

RULES OF COMPETITION
TEXOMA YOUTH FOOTBALL LEAGUE

ARTICLE ONE

GENERAL LEAGUE PLAY PROVISIONS

1.1. Divisions. The TYFL shall consist of five grade divisions: 1st/2nd, 3rd, 4th, 5th, and 6th.

1.1.1. Teams shall play in one of the following divisions each season: 1st/2nd, 3rd, 4th, 5th, or 6th grade division.

1.3. Rosters. Teams will consist of a maximum roster of 34 players. Any town with more than 34 players may split teams. The TYFL Board shall determine the date and times by which rosters are finalized and shall notice that date to all participating towns. Rosters will be submitted to the league in the approved electronic manner designated by the TYFL.

No player may be added to a TYFL roster after that team's weigh-in. In extreme circumstances, as determined solely by the TYFL Board, a player may be added; however, no players may be added after the completion of Week 3 of the TYFL season. Extreme circumstances are defined as Injury depletion – where a team loses multiple players due to season-ending injury. Player opt-outs – where players voluntarily leave the team after weigh-ins. Roster minimum – where, due to loss of players, a team falls below 18 eligible players. Any player added to a team after weigh-ins will not be eligible to serve as a ball carrier and must be verified for eligibility by the TYFL Board.

1.4. Coaches. Each age division will consist of a maximum number of eligible coaches per team. 1st and 2nd grade teams are permitted seven (7) coaches and/or personnel. 3rd through 6th grade teams are allowed up to five (5) coaches and/or personnel. Cheer squads are allowed up to three (3) coaches and/or personnel. Personnel includes but is not limited to water boys/girls, trainers, team moms, commissioners, player siblings, etc. Any non-player on the sideline during game play must have a TYFL-issued badge. All coaches must register via the electronic format provided by TYFL.

1.5. Badge Requirement. Coaches and/or team personnel are the only non-player individuals permitted to be on the sideline during gameplay. Each team's coaches and/or personnel will be identifiable by TYFL-issued badges and must have the badge on their person. Pictures of the badge are not accepted. Any coach and/or team personnel without a badge will not be permitted on the sideline during gameplay.

A town may add a coach to its roster after weigh-ins, provided the team does not exceed the number of coaches allowed for that division as defined in Section 1.4. Coaches must pick up their badges at the time of their scheduled weigh-ins. Any badge replaced or obtained after weigh-ins must be issued by the TYFL Board and will require a \$50 replacement fee. Any coach who is released from their coaching

position, for any reason, or chooses not to coach for one reason or another, must turn in their badge to the head coach who must then turn it into the town commissioner.

1.6. Penalty. Any team found in violation of the coach/personnel rule will be penalized for an unsportsmanlike conduct foul assessed against the head coach. A second violation of this nature could result in further action up to and including suspension, to be determined by the TYFL board of directors.

1.7. Photographer. One (1) photographer/videographer per team will be allowed on the field to photograph or video the game without a TYFL-issued badge. The photographer/videographer may not participate in the game in any way and must remain outside the playing boundaries of the field. This person will not be permitted free entrance into the facility. Any team found in violation of the coach/personnel rule will be penalized for an unsportsmanlike conduct foul assessed against the head coach.

1.8. Hydration Personnel

In the interest of player health and safety, the TYFL Executive Board may authorize the use of designated hydration personnel during emergency or extreme conditions. This authorization is not mandatory and will only be enacted when the TYFL Executive Board determines that additional sideline hydration support is necessary.

1.8.1. Conditions for Use

Hydration personnel may only be used when approved by the TYFL Executive Board due to extreme heat or other emergency situations. Head coaches will be notified when hydration personnel are permitted and again when authorization has been revoked for the season.

1.8.2. Designation and Access

One hydration specialist may be designated by the team's head coach. The TYFL Executive Board may implement a badge requirement if needed, and the host site will monitor sideline access and activity for compliance.

