches, or officials. Play Recorders shall notify the officials when 5 plays remain in the quarter. (REV. 8/84)

5.4.18 Postponed Games

- A. Games may be postponed by the field coordinator not less than three (3) hours prior to the game, unless the fields are closed due to weather, in which event the game can be postponed anytime before or during the game.
- B. Games may not be postponed for reasons other than weather without approval of the AYL Board.

5.4.19 Rescheduling of Games

- A. Saturday games will be rescheduled for **Sunday** (8 days later) at a field and time to be decided by the Football Sport Board.
- B. All regular season and play-off games must be decided with one of the teams involved being declared the winner. No games will be defined as “Did Not Play”. No coach or Delegate shall willfully manipulate the final standings of a particular team by refusing to either agree to a re-schedule of a game or declare the game a forfeit. The only exception will be due to problems that force the Football Sport Board, by majority vote, to eliminate games so as to complete the season by the required end date. (REV 12/3/2003)

5.4.20 Chain Crew Equipment

The home team in each game shall provide personnel to operate the chains and down marker. These personnel shall remain on the home team side of the field. (REV. 11/6/91) Super Bowl games will have League designated personnel provide this function.

5.4.21 Sideline Safety

- A. Spectators, Parents, children, cameras, chairs, tables, benches, coolers, or other hazardous items are not allowed within five (5) yards of the sidelines for the entire length of the playing field, including the end zones. The Head Coach is responsible to ensure that their sideline is compliant with this 5-yard “Spectators Boundary”. Coaches failing to maintain this Spectators Boundary shall be given one warning by the Game Official, after which an unsportsmanlike penalty may be assessed for further offense of this rule. Refer to AYL General Principles of Operation, Rule 22, KEEPING ORDER. (Rev 10/22/2003)

- B. While the AYL encourages active, positive, sideline participation the use of many types of noise makers such as air horns, cow bells, and coin cans as well as the playing of loud music, or the use of electronic amplification of voice can be construed as an attempt to distract or confuse the opponent and thus represents unsportsmanlike behavior. The AYL will not allow the use of air horns or amplified voice at any time during a regular season or playoff game. The use of other noisemakers and the playing of music of any type are limited only to timeout periods, the time between the quarters, or at halftime. If in the opinion of the Officials, the offending team's sideline noisemakers are being used in violation of this rule, the Game Official will provide one bench warning to the offending team's Head Coach. Subsequent violations of this rule will be charged as an unsportsmanlike penalty on the offending team's Head Coach. (Rev 3/31/09)
- C. No one will be permitted behind the end zone within fifteen (15) yards of the end line.

5.4.22 Home Team

The Home Team shall have the choice of which sideline they will occupy for that particular game.

5.4.23 Playing Restrictions for Patched Players

Any player may be allowed to move up one age group and this new age group's weight will apply to this player. (Rev 11/97)

A. SINGLE PATCHED PLAYERS-RESTRICTIONS:

1. All single players who are ineligible for backfield position due to weight limits must be designated by wearing patches, with a minimum 3" diameter and of contrasting color, on both upper shoulders of the jersey within 1" either side of seam where sleeve is sewn to shoulders. (Rev 11/06)
2. No single patched player shall be allowed to run with the ball on a kick-off caught behind his own 20 yard line
3. No single-patched player shall be allowed to run with the ball on a pre-determined play except as a receiver of a forward pass beyond the line of scrimmage or a lateral/backward pass received beyond the line of scrimmage, an interception, or a fumble recovery. If a single-patched player violates any of these provisions, the ball will be declared dead at the spot of the violation and the defensive team will have the option of:

