

# Rule Book



**2018  
Scenic City  
Youth Football League**

### **Scenic City Youth Football League Coach's Code of Ethics**

The function of a coach in the Scenic City Football League (SCYFL) is to be aware of and provide to the children in their charge the opportunity for fun and enjoyment, teach proper football skills and techniques, to practice good sportsmanship and physical fitness, which are the emphasis of the SCYFL.

The coach shall be aware that they have a tremendous influence, for either good or ill, on each player and thus shall never place the value of winning above the value of instilling the highest ideals of character.

The coach shall uphold the honor and dignity as a coach in all personal contact with players, officials and the public. The coach shall strive to set an example of the highest ethical and moral conduct.

The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse.

The coach shall avoid the use of alcohol and tobacco products when in contact with players.

The coach shall master the contest rules and shall teach them to the team members.

The coach shall not seek and advantage by circumvention of the spirit or letter of the rules.

The coach shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with the game administrators and league officials.

The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against officials. Public criticism of league officials, game officials or players are considered unethical.

The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the game before and after the contest.

## **Sport Concussion Law**

In April 2013, Tennessee became the 44th state to pass a sport concussion law designed to reduce youth sports concussions and increase awareness of traumatic brain injury. The legislation, Public Chapter 148, has three key components:

1. To inform and educate coaches, youth athletes and their parents and require them to sign a concussion information form before competing.
2. To require removal of a youth athlete who appears to have suffered a concussion from play or practice at the time of the suspected concussion.
3. To require a youth athlete to be cleared by a licensed health care professional before returning to play or practice.

Both public and private school sports and recreational leagues for children under age 18 that require a fee are affected by the new law. The law covers all sports.

According to the Centers for Disease Control and Prevention, a concussion is a type of traumatic brain injury that changes the way the brain normally works. Most concussions occur without loss of consciousness. Athletes who have, at any point in their lives, had a concussion have an increased risk for another concussion. Young children and teens are more likely to get a concussion and take longer to recover than adults. The new concussion law is an opportunity to make playing sports safer for Tennessee's young athletes.

Listed below are the websites to obtain the required forms, trainings and guidelines that will equip coaches, parents and athletes to recognize and respond to sports related concussion.

**[www.cdc.gov/concussion/Headsup/training/index.html](http://www.cdc.gov/concussion/Headsup/training/index.html)**

**[www.nfhslearn.com/electiveDetail.aspx?courseID=38000](http://www.nfhslearn.com/electiveDetail.aspx?courseID=38000)**

## **Background Screening**

Scenic City Youth Football League Volunteer Screening/Background Check Policy

## **PURPOSE**

It is the intent of this policy to establish certain guidelines wherein the Scenic City Youth Football League ("SCYFL") and its affiliated recreation centers can seek to protect our program participants by investigating the background of administrators, coaches and volunteers who will be coaching in or administering SCYFL sanctioned programs.

## **GENERAL**

- A. Criminal background screenings are conducted by an outside third party who specializes in such work.
- B. Any person who has been found guilty, pled guilty; or pled no contest, regardless of adjudication, or has a pending charge pertaining to, any of the disqualifying offenses listed in this policy will be immediately disqualified from administrative, coaching and/or volunteer positions with the SCYFL or an associated recreation center. The SCYFL also reserves the right to disqualify a person for any crime that would be considered a potential risk to children and/or vulnerable populations. A candidate who willfully fails to comply with this background screening policy shall be automatically disqualified.
- C. This policy will apply to all SCYFL administrators, coaches and volunteers. Both head and assistant coaches participating in sanctioned SCYFL athletic leagues. If a recreation center already conducts background screenings on their coaches and volunteers then these screenings will be accepted. If there is any doubt as to who should be screened, the general rule is anyone who would potentially have unsupervised access to children in an SCYFL approved program. Each administrator/coach/volunteer will be screened when they first volunteer for the position and then every 12 months thereafter for as long as he/she continues participating in SCYFL sanctioned programs. ***The criminal background screening is mandatory, there are no exceptions.***

## **SCREENING PROCESS**

All candidates for the above-mentioned positions must sign a Release Form for Criminal History, which give the SCYFL the right to check

criminal history records and verifies social security numbers. This work is executed directly, through [www.protectyouthsports.com](http://www.protectyouthsports.com), and the secure URL at which coaches can execute their SCYFL background check will be provided by them.

The cost associated with these background screenings will be paid by the administrator, coach or volunteer.

No other personal information (e.g. work history, financial, credit, etc.) is checked or researched. The company executing background checks has agreed to such terms contractually, and confirms such direction annually.

The company never forwards any individual's information to the league where no issues are discovered.

