



# **Forsyth County Parks & Recreation**

**Forsyth County Youth Football**



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# **BI-LAWS AND PLAYING RULES**

## **ARTICLE 1.0 FOUNDATION**

**1.1 TITLE:** Forsyth County Parks & Recreation Department youth football program.

**1.2 COMPOSITION:** Teams entered by the following associations compose county membership of which leagues are developed: Lanierland Park, Midway Park and Sharon Springs Parks

**1.3 PURPOSE:** The purpose is to provide a recreational program for the youth of Forsyth County. It is solemnly resolved that these leagues are for the youth first, last and always. Any attempt by any adult to circumvent or violate these rules is inexcusable misconduct and will result in disciplinary action being taken to prevent any further unacceptable action. The major emphasis will be:

- To provide an opportunity for fun and enjoyment through a well-balanced youth football program.
- To provide an administrative program that encourages the building of character and a spirit of cooperation among teams and players.
- To teach player skills and techniques in addition to sportsmanship both on and off the playing field.

**1.4 AFFILIATION:** Forsyth County youth football program shall not be affiliated with any governing body, association, or league.

**1.5 GOVERNING AUTHORITY:** Forsyth County Parks & Recreation Department. Final decisions concerning the operation and activities of this league shall be made by the Forsyth County Athletic Staff.

**1.6 DISCIPLINARY COMMITTEE:** A disciplinary committee will govern all disciplinary problems concerning youth programs. This includes referees, coaches, players, parents, and spectators. The committee shall consist of Forsyth County Parks & Recreation Board Member, Athletic Manager, 1 Referee, 1 Booster Club representative not involved in current situation.

## ARTICLE 2.0 BOARD OF DIRECTORS

**2.1 BOARDS:** There shall be a Board of Directors for youth football. Each association shall elect members to serve on the advisory Boards of Directors.

**2.2 DUTIES:** Shall include establishing playing rules and policies governing the programs, outline a calendar of events, select any affiliations deemed necessary with State or National Programs, and select ball or equipment that will be designated on a County-Wide basis and provide a general direction for the Youth Programs. Directors are also responsible for providing a direct line of communication between the Associations and the Forsyth

County Parks & Recreation Department (league office). Directors are also expected to lead, guide, and direct their Associations within the policies, rules and Bi laws established by the County to ensure that each and every Association is abiding by the same set of rules.

Directors do not have the authority to make decisions that pertain to actual games, park facilities, park staff, or people who are not members of their Associations.

**2.3 MEETINGS:** The Forsyth County Parks and Recreation Department will meet with each Advisory Board as often as necessary to ensure efficient operation of the program. Meetings will be called with all Advisory Boards, Directors, and all coaches present to discuss rules, schedules, and administrative details for the coming season.

**2.4 APPOINTMENTS:** The Forsyth County Parks and Recreation Department may appoint as many player reps and or committees as deemed necessary to carry out administrative functions.

## **ARTICLE 3.0 PREAMBLE**

**3.1 PRIORITY OVER ASSOCIATIONS:** Forsyth County Youth Football Bi-laws, Rules and Appendix shall take precedence over any rule(s) of the individual Associations.

**3.2 PRIORITY OVER OFFICIAL RULES:** Forsyth County Youth Football Bi-Laws, Rules, and Appendix shall take precedence over any other Official Rule Book that may be designated for use in the Youth Football Program.

## **ARTICLE 4.0 LIABILITY**

**4.1 RESPONSIBILITY:** The Forsyth County Youth Football Advisory Board of Directors, Association Officers, Coaches, Officials, or other Supervisory or participating personnel are not responsible for personal injuries or damage to property at any sanctioned function.

**4.2 ASSUMED RISK:** All participating associations and participating individuals such as players, coaches, parents, spectators, and officials participate at their own risk and shall not hold the FCPRD or any of its members responsible for any personal injuries or damage to property.

## **ARTICLE 5.0 CALENDER**

**5.1 FISCAL YEAR:** Refer to the FCPRD Youth Association Handbook for regulations regarding the fiscal calendar and responsibilities.