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- A. Declining the penalty and it becomes the next down.
 - B. Accepting a minor penalty from the spot of the foul and replaying the down. (Rev 3/31/2009)
4. **Defensive:** A double patched defensive player must be a down lineman three or four point stance. The double patch player cannot line up outside of the normal tight end to tight end position. Any violation of this rule is a live ball minor penalty. The offense will have the option of:
- A. Accept a minor penalty from the previous line of scrimmage, replay the down.
 - B. Decline the penalty and accept the results of the play. (Rev 3/31/2009)
5. **Offensive:** A double patched offensive player must be a down lineman in a three or four point stance. The double patch player must line up in the a “normal” tight end to tight end position and must always be covered by another player on the same side of the ball and lined up on the line of scrimmage. A double patch player infraction is a minor live ball foul and the defense will have the option of:
- A. Accepting the minor penalty from the previous spot, replay the down
 - B. Declining the penalty and accepting the result of the play
6. A single-patched player who is the intended kicker during a scrimmage kick, can do nothing with the ball other than attempt to kick it or cover it in the event of a muffed snap or blocked kick and under no circumstances can the offensive team advance the ball beyond the line of scrimmage. If the offensive team does attempt to advance the ball beyond the line of scrimmage, it becomes dead immediately once it crosses the line of scrimmage, either by pass, by running, or by fumble. This will include a loss of down penalty. On kick-offs or free kicks following a safety, he may be permitted to kick the ball. (Rev 3/31/2009)

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B. DOUBLE PATCHED PLAYERS-RESTRICTIONS:

1. A double patch player must wear two (double) patches, with a minimum 3” diameter and be of contrasting color, on both upper shoulders of the jersey within 1” either side of the seam where the sleeve is sewn to the shoulders.
2. No double patch player will be allowed to run with the ball and should they gain possession of the ball it will become a dead ball immediately. Such player may not participate on any kick-off or kick-off return team.
3. A team may have only three double patched players in a game at any time. All divisions are limited to three double patched players on the field at one time. Any violation of this rule will be treated as an illegal substitution minor foul if discovered before the snap and a major illegal participation foul if discovered after the snap. A double patched player is an ineligible receiver for a forward pass. If an offensive double-patched player catches a pass, it is an illegal touching minor foul enforced from the previous spot and includes a loss of down. If a defensive double-patched player catches a pass, it becomes dead at that spot. (Rev 3/31/2009)
4. **Defensive:** A double patched defensive player must be a down lineman three or four point stance. The double patch player cannot line up outside of the normal tight end to tight end position.
5. **Offensive:** A double patched offensive player must be a down lineman in a three or four point stance. The double patch player must line up in the a “normal” tight end to tight end position and must always be covered by another player on the same side of the ball and lined up on the line of scrimmage. A double patch player infraction is a minor dead ball foul. (REV. 12/03/2003)

5.4.24 Tie Breaker Rules (10/98)

- A. Tie Breaker rules apply to the seeding of teams in the play-offs; they will not be used to eliminate a team from the play-offs. Teams that are tied for the last play-off position will play a mini play-off. Tie Breaker rules will apply for seeding the teams for the mini play-off.
- B. Football Tie Breaker rules:
 1. Head to Head.
 2. Best W-L-T with common opponents.
 3. Strength of Schedule (this year)

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4. Best opponents total W-L-T of each team played. Example: 37-24-2
5. Coin Toss.

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5.4.25 MINI PLAY-OFF GAMES

When multiple teams end the regular season tied for the last play-off position the league will schedule MINI PLAY-OFFS to decide the final team to qualify for the Play-offs. The tie breaker process defined in Rule 54 B above will be utilized to seed the teams into the MINI PLAY-OFFS. The determined seeding will be used to declare the Home team(s) as well as where each team is placed in the MINI PLAY-OFF Bracket. When two teams are tied, these teams will play a full game to determine the team advancing into the Play-offs. When three teams are tied, the highest seed, #1, will be awarded a bye for the first round of the MINI PLAY-OFFS. The remaining two teams, #2 & #3, will play in a first round half game, with the #2 seed as the home team. The winner of the first round half game will then play the #1 seed in a second round half game, played on the same day as the first round, to determine the team advancing into the Play-offs. Note: the "Minimum Play Rule" is still in effect for MINI PLAY-OFFS with the minimum play requirements for half games being prorated at one half the full game requirement. Should more than three teams end the regular season tied, the Football Sport Board will determine the MINI PLAY-OFF structure to be utilized. (REV 12/03/2003)