The third party contractor conducting the checks will cross-reference the screening results with the disqualifying crimes listed in this policy. A pass/fail grade will then be relayed to the SCYFL based on the cross-reference. A pass grade for any candidate that has zero disqualifying crime matches, a fail grade for any candidate that has one or more disqualifying crime matches. All information pertaining to the background check will remain with the third party contractor, subject to the applicable laws requiring disclosure. The SCYFL will not be informed of the results of any background check; rather, the SCYFL will only be issued a pass/fail grade for each candidate.

If the third party contractor reports any "fail" grade to the SCYFL, the SCYFL shall notify the candidate that he or she is disqualified for their desired position. The SCYFL will also notify the appropriate recreation center if their candidate is disqualified. Upon request, the candidate will receive a copy of the background check from the third party contractor.

## **CONFIDENTIALITY**

To help ensure confidentiality, recreation center board members and the SCYFL administrators should not be notified of a coach's criminal history. The criminal background reports shall be kept in a secure location by the third party contractor for a period as required by applicable law.

## **APPEALS PROCESS**

If a candidate's background check includes a charge set forth on the list of disqualifiers below, the SCYFL shall immediately disqualify a person from their position. There shall be no appeal of a decision to disqualify a candidate, if the candidate's relevant criminal history is accurate; all decisions are final.

If a candidate wishes to dispute the content of the profile report, the candidate shall contact the third party responsible for conducting the background check by calling the telephone number listed on the report. The candidate is responsible for providing any or all documentation to support his or her claim.

## **DISQUALIFYING CRIMES**

If a candidate (1) has been convicted of, (2) has a charge pending against him or her in which it is alleged that he or she has committed any of the following crimes, or (3) has a record of a conviction of an equivalent offense in another state, the candidate will be disqualified from the position with any program approved by the SCYFL.

### **All Sex Offenses**

Examples include, but are not limited to: child molestation, rape, sexual assault, sexual battery, sodomy, prostitution, solicitation, indecent, exposure, etc.

### **All Felony Violence Offenses**

Examples include, but are not limited to: murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary, etc.

**All Felony offenses other than violence or sex within the past ten (10) years.**

Examples include, but are not limited to: drug offenses, theft, embezzlement, fraud, child endangerment, etc.

**All Misdemeanor Violence offenses within the past seven (7) years.**

Examples include, but are not limited to: simple assault, battery, domestic violence, hit and run, etc.

**Two (2) Misdemeanor Alcohol offenses within the past three (3) years or three (3) or more offenses within the past ten (10) years.**

Examples include, but are not limited to: driving under the influence, drunk and disorderly, public intoxication, etc.

**All Misdemeanor Drug offenses within the past five (5) years or two (2) or more offenses within the past ten (10) years.**

Examples included, but are not limited to: simple drug possession, possession of drug paraphernalia, etc.

**Any other misdemeanor within the past five (5) years that would be considered a potential danger to children.**

Examples include, but are not limited to: contributing to the delinquency of a minor, providing alcohol to a minor, etc.

**WHY THESE CRIMES?**

The National Recreation and Park Association (NRPA) has reviewed the resources of the National Association of Professional Background Screeners and sought the counsel of recognized background screening experts to develop a set of Recommended Guidelines for Volunteer Background Screening in park and recreation settings. These guidelines were produced as a result of this review.

**\*\*\*Any coach participating on the field MUST have a concussion certificate and background check certificate on file to participate as a coach. No exceptions will be made\*\*\***

Definition of a Rec. Park- Must offer all ages 5-12. it must have the facilities, concessions, bathrooms, fields, ect. in your community. It must have a board of directors, be available to anyone interested and post sign ups.

**A= PARKS**

**\*ALL PARKS WILL BE VOTED ON A YEARLY BASIS. (16 Park Limit)**

The purpose of the league is to provide an organized recreational football program for children, ages 12 and under, who are interested in playing and learning the skills of football and good sportsmanship.

**MAJOR EMPHASIS OF THIS LEAGUE:**

1. To provide these children an opportunity for fun and enjoyment.
2. To teach participants football skills and techniques.
3. To practice good sportsmanship and physical fitness.

This program will always promote safety first, by adhering to strict controls over age, weight, proper equipment and behavior of all participants, adults, coaches, officials and spectators.

**\*All parks must have a mandatory coaches meeting.**

**\*There must be a league representative present at any draft.**

**B= ORGANIZATIONAL STRUCTURE:**

The governing authority of the SCYFL will be made up of league presidents from these presidents will meet, discuss and agree to all rules and by-laws that relate to the operations of the SCYFL. This league will be governed by the (Roberts Rules of Order). The presidents can appoint anyone they deem necessary to assist with day-to-day operations.

**\*EXECUTIVE BOARD AND PARK PRESIDENTS MUST BE PRESENT TO VOTE.\***

A league president will be elected at the beginning of each year by the league presidents. It will be the responsibility of these presidents to see that all rules and by-laws are carried out, and to see that schedules are made and followed.

The governing authority of the SCYFL reserves the right to change or modify any rule or by-law, when it is deemed necessary to promote good sportsmanship and/or safe game practices.