**5.2 PLAYING YEAR:** Practices may begin in August and games may begin in September and conclude prior to Thanksgiving. Schedules are to reflect decisions of the FCPRD.

**5.3 BI-LAWS/RULES:** Shall be amended prior to May 1st, unless otherwise approved by the FCPRD.

**5.4 REGISTRATION INFORMATION:** Information pertaining to each association shall be submitted to FCPRD at the annual meeting. All dates and times will

be the same for all Associations. This should include fees, sites, and any other information pertaining to registration.

## **1. Resolution & Accountability**

The Forsyth County Parks and Recreation Youth Football League aims to create a safe and wholesome environment for youth football. All rules, policies, and decisions must prioritize the safety and enjoyment of the participants.

All rule violations are subject to disciplinary action including, but not limited to: warnings, suspensions, fines, forfeiture of games, and reporting to USA Football. Coaches penalized for unsportsmanlike conduct are subject to mandatory suspension and review.

## **2. Rule Understanding & Certification**

All coaches must understand and agree to the league rules before joining any coaching staff. All Coaches must complete NYSCA Certification prior to the beginning of the season. League rules default to GHSA standards unless otherwise stated.

Each coach must have access to the official playing rules and be ready to present documentation upon request, especially in cases of challenge or protest.

## **3. Forsyth County Synthetic Turf Field Rules**

Unauthorized use is prohibited. Permits are required. The following are not allowed:

- Pets
- Food/beverages (except water)
- Smoking/tobacco
- Glass containers
- Golf, tents, chairs, metal cleats
- Dragging equipment on turf
- Damaging field material

Park staff must be alerted if cleanup is needed.

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## Team Guidelines (Rules 1–5)

### Rule 1: Team Responsibility

- Teams are responsible for cleaning sidelines and celebration materials after games.

### Rule 2: Team Composition

- **K/1:**
  - Associated ages are 5-7 on August 31 of the current year. A 5-year-old not registered in kindergarten can participate in the K-1 Division
  - Roster limits (17-22) any roster variation less or more must be approved.
- **2<sup>nd</sup> Grade:**
  - Associated ages 8 or younger on August 31 of the current year.
  - Roster limits (17-22) any roster variation less or more must be approved.
- **3<sup>rd</sup> Grade:**
  - Associated ages 9 or younger on August 31 of the current year.
  - Roster limits (17-22) any roster variation less or more must be approved.
- **4<sup>th</sup> Grade:**
  - Associated ages 10 or younger on August 31 of the current year.
  - Roster limits (17-22) any roster variation less or more must be approved.
- **5<sup>th</sup> Grade:**
  - Associated ages 11 or younger on August 31 of the current year.
  - Roster limits (17-22) any roster variation less or more must be approved.
- **Number of Coaches:**
  - Unlimited practice staff; only 5 adults with ID badges on sideline during games.

- All volunteers helping with practice must complete criminal background checks.

**NOTE:** If a player is older than the age associated with his/her grade, they **MUST** play up to the next grade or to the grade that is associated with their age. Players are **NOT ALLOWED** to play down a division.

### **Rule 3: Certification Requirements**

- ALL player certification requirement must be completed before the first scheduled controlled scrimmage (Jamboree)
- Required: roster, player forms/photos, physicals, birth certificates, and report cards.
  - Player form with picture in jersey, with number visible
- Player physicals forms – A new physical form needs to be completed prior to the beginning of the season.
  - Must be signed by a doctor
  - All physicals must be completed prior to practice beginning. **PLAYERS WILL NOT BE ABLE TO PRACTICE WITHOUT A CURRENT PHYSICAL FORM**
- Current report card – Spring Semester of the current year (screen shot of parent portal)
- Head coaches must maintain team books on sidelines.
- ALL Coaches must complete NYSCA Certification

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### **Rule 4: Age & Weight Limits**

- The age and weight restrictions below will govern the team make up for all Forsyth County Parks and Recreation Youth Football League teams, when required for specific divisions. Any player that exceeds the allowable weight limit will be required to wear restricted sticker “R” on the helmet.
- Players who have “R” on their helmet is NOT ALLOWED to
  - Take snap – under center or shotgun
  - Receive a handoff or toss sweep

- Catch a pass / Throw a pass
- o K & 1<sup>st</sup> Grade
  - 85lbs
- o 2<sup>nd</sup> Grade
  - 95lbs.
- There is **NO** weight limit restrictions for 3<sup>rd</sup> – 5<sup>th</sup> grades.

