

2016 Classic Youth Football League Rules

2016 WIAA/National Federation Football Rules will govern with the following exceptions:

A. GAME LENGTH

- 8th Grade games: 8 minute quarters – no overtime allowed
- 7th Grade games: 8 minute quarters – no overtime allowed
- 6th Grade games: 8 minute quarters – no overtime allowed
- 5th Grade games: 8 minute quarters – no overtime allowed
- All Half Time periods will be a minimum of 5 minutes in length, up to a maximum of 8 minutes as determined by the Field Manager.

B. PLAYING TIME

1. No player may play in more than four quarters per week.
2. A quarter of play is considered as participation in one or more plays per quarter.
3. Teams are allowed to scrimmage other organizations, but rule “B1” – The Four quarter rule stays in effect throughout the league’s season. Additional games are not allowed during the season, but rather are after a team’s league season has ended.
 - a) *Scrimmages are defined as any practice or contest which two or more organizations participate in which player to player contact takes place.*
 - b) *These contests are considered games if any or all of the following are included: Referees, Running clock and/or Scores.*

C. SCORING

1. Two points are scored for a kicked extra point, one point for a run or passed extra point.

D. PLAYER WEIGHT

1. No **Ball Carrier** or offensive backfield player may exceed 160.00 lbs (without equipment). This restriction will be determined prior to league play based on roster/weight verification.
 - Violation of this rule will constitute a head coach suspension for one game.
 - Maximum weight of 7th Grade ball carriers or offensive backs is 140.00 lbs.
 - Maximum weight of 6th Grade ball carriers or offensive backs is 120.00 lbs.
 - Maximum weight of 5th Grade ball carriers or offensive backs is 100.00 lbs.
 - A ball carrier is defined as receiving the ball behind the line of scrimmage.
 - Players over designated weights are allowed to receive the ball past the line of scrimmage.
2. **EXCEPTION:** Players over the maximum ball carrier weight for each team may punt, kick extra points, field goals and kick-offs.
 - A punter or extra point kicker over the maximum ball carrier weight is allowed to kick the ball. They are not allowed to advance the ball beyond the line of scrimmage, but are eligible to pass the ball to another player.
 - Penalty for violation of this rule is: Dead Ball Foul with loss of down but loss of yardage.
 - No receiving team player over the maximum ball carrier weight may line up beyond 15 yards of the opponent’s line of scrimmage on a kickoff or punt play.
3. League designated weigh-ins must take place between the Monday prior to the first practice date and the Wednesday prior to first league contest (scrimmage).
4. Players under the weight restrictions can play any position all season.
 - *Players within 10 lbs. of the maximum weight for any grade must be certified. A league approved certification form must be used for these verifications. These forms need to be turned in with the league rosters by the league designated date. A copy of this weight verification form must be with the head coach for each game. If the coach cannot produce the verification form when asked, the player will be considered over the weight limit and will not be eligible to play in the offensive or receiving backfield until produced.*
5. Prior to each game, head coaches are to discuss rosters, weight verifications, player positions, and any other team issues. A game official should be present at this exchange. Playing unverified or overweight players in the backfield positions will constitute the following penalties: 1st offense – Unsportsmanlike Conduct on the Head Coach (15 yard penalty prior to kick-off); 2nd offense – Coach Ejection (see rule O3).
6. Certified players will wear a league designated sticker on the back of their helmet designating them as eligible. These stickers will be handed out at the weight verification sites. This would be for those players within 10 lbs. of the limit and certification is required. If a player is well under the weight limit, and did not need to be certified, he/she will not need a sticker.

E. AGE REQUIREMENTS

1. No players can participate in the Classic Youth Football League on or after their 15th birth date.
2. Players in the 9th grade or above are prohibited from participating at any time.
3. 6th Grade team players must be in the 6th grade or below, age 12 and under.
4. 5th Grade team players must be in the 5th grade or below, age 11 and under.