The governing authority agrees to meet and discuss any complaint those players, coach, or parent may have. Once both sides of the complaint are heard, the governing authority will rule on that complaint, once a ruling is made, there is no appeal process.

A league president can authorize a stand in for meetings. This is not encouraged and should only be done in the event of an emergency. This stand in will only vote if the league president authorizes them to do so, by notifying the other parks president.

**\*\$50.00 FINE IMPOSED IF MEETING IS NOT ATTENDED BY A LEAGUE REP. \***

Anything not covered by these rules and bylaws can be decided by a majority vote of the governing authority of the SCYFL. Any other organization that wishes to join into the SCYFL may do so by applying to the SCYFL's governing authority. All members of the authority will then vote.

**C= LIABILITY INSURANCE**

The SCYFL governing authority, league president, coaches, officials, manager and/or sponsors, or any other person(s) that are working in the SCYFL shall not be held responsible for any injuries to persons or property as a result of this program.

Each organization/league will be responsible for their own insurance and/or team's welfare, regardless of where they are playing.

Each organization/league will have a medical release form signed by a parent of each player in the event that medical treatment is needed at an away game, when no parent is there to authorize it.

**D= LEAGUE FEE**

Each organization shall pay a \$150.00 registration fee per team annually but never to exceed \$1000.00 per organization, prior to the jamboree, to join the SCYFL. This money is used to pay for trophies or any other costs agreed upon by majority of the SCYFL governing authority.

**E= TEAMS**

Each organization/league will offer football to children in the following age groups: 5/6 year old 7-year-old 8 year old 9 year old 10 year old 11/12 year old

**SIGN-UPS** (each organization/league is responsible for holding their own sign-ups)

1. No sign ups until July 1<sup>st</sup>.

2. Mandatory sign-ups July 1<sup>st</sup> thru last full week of July.
3. Parks may sign up players until Jamboree, park option. All teams will be decided by August 15, you can add players to the teams until the Jamboree but no new teams can be added after August 15. Sign-ups can be reopened if deemed necessary by the governing authority of the SCYFL. A coach who is in need of players can contact their respective league president, who will contact the other presidents of the SCYFL.
4. Teams will start with a minimum of 11 players and a maximum of 28 players. Teams are allowed five coaches. Must split teams at 29.
5. Parks may hold drafts anytime after August 1<sup>st</sup> and a league representative **must** be present for the drafts.
6. **Organized team practices or practices in pads cannot begin until August 1<sup>st</sup>. Conditioning practices as a whole league can start in July. Use of footballs is allowed in conditioning practices.**

**TRANSFERS:** ZERO transfers allowed, not including a verified move with proof. (old & new utility bill reflecting address changes) Players cannot transfer from Rec. to Rec. without documented approval from park transferring from & park transferring to. Once documentation is signed & approved, the SCYFL Board will have final approval with majority vote. Court orders will be considered on a case by case basis. All move transfers must be turned in to age group director by July 31<sup>st</sup>.

The cut-off birthdates for all age groups is before May first of each year. Each organization/league with two or more teams per age group will draft each team equally, no select teams. Sparsely populated areas may submit one team with the approval of the SCYFL. Example: If you are 8 years old & born on or before April 30<sup>th</sup>, you will play as an 8 year old. Your age on April 30<sup>th</sup> is your playing age.

**Any park that does not have enough to fill a team must submit a roster of those players to the appropriate age group director to be released. Only these players will be released. Those players may return to their home park the following year if so desired**

**F= PLAY TIME**

Every player who is actively participating in practice and games will be required to have a starting position on the team and to **play a minimum of two quarters (1<sup>st</sup> & 3<sup>rd</sup>)** either offense or defense per game. Failure to do so will result in a forfeit. Any team with more than 22 players, those players must play at least **2 quarters (2<sup>nd</sup> & 4<sup>th</sup>.)** If a player starts on offense in the 1<sup>st</sup> qtr., they must start on offense in the 3<sup>rd</sup> qtr. If a player starts on defense in the 1<sup>st</sup> qtr, they must start on defense in the 3<sup>rd</sup> qtr. Same applies to the over 22-player team with players in 2<sup>nd</sup> & 4<sup>th</sup> qtrs.

Any coach caught not playing kids as rule states is automatic minimum one game suspension. He must then come before the ethics committee, appointed by the President, for further sanctions. Second offense, coach is removed for remainder of season including playoffs.

If a player is being disciplined and are not going to play in the game they must remove their helmet and shoulder pads. They will not be able to play in that game. If a coach or parent is going to discipline a player they must do it for the whole game, they cannot just pick a quarter to discipline. The head coach must notify the other coach & official during the pregame.

If a team has nine players, that coach may choose to play with nine players, the opposing team will play with 11. The league will allow a 10-minute wait time of the scheduled game time before they forfeit. A Team cannot play with less than nine players. If a player is coming in late they may play, coaches option.