### **Rule 5: Team Qualifications & Drafting**

- Equal player distribution across multiple teams per grade is mandatory.
- Evaluation and draft procedures required for team placement.
- No player from travel/middle school may be added post-certification.

## **Weigh-ins, Practice & Game Procedures (Rules 6 - 9)**

### **Rule 6: Weigh-Ins**

- There will be (1) official weigh in, that will be scheduled by each association
  - Each park president will preside over the weigh ins at his/her park
  - all players must weigh in officially or be labeled restricted in the K-1 and 2<sup>nd</sup> Grade Divisions
  - No allowances will be made for equipment or clothing
  - A player has the option to remove all clothing to make the weight limit
- Game jerseys must be worn; players may remove clothing to meet weight limits.

### **Rule 7: Practice Regulations**

- Heat Acclimation week: All players must go through 4 days of heat acclimation practice
  - Day 1 – shirts/shorts only
  - Day 2 – Helmets only
  - Day 3 – Helmets and Shoulder pads only

- Day 4 – Full pads allowed
- Max 4 meetings/week including games.
  - Preseason four 90 – minute padded practices
  - In-season: two 90-min practices + one 1:00 hour walk-through (helmets only for third practice)
- Teams are NOT ALLOWED to schedule practices at another location
- **Violations of these practice regulations will be taken very seriously and subject to suspension or removal from the league**

### **Rule 8: Officials & Chain Crew**

- Four officials per game (on the field) plus a clock operator.
- Chain crews must remain neutral and on the opposite side of the press box side.

### **Rule 9: Running Clock/Sportsmanship Rule**

- Running Clock imposed at 24-point lead
  - Mandatory running clock in the 4<sup>th</sup> quarter.
  - Running clock rules: Stops only during time outs, injuries, penalties and score.
  - Once the running clock has been imposed, there will be no more kick-offs. The leading team will receive the ball at the 25-yard line and the trailing team will receive the ball at the 50-yard line
- Leading team cannot convert on 4<sup>th</sup> down. The ball possession will change, and the ball will be placed at the 50-yard line for the trailing team's possession
- Started running back and receivers must be removed from the backfield once running clock is implemented.
- Extra point attempts are NOT considered unsportsmanlike and can be executed within the running clock rule
- Violations
  - o **First Offense: 1 game suspension of head coach or acting head coach**
  - o **Second Offense: Head coach or acting head coach will be suspended for the remainder of the year**

# REFEREES ARE NOT RESPONSIBLE FOR THE ENFORCEMENT OF THE SPORTSMANSHIP RULE WITH THE EXCEPTION OF BALL PLACEMENT AND CLOCK MANAGEMENT

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## In-Game Regulations (Rules 10–20)

### Rule 10: Free Kicks

- On punt situations, NO punts allowed, and the ball will be moved forward 20 yards up until the 40-yard line, the change in possession will begin. If the offensive team is inside the opponent's 40-yard line, they must try to convert of 4<sup>th</sup> down. The following divisions will adhere to this rule
  - The walk off of a punt will be a timed down within the rules of the clock.
  - K – 1,
  - 2<sup>nd</sup> Grade
  - 3<sup>rd</sup> Grade
- **Uncontested Extra Point**
  - After a score, the scoring team may try to kick for the 2-point conversion.
  - The defensive team must take a knee (with NO distractions) and cannot rush when the ball is snapped
  - The kicking team will have 5 seconds to get the kickoff once the ball is snapped.

### Rule 11: Scoreboard Use

- Electronic scoreboard use is required when available. Otherwise, official on-field timing prevails.