F. EQUIPMENT

1. Footballs must be: a) Wilson TDY, b) Spaulding J5Y, c) Rawlings R5Y and/or for 5th/6th grade levels only d) NIKE 1000Y.
a) Home teams are required to supply game balls or both teams unless the visiting team chooses to use one of their own.
2. Shoes: Molded type and screw-in lug type shoes are allowed. Screw-in lugs should not exceed 5/8" or have metal tips.
3. Electrical devices (walkie-talkies) are not allowed on field during contests.
4. No Riddell youth helmet (ABS shell) ten years of age or older or Riddell varsity helmet (polycarbonate shell) ten years of age or older may be used – NO EXCEPTIONS.
5. Teams must follow manufacture's equipment re-certification policy.
6. Jersey numbering for player positions will follow WIAA Rules.
 - a) Any known exceptions need to be discussed with the head referee and the opposing head coach.
 - b) For an ineligible number to be eligible, the player must wear a helmet pinny. [Intent –is to alleviate issuing multiple jerseys and also switching jerseys during a contest.]
7. All teams must have white (light) colored Away jerseys and primary color jerseys for Home games.
8. Mouth guard use must follow WIAA rules. Mouth guards that have been modified or chewed to render them unsuitable for their intended purpose will also be unacceptable. When a modified or chewed mouth guard is discovered, the player will be asked to replace the mouth guard but will not be penalized.
9. No player is allowed to wear hoodies or any other clothing in which the fabric extends over the shoulder pads or helmets.

G. PRESEASON PRACTICE

1. Practice may begin the first Monday of August.
2. A practice is defined as an organized gathering of players and coaches.
3. EXCEPTION: Meetings for sign-up and equipment issues are allowed.

H. PRACTICE TIME

1. Prior to school starting, unlimited practice is allowed.
2. After school is in session, a maximum of six (6) hours per week are allowed.
3. Prior to contact work (hitting with equipment), each player must complete ten (10) hours of supervised non-contact practice.

I. ROSTERS

1. Registration forms (rosters) and field maps are due to a league designee no later than Tuesday prior to the first game competition.
 - a) Rosters not turned in by the designated league date will result in forfeiture of all games until said rosters are received by the league.
 - b) Roster information will include: Player's first name, last name, grade, assigned team, jersey number and weight (a "C" should be added next to the weight to notate weight was verified).
 - c) Rosters must have the names of all coaches listed on the bottom.
 - d) A league standard Roster must be used.
 - e) Rosters will be imaged and distributed to league representatives.
2. Players on public school rosters are required to reside in the members designated high school district boundary. For private school teams participating in the league, no recruiting of players from present league teams is allowed.
3. Players who move into the organizations school district after the start of the season can be added to the team only after all required roster information has been given to the league prior to the players participation in a league contest. (Remember 10 hour rule). All players under this situation must have a league weight verification form completed, one copy for the league and one copy for the head coach to carry, no matter the player's weight.
4. Special eligibility requests or waivers to any league rule must be openly discussed at a league meeting for all participating organizations to approve by majority vote.
 - a) This includes players whose father is a coach. That father must have been coaching at least one year with that team in the league before the request will be considered. Verification as to length of service will be established by the team roster from past season(s).

J. GAME TIMES

1. Saturday at 9:00am for 8th grade games, 7th grade game to start 10 minutes after 8th grade game ends or as schedule dictates.
 - a) By mutual agreement or when a field conflict occurs, coaches can reschedule game times.
 - b) Home team is responsible to notify assigned referees and trainers of change, preferably one week or more before rescheduled date.
2. Games will be considered complete after the completion of the 3rd quarter of play.

K. GAME FIELD RULES

1. A visible spectator restraining line is required – a minimum of 10 yards from the playing field on fields without sideline fences.
2. Responsible persons age 16 or older must work the sideline chains and down-box for all levels of play.
3. Recommendations to be used/available during game play:
 - a) Field clock
 - b) Stop watch
 - c) Safe playable field
 - d) Goal posts. No goal posts or lines need be on secondary fields.
 - e) Rest rooms to be available in a reasonable proximity to the field and within a reasonable walking distance.

L. CHAMPIONSHIP GAME

1. None to be held.

M. CONTRACTS FOR REFEREES

1. Booking of all game officials are responsibility of the home team.
2. A minimum of three (3) WIAA officials need to be present for a game to start. If a minimum of three are not present, the scheduled game may be conducted as a scrimmage. No score will be kept. No special team play. Present referees must be paid the league standard stipend even if a scrimmage does not take place. A CYFL Sanction will be issued, to be reviewed by league membership.
3. Whether apprentice officials will be used is to be determined by each organization for their home contests. Organizations are not required to utilize this program.
***** Apprentice is defined as an official with less than one full year of officiating experience *****
4. Home teams will be responsible to schedule four (4) officials for each game. Game fees for officials (4 man crew were one can be an apprentice) shall be as follows:
 - a) \$50 per official per game. If one is an apprentice, they can be paid at a reduced rate of \$40 per game.