Nine Player Rule: One time with nine players (next time will be forfeit.) Opposing coaches' option to drop to nine players. New forfeit fee raised to \$250.00 and it will go to hosting park. If hosting team forfeits they will pay refs and forfeit fee to SCYFL. Forfeit fees must be paid with team fees. If it is used it must be replaced by the next game, if not used it will be refunded to each park once season is over.

If not paid, the SCFYL has the option to not let the team's park that forfeits the game, back into the SCYFL the following season.

Any player playing for any other team including middle school is not eligible to play in the SCYFL. If found playing on another team, other than the rostered SCYFL team, all games the player played in will be forfeited and coach dismissed from coaching.

Note: Any coach's offensive or defensive that is not 10 yards deep from the deepest player or yells out in the direction of the ball carrier will be penalized 15 yards unsportsmanlike conduct. This will be strictly enforced. After two unsportsmanlike penalties, the coach shall be replaced on the field as coach.

NO COACHING allowed after ball snap.

More specific rules for each individual age group will be as follows.

## 5 thru 8 YEAR OLD

1. Shall play 8-minute quarters with an 8 minute half.
2. Defensive linemen are not allowed to rush inside the offensive guards. Defensive lineman must line up on the outside shoulder of the guard. Interior linemen **MUST** be in the 3 or 4-point stance. All defensive linemen must be in a 3-point stance (exception: DE).
3. No nose guard allowed. Any linebacker inside the tackle box must be five yards off the line of scrimmage. All defensive guards must be lined up on the outside shoulder of and engage offensive guards at the start of the play. No quarterback sneaks from under center. If quarterback runs the ball they must run outside the guard but not behind the center unless they are in shotgun formation
4. Coaches must be at least 10 yards behind the deepest player. Coaches cannot follow the play(s) down the field while a play is in progress or instruct his players either on offense or defense once the ball is snapped. 5/6 & 7 year old- 2 coaches & 8 year old-1 coach
5. The ready for play signal or time to snap the ball is 40 seconds.
6. No kick-offs/punts. Kick-offs will be place on the 40-yard line. On the 4<sup>th</sup> down, the team can go for a 1<sup>st</sup> down or announce a punt. The ball will be advanced 30 yards from the down marker; ball cannot be advanced inside the 20 yard line.
7. Scoring: 6 points-TD, 1 point running extra point, 2 points passing extra point. (must be forward pass beyond the line of scrimmage). **All PATs and field goals will be live.**
8. Clock stops per TSSAA High School Rules. Clock will stop to move or reset chains.
9. Two time-outs are allowed per half.
10. Once an organization reaches a maximum of 29 players, they must then furnish two teams (evenly divided). Max per team 28 players
11. Safety: Ball will be placed on 50-yard line.
12. All players on the defensive line of scrimmage, from tackle to tackle, must at least be in a 3-point stance.

\*Offensive center/guards cannot be split no more than one arm length apart by that player.

\*Defensive tackles must line up at least outside shoulder of the offensive guard.\*NO quarterback sneak or quarterback draw, the quarterback can run from the shotgun and must be 5 yards deep. The quarterback can run outside the tackle or outside end gap.

**\*(5-6 ONLY) The Clock will start on the ready to play signal by the referee if the clock was stopped due to a player in possession of the ball goes out-of-bounds or following an incomplete pass. This rule will be enforced except for the final two minutes of each half when the clock will stop until the snap of the next ball and after penalties (regular timing rules).**

## **9 & 10 YEAR OLD**

1. Shall play 8-minute quarters and an 8-minute half.
2. One coach allowed on field for 4<sup>th</sup> quarter only, must remain 10 yards deep from line of scrimmage prior to the snap. Coach must remain 10 yards deep while play is in progress.
3. 30 seconds for ready, play, snap.
4. No live kick offs or punts allowed in 9&10. Ball will be placed on the 30-yard line at the beginning of each half. On 4<sup>th</sup> down, team can go for the 1<sup>st</sup> down or declare to punt with a 30-yard walk off.
5. Scoring: 6 points-TD, 1 point-running extra point, 2 points passing extra point, must be a forward pass beyond the line of scrimmage. **All PATs and field goals will be live.**
6. Normal clock stops per TSSAA High School Rules. Clock stops to move/reset chains.
7. Two time-outs per half.
8. Linebackers that are inside of the tackle box must play 5 yards deep from the scrimmage line and cannot rush until the ball is snapped. No defensive backs or linebackers are allowed to blitz inside the offensive guards.
9. Nose guard may be positioned over the center.
10. All players on the defensive line of scrimmage, from tackle to tackle, must at least be in a 3-point stance.