### Rule 12: Game Balls

- Teams provide approved age-appropriate balls.
  - K – 1: Mini (Wilson mini model 1631 or similar)
  - 2<sup>nd</sup> Grade: Pee Wee (PW), Spalding TF PW or similar
  - 3<sup>rd</sup> Grade: Pee Wee (PW), Spalding TF PW or similar

- o 4<sup>th</sup> Grade: Junior (9-12 years old)
  - Length: 10.5 inches
  - Width: 6 inches
  - Diameter: 18.5 inches
- Ball must be positioned lengthwise for snaps and measurements.

### **Rule 13: Player Participation**

- Game rosters are to be filled out with active, suspended or injured players
- **ALL AGE GROUPS:** Minimum 10 plays per player required for each game
  - o **Any offensive, defensive or special teams play will count toward the minimum play rule.**
  - o **The Head Coach and the Association shall be responsible for ensuring compliance with the MINIMUM PLAY RULE**
- **Non-compliance** will result in coach suspensions and forfeits.
  - o **Any notice of infractions of the minimum play rule MUST be reported to league officials within 48 hours of the completion of the game**
  - o **1<sup>st</sup> offense: forfeiture of the game and 1 week suspension**
  - o **2<sup>nd</sup> offense: forfeiture of the game and suspension of coach for the remainder of the season**
- **Disciplined Player**
  - o **All Head Coaches who are planning to discipline a player that will impact minimum play rule MUST notify league officials and receive league approval before doing so.**
  - o **If a player is being disciplined by his/her coaching staff that will impact the minimum play rule, the opposing team's Head Coach will be notified prior to the start of the game.**
- **Injured Players**
  - May be present on the sidelines and NOT be dressed in full uniform
  - Injured players must be listed on the roster as injured

- If a player is injured during the game and deemed not to be able to return, he/she must remove helmet and shoulder pads while on the sideline
- **Game officials are not responsible for enforcement of the minimum play rule**
- **Player/Coach Ejection**
  - **Any player/coach ejected from any game will not be allowed to play the following game.**
  - **It is the responsibility of the Head Coach to notify his/her board of any ejections/suspensions. The Board will be responsible for notifying league officials of any ejections/suspensions**

#### **Rule 14: Game & Field Rules**

- GHS/NFHS rules apply unless overridden locally.
- Age-appropriate time, scoring, field size and restrictions detailed

<b>K / 1<sup>st</sup> grade</b>	<b>2<sup>nd</sup> grade</b>	<b>3<sup>rd</sup> grade</b>	<b>4<sup>th</sup> grade</b>	<b>5<sup>th</sup> grade</b>
Four (4) eight min Qtrs.	Four (4) eight min Qtrs.	Four (4) ten min Qtrs.	Four (4) ten min Qtrs.	Four (4) ten min Qtrs.
No kickoff – ball spotted on the 30 yd. line of an 80 yd. field (actual 40 yd. line)	No kickoff – ball spotted on the 40 yd. line of a 100 yd. field	Kickoff	Kickoff	Kickoff
<b>Free punt (rule 10)</b>	<b>Free punt (rule 10)</b>	<b>Free Punt (rule 10)</b>	Punt	Punt
* 2pts Forward Pass (beyond LOS)  * 1 pt Rush/Lateral Pass  *No Kicks due to length of field	* Uncontested Extra Point kick (2pts)  * 2pts Forward Pass (beyond LOS)  * 1 pt Rush/Lateral Pass	* Uncontested Extra Point kick (2pts)  * 2pts Forward Pass (beyond LOS)  * 1 pt Rush/Lateral Pass	* Live Extra Point Kick (2 pts)  * 2pts Forward Pass (beyond LOS)  * 1 pt Rush/Lateral Pass	* Live Extra Point Kick (2 pts)  * 2 pt Forward Pass (beyond LOS)  * 1 pt Rush/Lateral Pass
80 yard field	100 yard field	100 yard field	100 yard field	100 yard field