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6 Sportsmanship

The AYL Football Board requires that all Coaches uphold the principle and spirit of Good Sportsmanship at all times. Coaches must take a visible leadership role in this issue by signing a standard “Code of Conduct” form (see Example included as an attachment) as a mandatory requirement to coach in the AYL. Since the coaches are the most influential persons in teaching good sportsmanship, one of their fundamental responsibilities is to inspire players and spectators to conduct themselves in a manner which best represent those values. Coaches must stress respect for opposing players and tolerate no conduct from players or spectators, which demeans or embarrasses the opponent, the officials, or the sport itself. Taunting and baiting an opponent is contrary to the basic concept of fair play and honorable competition. Profane language and taunting is exactly opposite of the type of conduct and behavior which participation is intended to teach. Profane language, taunting, and unsportsmanlike behavior cannot be tolerated as part of an educational program. The AYL Football Board will act quickly in the investigation of any complaints of unsportsmanlike behavior by any Coach associated with our Football Program. Should a Coach be found to have acted in an unsportsmanlike manner, that Coach might face suspension or other penalties, up to and including expulsion from the AYL. (Rev 10/22/2003)

ARAPAHOE YOUTH LEAGUE
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6.1 Example Code of Conduct

EXAMPLE
Code of Conduct Form
AYL FOOTBALL
(2007)

In order for our football program to teach and communicate good sportsmanship and provide a positive **educational** environment for our youth, it is imperative that coaches and spectators adhere to strict behavior policies. Our athletes look to us to provide a positive, healthy and fun environment in which to compete. To accomplish this environment, it is critical to give players a good and positive playing venue.

The goal of the AYL football program is to provide this positive and healthy competitive environment for our children and eliminate unruly behavior by coaches and spectators.

Required behavior for Coaches/Parents/Spectators:

- 1) Display good sportsmanship at all times. **LEAD BY EXAMPLE.**
- 2) Provide positive comments for good play and effort.
- 3) Encourage players to be good winners and accept losses with good sportsmanship. **SHOW RESPECT FOR THE GAME.**
- 4) Always be cognizant that this is **YOUTH** sports & the game is for the children and not the adults.
- 5) Encourage love of the game, respect for game officials & competitors, & teach sound fundamentals & technique for skill growth.

Prohibited behavior for Coaches/Parents/Spectators:

- 1) Any Un-sportsmanlike comments or behavior.
- 2) Any harassing of referees.
- 3) Any harassing of opposing & own coaches or spectators.
- 4) Any use of profanity.
- 5) Being under the influence of alcohol or illegal drugs.
- 6) Any physical and/or verbal threats to anyone in attendance.
- 7) Any direct OR indirect criticism of opposing players.

All head and assistant coaches are responsible for enforcing these AYL Football Code of Conduct rules. The coach is responsible for the actions of their respective sidelines. In order to help the coaches, all AYL football officials have been advised not to interact with spectators. Rather, when a violation of conduct occurs, the referees officiating the game can & may call a time-out & direct the coaches to address the problem. If the conduct persists then those in violation will be flagged with an "Unsportsmanlike" Penalty & may be ejected from the game. The violating spectator and/or coach shall be suspended from the next regular season or playoff game. If this type of behavior takes place in a subsequent game, the result will be the suspension for the remaining regular season and any playoff games. If this person is a coach, he/she will also have to go before a league review in order to be reinstated to coach in the league again. If any person receives two unsportsmanlike penalties because of his/her behavior towards the game referees they will also be ejected, suspended for 1 game.

Bottom line – All head and assistant coaches are responsible for enforcing the AYL Football Code of Conduct rules with his/her players, parents and spectators.

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7 2009 Rule Modification Tracking

Rule Changes	
2.2.1	Added Play downs to the 6 and 7 ages.
2.2.2	Changed weigh in fine
3.1.D	Updated playoff guidelines
4.4.5	Removed 2001 GF Rules
5.4.11	Adjusted mercy rule guidelines
5.4.1.B	Clarification change
5.4.1.C	Clarification change
5.4.1.D	Clarification change
5.4.1.G	Clarification change
5.4.2.A	Clarification change
5.4.4.B	Clarification change
5.4.6.A	Clarification change
5.4.11	Clarification change
5.4.21.C	Clarification change
5.4.23.A.3	Clarification change
5.4.23.A.4	Clarification change
5.4.23.A.5	Clarification change
5.4.23.B.3	Clarification change
5.4.23.B.4	Clarification change
5.4.23.B.5	Clarification change