## **11 & 12 YEAR OLD**

1. Shall play 8-minute quarter with an 8 minute half.
2. 25 seconds for ready, play, snap.
3. Kick-off and punting is mandatory. Kick-off is from the 40-yard line on 100-yard fields and the 30-yard line on 80-yard fields.
4. Scoring: (6) points-TD, (2) points-passing or (1) point running extra point, (3) points-field goal. Rushing allowed on all kicks and punts. Must be a forward pass. **All PATs and field goals will be live. Onside kicks can be inside or outside of the hash marks.**
5. Normal clock stops per TSSAA High School Rules. Clock will stop to move or reset chains.
6. No coaches allowed on field, offense or defense.
7. Two time-outs per half.
8. Only backs/ball runners will be allowed to return punts and kick-offs. In the event a lineman receives the ball they will not be will be allowed to advance it. No lineman will be allowed to lineup as a receiver during the kick off.
9. Punter must be stickered.

### **G= WEIGHT LIMIT/ILLEGAL PLAYERS**

There is a weight limit for all offensive backs in each age group. All offensive backs must weigh in and have their weight recorded prior to playing in the Jamboree. No weigh-ins will be allowed after the last scheduled weigh-in. A control # will be on each sticker and the # will be recorded. A non-stickered player may not line up in the offensive backfield. Any weigh-in must be observed by at least two SCYFL officials. There is no weight limit on offensive ends or receivers going out for a pass. Offensive ends and receivers cannot run the end around or reverse if they have not been properly weighted in and had their weight recorded. There will be no limit placed on the number of kids that can run the ball. A play shall become dead and the ball will be spotted at the point of reception when a player who is not eligible to run the ball if he receives a pass or recovers a fumble.

5&6 YEAR OLDS.....(65).....LBS (GYM SHORTS)  
7 YEAR OLDS.....(75).....LBS (GYM SHORTS)  
8 YEAR OLDS.....(85).....LBS (GYM SHORTS)  
9 YEAR OLDS.....(100).....LBS (GYM SHORTS)  
10 YEAR OLDS.....(115).....LBS (GYM SHORTS)  
11&12 YEAR OLDS.....(145).....LBS (GYM SHORTS)



Each organization/league is responsible for verifying their players correct age. Opposing coaches can request to look at any players' birth certificate. Each coach is required to turn in to the league a notebook with a copy of each player's birth certificate, a full roster, coach's concussion forms and a team photo. Each notebook will be returned at the end of the season.

Any coach who knowingly plays an illegal player shall be dismissed from coaching.

Any team playing an illegal player will have their games forfeited. The opposing team shall be credited with that win and the offending team can be removed from the league.

In the event of a cancellation, the referees must be notified at least 2 hours in advance. If they are not notified and make a trip to your facility, you will be responsible for paying them for the game.

### **H= 24 POINT SPREAD RULE/MERCY RULE**

During regular season games, if the point differential is 24 points or more, the game is officially over and the final score is recorded at that time. The clock will only stop for charged time outs, injuries, and scores. The try will be an untimed down. The clock shall start when the ball is snapped on the first play following a score for age groups 5-8 and when the ball is kicked on the kickoff for ages 9-12. The winning team will pull its primary players/starters from the skilled positions including the offensive backfield and play other players in those positions. If not all primary players can be pulled, these players must be moved to non-key positions.

The losing team will have the ball placed on the 20-yard line of the winning team. They will maintain possession of the ball until they go through their allotted number of downs by turnover or score. If the ball is turned over on downs, the winning team takes over and the continuation of regular play is started. If the winning team scores, the procedure will be repeated. Upon the losing team scoring, the ball is placed as on the first play following a score for age groups 5-10 and a kickoff will take place for ages 11-12. This procedure will be for all regular season games and is not an option.

For playoffs, beginning with the point differential of 24 points or more the procedure will be for the continuation of regular play with the clock being continuously run and only stopped for official timeouts. The winning team is not required to pull its primary players/starters from the skilled positions. If the point differential goes below 24 points, regular timing rules will be used.

The Mercy Rule is not an option in regular season or playoff games.

Coaches whom intentionally do not make an effort to abide by the Mercy Rule will be brought before the governing authority of the SCYFL who will decide what penalty to be imposed for violation. If a coach is brought a second time, the coach can be suspended from their coaching duties.

### **I= OFFICIALS**

The SCYFL is responsible for scheduling of TSSAA officials for all games played on their home fields. Officials are paid by the hosting organizations gate admissions. There will be three Officials for all games.

Officials can be scheduled by calling or texting Warren Diegel at 503-0767, or emailing him at [wdiegel@gmail.com](mailto:wdiegel@gmail.com). Officials paid \$40.00 per game. Any problems with the officials, report it to your league president.

If, in the opinion of the referee, a player, manager, coach or scorekeeper conducts themselves in an unsportsmanlike manner, or commits any act, which maim or injury an opposing player if deemed deliberate, he/she will be ejected from the game and will not be allowed to return until its completion. If said person continues the unsportsmanlike conduct, such as heckling or baiting the referee, he/she shall be removed from the park.