- **Defensive Alignment**

- **K-1 Grade:**

- Defense is not allowed to line up over the center or in gaps between the center and guard positions (A Gap)
    - Offensive splits can be no more than 1 foot wide.
    - QB Sneaks over the center or into the A gap while under center or Shotgun is NOT ALLOWED. Penalty will be (illegal formation and 5 yards)

- **Defensive lineman:**

- must be in a 3 or 4 point stance – any player tackle to tackle is considered a lineman

- **Linebackers**

- Linebacker – (tackle to tackle) must be off the line of scrimmage
- Must be 3 yards in depth (off the line of scrimmage) when the ball is snapped. Penalty will be (defensive offsides and 5 yards)

- **Restricted Players**

- Must line up on the line of scrimmage and must be in a position that is no further out from the placement of the football than the tight end position
- Any Restricted player violations will result in a dead ball/no play and the penalty will be a 15-yard penalty.
  - Offensive penalty – 15-yard penalty from previous spot and loss of down
  - Defensive penalty - 15-yard penalty and a automatic first down

- **2<sup>nd</sup> Grade:**

- Defense is not allowed to line up over the center or in gaps between the center and guard positions (A Gap)
- Offensive splits can be no more than 1 foot wide.
- QB Sneaks over the center or into the A gap while under center or Shotgun is NOT ALLOWED. Penalty will be (illegal formation and 5 yards)

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- Must line up on the line of scrimmage and must be in a position that is no further out from the placement of the football than the tight end position
- Any Restricted player violations will result in a dead ball/no play and the penalty will be a 15-yard penalty.
  - Offensive penalty – 15-yard penalty from previous spot and loss of down
  - Defensive penalty - 15-yard penalty and a automatic first down
- **Extra Points**
  - Shall be scored as 2 points with any successful kick
  - All divisions may score 2 points by completing a forward pass beyond the line of scrimmage
  - All divisions may score 1 point by running across the line to gain
  - The ball will be spotted at the 3-yard line for all extra point attempts
  - **All Extra Point attempts will be an untimed down**
  - **Only the offense is able to score on any extra point attempts.**

### **Rule 15: Coaches Participation**

- K/1Grade:
  - 2 Coaches allowed on the field – 2 on offense and 2 on defense
- 2<sup>nd</sup> Grade:
  - 2 Coaches allowed on the field – 2 on offense and 2 on defense
- 3rd grade:
  - 1 coach allowed on offense – 1 coach allowed on defense
- 4<sup>th</sup> Grade: NO coaches allowed on the field
- 5ht Grade: No coaches allowed on the field
- Coaches participating on the field must remain at least 15 yards behind the line of scrimmage

- Coaches are PROHIBITED from communicating in any way including hand signals on scrimmage plays from the time the snapper places his hands on the ball after the ball has been marked ready for play
- Coaches NON COMPLIANT/INTERFERENCE
  - First Offense – Team warning
  - Second Offense – A 5-yard penalty
  - Third Offense – A 15-yard penalty
  - Fourth Offense – A 15-yard penalty and Coach EJECTION
    - The enforcement spot of the penalties will be the spot of the snap or free kick

### **Rule 16: Uniforms & Equipment**

- NFHS gear compliance required.
- Each Player must in full uniform and legally equipped according to NFHS rulebook
- A player who wears glasses must meet the standards of the NFHS federation rules
- Any player with tinted eyewear, must have a letter from the doctor stating tinted eyewear is needed – This letter MUST be on doctor office letter head and have Doctor signature
- The parents of players needing to wear tinted eyewear must also write a letter and attach the signed document from the doctor
- Face shields must be clear in color, tinted shields ARE NOT APPROVED for play
- Guardian devices – ARE APPROVED for PLAY
- Mouthpieces should be tethered to the face mask – (ONLY 1 PER FACEMASK)
- Player numbers should be visible on both sides of the jersey
- Backplates must be fully covered by the jersey
- Knees must be covered with knee pads

### **Rule 17: Overtime Procedure**

- Follows GHSA format with possession from 15-yard line

All ties shall be broken using the modified GHSA overtime procedure tie breaking rule, below:

- **Coin Toss:**
  - The captains will meet for the coin toss, and the winner may choose one of the following:
  - Be on offense first
  - Be on defense first
  - Choose the end of the field on which to play
  