1.8.3. Sideline Restrictions

Hydration personnel must remain on the sideline at all times except during designated timeouts, hydration breaks, or other approved stoppages. They must follow all directions given by game officials and the host site commissioner.

1.8.4. Role Limitations

Hydration personnel are present solely to assist with player hydration. They may not engage in coaching, team management, or any other duties beyond providing hydration.

1.8.5. Violation of Rules

Access may be revoked at any time if hydration personnel interfere with game flow, violate any sideline rule, or fail to comply with officials or host site instructions. Any violation may also result in the head coach losing the privilege of using hydration personnel for the remainder of the season.

1.9. Season. The TYFL Board shall determine the date(s) for the next TYFL season. These dates include the first day of full pad practice, regular season weekend(s), playoff weekend(s), and super bowl weekend(s). The TYFL Board shall also determine the host sites for each weekend of gameplay.

1.10. Tiebreaker Procedures. The TYFL shall determine tiebreaker procedures to determine season standings for the purpose of bracket position and playoff eligibility.

1.10.1 The tiebreaker procedures shall be as follows:

- a) Overall Division Record
- b) Head-to-Head Record
- c) Total Points allowed (total by each tied team)
- d) Total Points allowed (against like opponents by each tied team)
- e) Win Percentage
- f) Coin Toss

1.11. Playoff Structure. The TYFL Board shall determine the placement of teams in the playoffs based on season standings and tiebreakers.

1.11.1. Divisions with sixteen (16) or more teams will be split into two (2) divisions for post-season play. The first eight (8) teams will be in DI and the second eight (8) teams will be DII.

1.11.2. Divisions with twelve (12) to fifteen (15) teams will be split into two (2) divisions for post-season play. The first six (6) teams will be in DI and the second six (6) teams will be DII.

1.11.3. Divisions with less than twelve (12) teams will be in one playoff division. The first eight (8) teams will advance to the playoffs.

1.11.4. In divisions with less than eight (8) teams, the top six (6) will advance to the playoffs, provided there are six (6) teams. If there are less than six (6), only an even number of teams can advance.

1.11.5. The playoffs shall be single elimination.

1.11.6. Non-Division Games (NDG) will not count toward team playoff standings.

ARTICLE TWO

WEIGHT LIMITATIONS AND WEIGH-INS

2.1. Weight Limits. The TYFL Board shall determine the weight limits for each grade division for offensive players who can line up in a skilled position. The weight limits for each grade division for skilled position players are:

Grade Division	Weight Limitation (lbs)
1 st	90
2 nd	90
3 rd	110
4 th	110
5 th	140
6 th	140

2.2. Skilled Position. A “skilled” position is defined as any position that is not the snapper, guard(s), or tackle(s)—two players on either side of the snapper. All other players in formation are required to meet the weight limitation requirements.

2.3. Weigh-Ins. The TYFL Board shall determine the date(s) and location(s) for preseason weigh-ins. Each player will be provided a single opportunity to weigh-in. All players are required to bring their helmets to the weigh-in. No player can weigh-in multiple times or at multiple locations. No player can attempt to weigh-in again after having been weighed. Any player that cannot attend weigh-ins will not be eligible to play any skilled positions during the following season. If a player meets all eligibility requirements and signs up after the specified last date to weigh in, that player will be ineligible to line up in a skilled position for the duration of that season. Players cannot change teams after weigh-ins. Once a player is on a team after weigh-ins, that roster is considered frozen.

2.4. Sticker. Any player who weighs in below the weight limitations as specified in Article 2.1 will be provided a sticker, affixed on their helmet, to show their eligibility to line up in a skilled position. Any player that does not have a sticker affixed to their helmet will be ineligible to line up in a skilled position. All eligible ball carriers will be logged and tracked electronically via the approved TYFL method and can be verified at any time.