When a player or coach is ejected from the game, the player or coach must sit out the entire next scheduled game. If a coach is ejected twice in the season, he/she must be removed from all coaching responsibilities.

The head coach is responsible for his coaches, parents, fans and players. Referees are going to be strict on all rules relating to this. In cases where a park has Homecoming you must notify the scheduling umpire so he can make necessary arrangements.

### **J= ADMISSION TO GAMES**

Admission to regular season games at all locations and playoffs will be \$5.00 per person age thirteen (13) and above. Ages twelve (12) and under are free, & Senior Citizens (65+) are \$2.00. **Finley Stadium admission will be \$6.00 & \$3.00. Absolutely no outside food or drinks allowed at Finley.**

### **K= EQUIPMENT**

*All equipment must conform to TSSAA rules including but not limited to:*

1. Mouthpieces must be colored and attached to helmet. Face shields must be clear. This equipment must be used during all games and practices.
2. Helmets and shoulder pads must be well fortified with foam rubber.

**\*\*MUST BE NOSHA APPROVED\*\***

3. Pants must have hip pads, foam kneepads, hard fiber thigh pads and butt pad.
4. Shoe soles/cleats must be composed of rubber base. **No metal, hard plastic, screw in or other similar synthetic products are allowed.**
5. Footballs:

5 thru 8 YEAR OLD= JUNIOR SIZE OF K2 or similar brand

9 thru 12 YEAR OLD= JUNIOR SIZE- TDJ or similar brand

**\* ALL BALLS MUST BE PROPERLY INFLATED TO REGULATION\***

**\*Visiting team must wear vest** if same color- Home Park must provide vests

## **L= SPECIAL RULES**

- No parent allowed on sidelines (including fence) except for the following:
  - Coaches and assistant coaches
  - Handling chains or down markers (adults only). Down markers will be held on the home team side.
  - Timekeepers (approved by referee)
  - PARENTS MUST REMAIN IN THE STANDS AT ALL TIMES
- All Rec Centers are responsible for security at the facility.
- Use of alcohol, profanity or tobacco is not allowed on the field or sideline. Enforcement of this rule will be according to TSSAA Rules.
- All games will conform to the TSSAA rulebook for High School with the exception of those being listed and agreed upon within these by-laws.
- No Electronic devices are to be used on sidelines or game field. **Ex. Go Pro's, video cameras, cell phones, drones, blue tooths, headsets, walkie-talkies, etc....**
- All rescheduling must be done by the governing authority.
- In the event of a tie ball game, it will go into overtime as directed by TSSAA High School Rules. There will be a limit of one overtime per game during week days/school nights and two on weekends. Playoffs will have no limit.
- Play cards must be on wrist.
- If helmet comes off, not due to contact, player must exit for one play.
- Kick-offs: no contact until ball travels 10 yards. (11/ 12 only)
- If a coach is arrested or has been arrested and charged, He/She is indefinitely suspended until the case has been finalized.
- Fighting by coaches and players is an automatic ejection

***Penalty: Player-suspended that game and next game***

***Coach-suspended rest of season and must meet with discipline committee before being re-instated.***

- Two un-sportsmanlike penalties in a game will result in automatic ejection.

***Penalty: Player-suspended that game and next game***

***Coach-suspended that game and next game***

***(Discipline committee has right to increase suspension due to severity of penalty.)***

## **\*Blocking below the waist**

A player shall not block an opponent below the waist except to tackle a runner or player pretending to be a runner. Blocking below the waist is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist. No blocking in the back in free blocking zone.

## **M= JAMBOREE AND PLAYOFFS**

The locations for the Jamboree and Play-Offs will be decided upon at the beginning of the season. The Jamboree and Play-Offs will be rotated between all of the participating organizations.

During the jamboree, the field will be split: two teams on each end. At the end of 30 minutes, two teams will swap ends. The clock will run nonstop, it will only stop for serious injuries. There will be two refs on each end of field. For the first half the home team will be on offense, visitors will be on defense. For the second half, home team

will be defense and visitors will be offense. We will have 12-minute periods with a 3-minute break, running clock.

All offensive backs/ball runners are required to weigh in and have their weight recorded prior to play in the Jamboree. Refer to section F for additional information regarding this requirement.

No kick-offs during the Jamboree

**\*In Play-Offs no interpark play first round only.**

**\*In Play-Offs, after 3<sup>rd</sup> overtime period, both teams must go for the 2pt conversion.**

## **N= PREGAME ADMINISTRATION**

Before the play of each game call together the head coaches, football umpires and officials. Ask if there are any questions of clarification before the game begins. Make sure to at least go over these rules before each game.