- **Intermission:**
  - There will be a 3-minute intermission between the end of regulation play and the coin toss to start the overtime procedure. There is a 2-minute intermission if the game is still tied
  
- **First Overtime Period:**
  - The ball is placed on the 15-yard line and the offense keeps the ball until:
  - The ball is turned over on downs NOTE: The team on offense can gain a first down.
  - The defense gains possession of the ball (ball is dead immediately)
  - The offense scores a touchdown or field goal
  - The offense misses a field goal
  - After the first offensive team completes its possession, the opposing team gets its opportunity from the 15-yard line.
  - After the first offensive team completes its possession, the opposing team gets its opportunity from the 15-yard line.
  
- **Second Overtime Period:**
  - After touchdowns in the second overtime, there is a mandatory two-point attempt.
  
- **Third Overtime Period:**
  - (Playoffs Only) In the third overtime, each possession is a single two-point conversion attempt from the 3-yard line until there is a winner.
  
- **EACH TEAM IS ALLOWED 1 TIMEOUT DURING PER OT PERIOD – Timeouts do not carry over**
  
- Regular season games will end in a tie if still tied after 1st OT.
  
- Playoffs continue until winner declared.

### **Rule 18: Sideline Restrictions:**

- Before, during and after any game, no one is to be allowed on the sidelines, outside the coaching box (25-yard line to 25-yard line), except the following:
  - Cheerleaders have between the end zone and the 25-yard line
  - The official chain crew.
  - Newspaper, magazine, and/or television photographic staff, which have been authorized to take pictures of, or film, the game by FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE. Only FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE official personnel will be allowed inside the fence.
- Official league photographers (FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE) will be allowed to be on the sidelines if they are not interfering with the game.
- Parents are not allowed on the field at any time before, during, and after any game and or practice unless their child is injured and they are asked onto the field.
- Unless otherwise provided in these rules, before, during and after any game no one is to be allowed on the sidelines, inside the coaching box, except the following:
  - The members of the participating team and the team's coaching staff who are listed as coaches on the team's official roster
  - The team's official league representative and/or league president.
  - Two water boys/girls per side. These MUST be under 16 years of age.
- The president and/or other member of the FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE may be on the sideline at any FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE game, inside or outside the coaching box, when they feel such action is appropriate and in the best interest of the game or conference.

### **Rule 19: Headsets**

- Allowed coaches only. No player usage. Field coaches may not use headsets.

### **Rule 20: Non-Scheduled Games/Scrimmages**

- Only one game per week unless rescheduled due to weather conditions
- No scrimmages vs. non-league teams.

## **Game Administration (Rules 21–27)**

### **Rule 21: Game Completion**

- All games must be played to completion, except under such conditions where the welfare of the players may be adversely affected (due to weather)
- ONLY the FCPRD Athletic Staff has the authority to shorten games

### **Rule 22: Postponing Games/Practices**

- Decisions made by FCPRD. Lightning delays follow the county policy.
- Heat policy guided by wet-bulb readings.
- If playing conditions (due to weather) at game time are considered hazardous, the game may be postponed/cancelled. All game decisions postponed/cancelled will be made by Park Officials
- Games that have completed the 3rd quarter or in a running clock will be considered complete and the score recorded

### **Rule 23: Game Intervals**

- 15 minutes between games, time permitting.

### **Rule 24: Videotaping**

- Permitted for practice and games, no filming of other teams during practices.

### **Rule 25: Home Park Responsibilities**

- Includes field prep, safety equipment, EMTs, chain crews, and spectator seating.

### **Rule 26: Uniform Colors**

- Jersey color must match roster
- Home/away jerseys required.