2.5. Guardian Caps. To maintain consistency and compliance across all teams, the following guidelines apply to the use of Guardian Caps within the Texoma Youth Football League and any participating towns within the TYFL. All Guardian Caps wearers will be logged and tracked electronically via the approved TYFL method and can be verified at any time.

a.) Color Requirements: All Guardian Caps worn during games must match the color of the helmet to which they are attached. Example: A team with black helmets must use black Guardian Caps. No multi-color, patterned, or non-matching caps will be permitted

b.) Roster Reporting: Teams must indicate which athletes will be wearing Guardian Caps on their final submitted roster. This information must be clearly marked on the official team roster and submitted to the league commissioner *before weigh-ins*.

c.) Usage Guidelines: Guardian Caps may be used during games, provided they comply with the above rules and mid-season changes (adding Guardian Cap use) will not be permitted.

d.) Enforcement: Teams found in violation of these guidelines will face immediate ineligibility of the non-compliant player for the remainder of the game in which the player was found to be ineligible. If a player is found in violation of these guidelines for a second time, additional disciplinary action, as deemed by the TYFL Executive Board will be enforced for these repeat violations.

2.6. Penalty. A player without a sticker lined up in an ineligible position will be penalized with an illegal formation penalty (five yards).

2.7. Exceptions. There are two exceptions to the weight limitation rule.

2.7.1. Any weight restricted defensive player who recovers a turnover can return the turnover without the whistle being blown dead. If a defensive or offensive player attempts to lateral the ball to an ineligible ball carrier the play will be blown dead by the referees at the point of the lateral/handoff.

2.7.2. Players without stickers can line up as punters but cannot advance the ball beyond the line of scrimmage. Any non-stickered player who receives the ball as a punter can only punt the ball. Any attempt to hand off, pass, pitch, or advance the ball in any way will result in the play being stopped immediately at the spot.

2.7.3. Any weight restricted player who recovers a free kick cannot advance the ball. The play will be stopped immediately at the spot.

2.8. Player Responsibilities

All players must provide valid enrollment and grade verification documents as proof that they attend the school and are in the grade they are registered in for TYFL. These documents must be submitted prior to, or at the designated weigh-in for their town, and all information must reflect the current academic year. Any player who fails to provide the required documentation will be ruled ineligible for the season. All eligibility documents will be stored electronically by TYFL for recordkeeping.

2.8.1. Public School Students

Public school players must provide documentation issued by their school district that confirms current enrollment. Acceptable documents include:

- ISD registration form showing the student's name, grade, and school
- Official ISD enrollment document showing the student's name, grade, and school

2.8.2. Homeschool Students

Homeschool players are eligible to participate but must provide documentation confirming their homeschool status along with proof of residency. Accepted documents include:

- A signed letter from the parent or guardian stating that the player is homeschooled
- Proof of address (EOB, lease agreement, official document) matching the town the player is registering under

2.8.3. Additional Documentation

TYFL may request additional documents if needed to verify eligibility or residency. Any missing, inaccurate, or falsified documentation will result in immediate ineligibility.

Any team found to have an ineligible player on its roster will forfeit all games for the season. The head coach of that team will be removed from their position before the next game, and if the coach serves as the town's voting member, they will also be replaced in that role.

2.8.4. Player Age Requirements

Players must meet age eligibility requirements based on their registered division. A player may not exceed the maximum age listed for their division as of September 1 of the current registration year. Any player who exceeds the maximum age for a division must be registered in the next eligible age division.

If a player exceeds the maximum allowable age for the 6th Grade division as of September 1 of the registration year, the player is ineligible to participate in TYFL for that season.

The maximum allowable ages by division are as follows:

- 1st/ 2nd Grade division: 8 years old
- 3rd Grade division: 9 years old
- 4th Grade division: 10 years old
- 5th Grade division: 11 years old
- 6th Grade division: 12 years old

Age verification may be required by TYFL at any time. Any team found to have an ineligible player on its roster will be subject to all penalties outlined in the eligibility and forfeiture sections of the Rules of Competition.

2.9. Commissioner Responsibilities.

Commissioners must turn in an excel spreadsheet with each player's name and game jersey number prior to weigh-ins. Additionally, all commissioners are responsible for submitting rosters to the league in the approved electronic manner designated by the TYFL.