- Playtime Rule: Each player has a starting position for two complete quarters, and must play in at least half of the game. If any player is not to play for sickness, injury or discipline reasons make sure they are not in helmet and shoulder pads. Let the official and opposing coach know at the coin toss prior to the game starting. If player refuses to play he cannot reenter game once he sits, notify officials.
- Only five coaches with passes on sidelines. **No exceptions!** No water boys, no unapproved photographers, no cheer coaches, no family (extended or otherwise) on the sidelines.
- Extra point: 2-point try must be a forward pass beyond the line of scrimmage to count as a 2-point conversion.
- SCYFL reverts to TSSAA rulings if not listed in the SCYFL Rule Book.
- There is no protest procedures after a game is ruled complete, any situation must be handled during the game. IF any situation occurs, time may be called and the SCYFL Officials called to the field to make a league ruling.
- Football Officials judgment may not be challenged. Once another play has been run, there is no going back to that situation. This conference MUST occur before the game is ruled over. If the ruling is in favor of the challenging coach, no time out will be charged, if that coach is over ruled a time out will be charged to that team. If that team does not have any time outs remaining a flag will be thrown and a 10-yard penalty will be enforced. If additional conferencing is needed call the age director, Bobby Dunn-President or age group Vice-President.
- SCYFL Officials are present at all games.
- **Chain Crew will be provided by the home team and MEMBERS MUST BE ATLEAST 16 YRS. OF AGE. THE CHAIN CREWS ARE TO ASSIST THE OFFICIALS WITH THE ADMINISTRATION OF THE GAME AND ARE NOT TO ASSIST WITH COACHING IN ANY FORM. THEY ARE NOT TO HECKLE OR HARASS THE OFFICIALS IN ANY WAY.**

## **SCENIC CITY YOUTH FOOTBALL LEAGUE LEGAL DISPUTES**

Section 1. To encourage reasonable discussions between actual parties to any legal disputes regarding SCENIC CITY YOUTH FOOTBALL LEAGUE sanctioned activities; to prevent additional disputes between parties to legal disputes; to limit contact and communication between parties to a legal dispute when legal counsel to all parties are not present; and to establish procedures for the suspension from SCENIC CITY YOUTH FOOTBALL LEAGUE activities of those who are involved in legal disputes with SCENIC CITY YOUTH FOOTBALL LEAGUE.

Section 2. Effective August 21, 2012 any Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, related party (including but not limited to parents of participants, officials ect.) or any other person who threatens legal action against SCENIC CITY YOUTH FOOTBALL LEAGUE, or has a lawyer contact SCENIC CITY YOUTH FOOTBALL LEAGUE regarding a dispute of any kind shall be automatically suspended from all SCENIC CITY YOUTH FOOTBALL LEAGUE activities until such legal discussions with SCENIC CITY YOUTH FOOTBALL LEAGUE are concluded to the satisfaction of the SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, if a legal action against SCENIC CITY YOUTH FOOTBALL LEAGUE is filed by a Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, or related party (including but not limited to parents of participants, officials ect.) or any other person against SCENIC CITY YOUTH FOOTBALL LEAGUE, that persons (or any related party's) team and each of its members may be suspended from all SCENIC CITY YOUTH FOOTBALL LEAGUE activities until such legal actions with SCENIC CITY YOUTH FOOTBALL LEAGUE are resolved to the satisfaction of the SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, should any Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, related party (including but not limited to parents of participants, officials ect.) or any other person who sues a Scenic City Youth Football League board member, official or other SCENIC CITY YOUTH FOOTBALL LEAGUE affiliate with respect to a dispute related to a SCENIC CITY YOUTH FOOTBALL

## SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, the President of Scenic City Youth Football League will be responsible for issuing the suspension until such time as it can be confirmed by the Board of Directors at the annual meeting or at a special meeting called for this purpose.

### DISCIPLINARY / APPEALS BOARD

The SCYFL President will appoint a five (5) member board to decide discipline and corrective measures for SCYFL Rule Book Violations; consisting of those rules printed and published in the current SCYFL rule Book and any other activity, action, and/or performance that would result in shame and discredit to the Scenic City Youth Football League. This Board will also decide background check appeals. Once a situation is placed in the hands of this board, its decision(s) will be completed in a timely manner, and its decision(s) will be final.

### RANKINGS AND SEEDINGS FOR PLAYOFFS

SCYFL will use a power rating system to determine rankings and seedings for the playoffs. Each age division will use the same rating system and will be done by the age group directors and other members of the SCYFL board.

### COACHES BOOK CHECKLIST

These items must be in your coach's book and kept with you at all times. Directors can do random book checks at any time during the year.