N. LICENCED TRAINED MEDICAL PERSONNEL

1. All league sanctioned games are required to have a minimum of a Licensed Trained Person present. This will be the responsibility of the home team.
2. The Host team is responsible to introduce the medical personnel to each team during the Pre-game meeting. Both teams must have a clear understanding where the said medical personnel will be located on the field for the duration of the game.
3. If a minimum of a licensed trained medical person is not present, no game can start (including no scrimmage). A CYFL Sanction will be issued, to be reviewed by league membership.

O. COACHES / PLAYERS CONDUCT

1. All football coaches in the Classic Youth Football League must be certified by the USA Football certification program.
 - a) All coaches are required to have the needed certification(s) completed before they are allowed to participate with any team practice and/or games.
 - b) All league coaches should make an attempt to attend coaching clinics during the off-season.
2. The Head Coach is responsible for conduct of his assistants, players, and sideline conduct of parents.
3. Any coach ejected from a game will be suspended from the next scheduled game.
 - a) If the league feels the offense is serious enough to warrant additional game suspensions, they will have the power to suspend a coach for additional games.
 - b) Any coach receiving two (2) suspensions during the season will be suspended from coaching the remainder of the season and the following season.
 - c) Suspension means the coach may not be within site or sound of the playing field.
4. Any player ejected from a game will also be suspended from the next scheduled game.
 - a) Players suspended may not be in uniform, but may attend games as a spectator in the stands.

5. All ejections must be reported to a designated league official on the date of occurrence.
 - a) Statements will be needed from the head official and each head coach by Tuesday of the next week.
6. No smoking or use of tobacco products is allowed on the sidelines.
7. No profanity or abusiveness shall be directed at officials or players.

P. SPECIAL LEAGUE RULES

1. All home teams must have a Field Manager present. Responsibilities will include facility, game and crowd management.
2. A team may have the option of kicking or receiving after any score or at the half if they are 18 points behind.
 - a) In this situation, the leading team must kick over the front receiving line. No Onside kicks will be allowed and the receiving team must maintain possession of the ball. Otherwise a 15 yard Unsportsmanlike Conduct call or ball being spotted on the receiving team's 40 yard line will be enforced.
3. In the event that a team is ahead by 18 points or more and records a safety, it will kick off from the 40 yard line.
4. Sportsmanship Rule: Teams reaching an 18 point lead need to start substituting better players.
5. COACHES TIME-OUT: One (1) non-chargeable time-out will be allowed for opposing Head Coaches to meet during the game for the purpose of letting opposing coaches know reserves are in the game.
6. 5th and 6th grade teams are allowed a maximum six (6) man defensive front.
 - a) The area these six (6) may occupy is a zone from the Line of Scrimmage to a point five yards off the Line of Scrimmage, sideline to sideline.
 - b) Once these six (6) players are established in this zone, they are the only six allowed to rush over the Line of Scrimmage on this given play.
 - c) Prior to the Ball Snap, the defensive players must stay established in their position. No movement towards the Line of Scrimmage is allowed. Anything more than ½ step will be considered an "Attacking" movement. Lateral movement is allowed to follow offensive adjustments.
 - d) After the snap, if the ball goes outside the tackles behind the Line of Scrimmage, rules A thru C above are dissolved for the remainder of said play.
 - e) If the Line of Scrimmage is inside the 5 yard line, all players may line-up on the Line of Scrimmage. Still no movement towards the Line of Scrimmage is allowed prior to the snap **between the tackle to tackle zone**. Penalties: 5 Yard Illegal Formation the defense for not following proper alignment or 5 yard Procedure for improper movement. (Both dead ball fouls prior to the snap).
7. There will be a running clock in the second half of a contest when a 30 point difference occurs. This will follow the WIAA 35 point rule.
8. Rushing on punting plays by 5th and 6th grade teams will not be allowed. The offensive team must announce they will kick, so the defense knows not to rush. Proper offensive and defensive line-up needs to be followed (Proper offense must have seven players on the line of scrimmage, all players within five yards on each side of unsnapped ball. Penalty: Illegal formation). A fouled snap on a punt play will not be considered a fumble and rushing is still not allowed. The intent of this rule is to give up the ball. Both Offense and Defense must freeze on the line of scrimmage until a kick is made.
9. Rushing is allowed on all Extra Point opportunities, all grades.
10. **"Hit to Head Tackles" – No tackles will be allowed above the shoulders. These tackles include any grabbing, wrapping or holding of the neck or head of any ball carrier. This will constitute a 15 yard facemask penalty.**