2.9.1. Uniform Colors

Commissioners will report all uniform colors to TYFL in the preseason. Each team will be allowed a total of two jersey colors and one alternate. TYFL encourages all teams to utilize reversible jerseys. The jersey colors will be recorded via electronic format as well by TYFL.

ARTICLE THREE

REFEREES

3.1. Head Referee. The Head Referee shall be responsible for the supervision of the TYFL referees.

3.2. Requirements. Membership in TYFL is open to qualified individuals who have completed the new or returning member application process with the Texas Association of Sports Officials (TASO) Football Division. Individuals must be in good standing with the TASO Football Division. To qualify for regular season game assignments, members must score an 80 on the TASO Football Division Test. To qualify for playoff game assignments, members must score a 90 on the TASO Football Division Test.

3.3. Game Play. There will be five (5) referees at each game. Four (4) referees will be on the field and one (1) on the clock.

3.4. Payment. It will be the responsibility of the host site to pay each referee \$75.00 for each game worked. Payment will be made at the conclusion of games, in cash.

3.5. Official Score. Referees will keep the official score of the games and will report the scores to the TYFL.

3.6. Concessions. Referees will receive free concession items while working.

ARTICLE FOUR

GAME DAY OPERATIONS

4.1. Gate Fees. Host sites will collect and keep gate fees earned hosting that day. Gate fees are \$10.00 for all adults, \$5.00 for all students, and \$5.00 for all senior citizens. A

senior citizen is defined as any adult above the age of sixty-five (65). A \$15.00-day pass for adults will be offered at all sites. Day passes can only be used at the site it was purchased. The referees, players, and cheerleaders in uniform will not be charged admissions. Some TYFL sites are *cash only*.

4.2. Team Personnel. Coaches, Cheer Coaches, and Team Personnel issued TYFL badges will not be charged admission unless they do not present their TYFL-issued badge in person. Pictures of badges will not be accepted.

4.3. Concession Fees. Host sites will collect and keep concession fees earned for hosting that day. Concession fees are determined by each host site.

4.4. Field Maintenance. All host sites are responsible for providing field chains and down markers.

4.5. Chain Crew. It is the responsibility of the visiting team, to provide the chain crews for each game, *provided the host site does not have a crew available*. Certain TYFL sites may or may not provide chain crews.

ARTICLE FIVE

GAME PLAY RULES

5.1. Governing Rules. The TYFL shall follow all NCAA and UIL Exceptions for the applicable season in which games are played. Any TYFL gameplay rule that conflicts with the above shall be controlling.

5.2. Timing. Each game will be eight (8) minutes per quarter with four (4) quarters per game. Half times are eight (8) minutes but may be adjusted to maintain the schedule.

5.3. Mercy Rule. If a team gets ahead of another team by 20 or more points, the referees will begin a continuous clock. If the lead takes place in the 1st half of game play; then the continuous clock will begin at the start of the 2nd half kickoff. If the losing team brings the score back to under a 20-point margin; then the game clock will revert back to a normal running clock.

5.3.1. During the continuous clock period, timeouts may be granted at the Referee's discretion. Timeouts will not be granted to the team that is ahead in score. Any timeouts taken during the continuous clock period that are granted will have a normal time out period; however, the clock will start at the referee's signal.

5.4. Kickoffs.

5.1.1. There will be no kickoffs in the 1st/2nd grade division. In lieu of a kickoff, the ball will be placed at the receiving team's 35-yard line and live game play will begin. In the event of a safety, the ball will be placed at the receiving team's 35-yard line.

5.1.2. Onside kick exception for 1st/2nd grade. In the 4th quarter only, the team that is behind in points may elect to attempt an "onside kick" after they have scored a touchdown. The ball will be placed at the 50-yard line. The team will be allowed a possession starting with a 4th down and 15 yards to go for a 1st down. If the team is successful on this 4th and 15 try, the possession will continue as normal. If the team is unsuccessful in this try, the ball will be turned over on downs.