1. OFFICIAL TEAM ROSTER SUPPLIED BY SCYFL. MUST BE FULLY COMPLETED.
2. PROOF OF PARK INSURANCE
3. MEDICAL RELEASE FORM FOR EACH PLAYER
4. COPY OF EACH PLAYERS BIRTH CERTIFICATE
5. RECENT INDIVIDUAL PICTURE OF EACH PLAYER (no team picture)
6. CONCUSSION TRAINING CERTIFICATE FOR EACH COACH
7. COPY OF PASSING BACKGROUND CHECK FOR EACH COACH
8. RECENT INDIVIDUAL PICTURE OF EACH COACH

NAME	TITLE/PARK	EMAIL	PHONE
BOBBY DUNN	SCYFL PRESIDENT	<a href="mailto:bdunn39270@epbf.com">bdunn39270@epbf.com</a>	423-596-1353
ALAN BAILEY	SCYFL VICE PRESIDENT	<a href="mailto:slugo344@comcast.net">slugo344@comcast.net</a>	423-421-1366
ROGER STEVENS	SCYFL TREASURER	<a href="mailto:roger867@epbf.com">roger867@epbf.com</a>	423-508-4267
CARTHELL ROGERS	5-8 VICE PRESIDENT / ROSSVILLE	<a href="mailto:carthell1999@gmail.com">carthell1999@gmail.com</a>	423-488-1999
ELMER LEAK	9-12 VICE PRESIDENT / LAKESIDE	<a href="mailto:leakhome@bellsouth.net">leakhome@bellsouth.net</a>	423-802-7786
WARREN DIEGEL	OFFICIALS DIRECTOR / TSSAA	<a href="mailto:wdiegal@gmail.com">wdiegal@gmail.com</a>	423-503-0767
RONNIE PHILLIPS	SCYFL CHAPLAIN	<a href="mailto:ronniep@abbashouse.com">ronniep@abbashouse.com</a>	423-762-2454
CHRISTOPHER HUBBARD	SCYFL WEBSITE ADMINISTRATOR	<a href="mailto:zcbh6@yahoo.com">zcbh6@yahoo.com</a>	423-612-6077
DAWN SIMPSON	CHEER COORDINATOR/HARRISON	<a href="mailto:dawn6@comcast.net">dawn6@comcast.net</a>	423-304-1308
SHAWNA SKILES	CHEER COORDINATOR/EAST RIDGE	<a href="mailto:sskiles@eastridgetn.org">sskiles@eastridgetn.org</a>	423-580-1166
PETE LOWE	6 YR OLD DIRECTOR / HARRISON	<a href="mailto:plowe4450@gmail.com">plowe4450@gmail.com</a>	423-847-7138
HOLLY CARNEY	6 YR OLD DIRECTOR/DAYTON	<a href="mailto:hollycarnev114@gmail.com">hollycarnev114@gmail.com</a>	423-463-9791
MARLON JONES	7 YR OLD DIRECTOR/LAKESIDE	<a href="mailto:marlonnj55@gmail.com">marlonnj55@gmail.com</a>	423-802-7742
DEREKE TOWNSEND	7 YR OLD DIRECTOR/AVONDALE	<a href="mailto:shynitac@aol.com">shynitac@aol.com</a>	423-316-6712
DAVID HARPER	8 YR OLD DIRECTOR / HARRISON	<a href="mailto:dharper7506@epbf.com">dharper7506@epbf.com</a>	423-779-8899
STEPHANIE KAVESHAN	8 YR OLD DIRECTOR/DAYTON	<a href="mailto:skave2000@gmail.com">skave2000@gmail.com</a>	423-285-4040
GERALD JORDAN	9 YR OLD DIRECTOR/ CLEVELAND	<a href="mailto:gerald.jordan@kroger.com">gerald.jordan@kroger.com</a>	423-284-7611
MARCUS WILLIAMS	9 YR OLD DIRECTOR / HIXSON	<a href="mailto:marcuswilliams1@gmail.com">marcuswilliams1@gmail.com</a>	423-708-0217
PAUL MCGINNIS	10 YR OLD DIRECTOR/RED BANK	<a href="mailto:redbank8@gmail.com">redbank8@gmail.com</a>	423-883-5339
JACOB BRYSON	10 YR OLD DIRECTOR/MIDDLE VALLEY	<a href="mailto:footballpresident@mvva.net">footballpresident@mvva.net</a>	423-827-6531
JACKIE PAYNE	12 YR OLD DIRECTOR/SODDY DAISY	<a href="mailto:payne24@epbf.com">payne24@epbf.com</a>	423-599-5625
RYAN STEPHENS	12 YR OLD DIRECTOR / CLEVELAND	<a href="mailto:rstephens@clevelandtn.gov">rstephens@clevelandtn.gov</a>	423-458-0788
ERIC CLARK	EAST HAMILTON	<a href="mailto:ericclark1@aol.com">ericclark1@aol.com</a>	423-987-3737
JEFF HILL	DAYTON	<a href="mailto:daytonjh@bellsouth.net">daytonjh@bellsouth.net</a>	423-847-7352

## Notes

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## Notes

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## Notes

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# Participating Parks

Hixson

Harrison

Dayton

East Hamilton

East Ridge

Rossville

Soddy Daisy

Red Bank (Jamboree)

Lakeside (Jamboree)

Middle Valley

Avondale

Cleveland