- The National High School Federation rule regarding numbering for lineman, eligible receivers, backs, etc. **WILL NOT APPLY**

## **Rule 27: Protests**

- Protests on matters of judgment as rendered by a game official will not be considered.
- Protests of eligibility must be in writing and submitted to the commissioner no later than forty – eight 48 hours after termination of the game so protested.
- A protest fee of \$250 must be paid at this time. The protests must be made known to one of the game officials handling the game during the game and that the game is being played under protest. The burden of proof is upon the team filing the protest to prove the allegations.
- Within twenty-four (24) hours after receipt of the written protest form and protest fee, the commissioner will determine if it is a legal protest then select a protest board.
- The protest board will consist of two (2) directors, one (1) recreation board member, one (1) official, and one (1) park staff member who has no stake in the outcome of the decision.
- The protest board shall render a decision on whether the protest shall be upheld within six (6) hours after the hearing is closed.
- If it is found that a team has permitted any coach or player who is ineligible under any rule, or by-law of the association, to participate in any game, the team shall be required to forfeit each and all games for the remainder of the season.
- Further, such violations may subject the player, coach, and association to disciplinary action, including suspension or dismissal from the association.
- Ineligible players and coaches shall not be permitted to be on the sidelines or to participate in any team functions during the suspension.
- No forfeiting will be allowed due to the conduct or decision of any official, but inappropriate conduct of an official may be brought before the board of directors by written request and addressed by the board at a determined time.
- Any coach or player may appeal the protest committee's decision to the FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE executive board. Replaying of a game due to the misinterpretation of a FORYTH COUNTY PARKS AND RECREATION YOUTH FOOTBALL LEAGUE rule only pertains to nonjudgmental referee rulings. The replaying of a game decision will be determined by the protest committee at the time of the protest based on the merits of the protest and the rule that was broken and the impact on the outcome of the game it may have had.

## Governance & Draft Procedures (Rules 28–29)

### Rule 28: Rule Interpretation & Enforcement

- FCPRD Athletic Staff will issue official rulings.

### Rule 29: Draft Rules

- All league players MUST go through player evaluations, when there are 2 or more teams in an age division.
  - In the event a player does not attend player evaluations, he/she will not be considered draftable and will become a hat pick at the end of the draft.
  - In the event the Coach's kids do not attend evaluations, Coach's kids automatically become first pick of the draft.
  - The head coach's and designated assistant coach's children will be placed on the team's roster according to the round they fall in after evaluations. If these two players fall in the same round, the head coach's child will be placed in the designated round and the assistant coach's child will be placed in the following round. If the head coach or designated assistant does not have a child on the team, there are no "freezes" for that coach.
    - Example: A team with 3 "freezes"
      - Two players are slotted in round 1 and the third player slotted in round 5. The players slotted in round 1 would become that team's first two picks and they would not pick again until the 3<sup>rd</sup> round. In the 5<sup>th</sup> round, must take the remaining player.
  - Any late registration after teams have been set must be approved by Booster Club President and be assigned to next team in the draft order.
- Coaches are ALLOWED a MAX of 3 players freeze. All player freezes must be Announced prior to player evaluations.
- All teams will be allowed to initiate 1 trade at the end of the draft.

## **Announcing, Playoffs & Competition (Rules 30–31)**

### **Rule 30: Game Announcing**

- Announcers must remain silent during live plays.
  - The home team on the schedule is responsible for the game announcer.
  - Play by play is NOT ALLOWED
- Violations may result in removal.

### **Rule 31: Playoff Format**

- Structure depends on the number of teams in each division.
- Tie-breakers include head-to-head and points allowed.

# **Executive Guidelines & League Operations**

## **Coach Selection**

- Each partnered Booster Club is responsible for coach selection
- Standardized applications
- Criminal Background Check – required for
- Training clinics and mentoring recommended.
- NYSCA Coaches Certification

## **Evaluations**

- Combine drills: 40-yard dash, shuttle, block, tackle, 4-corner.

## **Sponsorship & Finances**

- Parks run as non-profits; reimburse county for services.

## **Registration, Fees, Insurance**

- Registration deadlines, fees, and insurance protocols outlined.

## **Middle School/Travel Eligibility**

- No player may be certified in multiple leagues in the same season.

## **New Associations**

- Subject to capacity and FCPRD approval.

## **Amendments**

- FCPRD retains authority to interpret and amend regulations with park input.