5.1.3. For 3rd through 6th grade divisions, kickoffs will be placed at the 40-yard line unless a penalty is assessed.

5.1.4. No player may advance a kickoff that exceeds the weight limit for being able to line up in a skilled position.

5.5. Scrimmage Kicks.

5.1.1. There are no scrimmage kicks in the 1st/2nd grade division. In lieu of, a mark-off of 25 yards will occur if a coach elects to kick the ball on 4th down, if the kicking team is outside of the 50-yard line (if team is in their own territory). If the team is inside of the 50-yard line (in the opponent's territory) they must run a play to attempt to achieve the 1st down.

5.1.2. In the 3rd and 4th grade divisions, all scrimmage kicks will follow NCAA and UIL rules. However, when a team elects to perform a scrimmage kick, the referee will be notified by the offensive coach. The referee will then tell all the players to remain motionless until the ball strikes the kicker's foot. Live play begins when the kicker strikes the football with his foot. This action must take place behind the offensive linemen on the line of scrimmage. The kicker cannot kick the ball unless he is between the tackles, and the ball must go past the defensive line to be ruled a muff/turnover.

5.1.3. Scrimmage kicks in the 5th and 6th grade divisions follow all NCAA and UIL rules with no exceptions.

5.6. Coaches on the Field.

5.6.1. In the 1st/2nd grade divisions, teams will be allowed to have up to two (2) coaches on the field.

5.6.2. In the 3rd/4th grade divisions, teams will be allowed to have up to one (1) coach on the field.

5.6.3. After leaving the huddle the offensive coach must be 5 yards deeper than the deepest player. The defensive coach will be 5 yards deeper than any player or referee.

5.6.4. Coaches must make every effort to stay out of the play. Any interference by a coach once play has begun will be considered unsportsmanlike and a referee may penalize the coach's team. If the referee deems the action as interference, his judgment of where the ball will be placed (blown dead) is his interpretation and his alone.

5.6.5. Once the center addresses the ball, all verbal coaching from the coach(es) on the field must cease. Addressing the ball is defined as touching the ball. Violations of this rule will result in an unsportsmanlike penalty against the coach.

5.7. Extra Point Conversions.

5.7.1. In the 1st/2nd grade divisions, a successful run is one (1) point, and a successful pass is two (2) points.

5.7.2. In the 3rd through 6th divisions, a successful kick is one (1) point, and a successful run or pass is two (2) points.

5.8. Overtime Procedures

In all TYFL games (regular season and playoffs), if the score is tied at the end of regulation, overtime will begin with a coin toss to determine which team chooses offense or defense. All overtime possessions will start from the 3-yard line, and each team will receive one attempt to score. The attempt ends when the offense scores, is stopped, or commits a turnover. If the defense gains possession and returns the turnover for a touchdown, the game immediately ends with the defensive team declared the winner. If the defense gains possession but does not score, the offensive attempt is ruled unsuccessful. After both teams complete their attempts, the game is awarded to the team with the successful try. If both teams score and/or both fail, additional overtime rounds will continue using the same 3-yard line format, with (offense/defense) choices alternating each round, until a winner is determined.

Overtime Key Points:

- All overtime attempts begin at the 3-yard line
- Coin toss winner chooses offense or defense (first round)
- All games must be determined by score

5.9. Game Balls. Each team is responsible to have at least 2 game balls at each game. The game ball should be in game condition for use by your offense. The Wilson K2/GST will be used for K-4th grade and the Wilson TDJ/GST will be used for the 5th & 6th grades. The footballs must be leather or composite Wilson brand football. If the team presents a football to the officials that is not legal, an unsportsmanlike conduct foul will be assessed to the head coach. This unsportsmanlike conduct foul will be assessed at the beginning of each half, if a legal ball is not provided. If a legal ball cannot be provided in order for the game to continue, further action may take place including and up to a forfeit by the team with the illegal ball. An illegal ball is defined as any football that has been altered beyond its normal format. This will be determined by the site lead official presiding over that game.

5.10. Offensive Tackle to Tackle Rule. In all divisions except 5th & 6th grade, no defensive player can rush from a standing position unless they are outside of the offensive tackles or at least three (3) yards away from the line of scrimmage. Any player lined up in between the offensive tackles must be in a 3- or 4-point stance. A five (5) yard penalty will be assessed for any player in violation of this rule.

5.11. Ten Second Runoff. The 10-second runoff rule (NCAA Rules 3-3-6-f, 3-3-10-b, and 3-4-4) applies only to the 5th and 6th grade divisions.

5.12. Jewelry. The TYFL has a no jewelry policy for all players.

5.13. Communication Devices. The use of electronic communication devices of any kind (including, but not limited to, headsets, radios, cell phones, tablets, or similar equipment) is strictly prohibited on the field or sidelines during games. This prohibition applies to:

- a.) Communication between players
- b.) Communication between coaches and players
- c.) Communication between coaches and other coaches

All in-game communication must take place face-to-face, without the aid of electronic devices. Any team found to be using any kind of sideline communication devices must remove them immediately and will be subject to the following:

- **1st Offense:** Verbal warning and a 15 yard unsportsmanlike penalty
- **2nd Offense:** 15 yard unsportsmanlike penalty plus a possible suspension. If a second offense occurs within the same game as the initial warning, it will result in an immediate head coach ejection and possible further game suspension of the head coach. This will be determined by TYFL.

The TYFL Board reserves the right to impose greater or lesser sanctions as it deems appropriate, depending on the nature of the conduct and specific situation.

5.14. Unsportsmanlike Conduct – Ejection and Suspension Policy. Players ejected from a game will be subject to the following suspension rulings:

- Ejection in the first half: The player will be suspended for one full game, which includes:
 - The remainder of the current game (second half), and
 - The first half of the following game.
 - The player is not permitted to suit up or be on the sideline during the first half of the following game.
 - The player may suit up at halftime and is eligible to participate in the second half of the game.
- Ejection in the second half:
 - The player will be suspended for the remainder of the current game and the entire next scheduled game.
 - The player may return for participation in the game following their suspension.

- Coach or Spectator Ejections:
 - Any coach ejected from a game will be suspended for the entirety of the next scheduled game and is not permitted to be present on the sidelines, *or any part of the player/coach area* during that suspension period. *They must be in the designated spectator area only. Any spectator ejected from a game will not be allowed in the facility during the suspension period.*
- Enforcement:
 - The referee and site director must report all ejections to the league commissioner immediately following the game.
 - Any violation of the suspension policy will result in an automatic forfeit of the game in which the ineligible player, coach or spectator participated.

Suspensions will begin with the game immediately following the ejection. If the ejection occurs late in the season, during playoffs, or in the Super Bowl, the suspension will carry over into the following season.

5.14.1

The TYFL Board may, at its discretion, review video footage or reports related to any ejection or game day incident; however, the final ruling made by game officials on the field will stand.

The Texoma Youth Football League does not recognize or allow protests related to ejections or in-game officiating decisions. The TYFL will defer to UIL practices and standards in all such matters.

A player removed for Targeting will be ejected from that game only, in accordance with UIL rules.

All ejections must be reported to the league immediately so they can be monitored, tracked, and evaluated for enforcement. This will be done via scoresheet form as well the designated electronic format.

The TYFL Board reserves the right to impose greater or lesser sanctions as it deems appropriate, depending on the nature of the conduct and specific situation.

ARTICLE SIX

MISCELLANEOUS PROVISIONS

6.1. Forfeiture of Games. If a TYFL team forfeits a game during the regular season, playoffs, or Super Bowl, a \$750 fine will be enforced, and that money will be given to the host town.

6.2. Security. Each TYFL host site is responsible for having a police officer present during all games while hosting. If an officer is not present during all games at a host site, that town may be subject to forfeiture of future hosting dates.

6.3. Protests

6.3.1 Filing a Protest

All protests must be filed after the completion of the game in question. No in-game or pre-game protests will be accepted. Protests are expressly limited to player eligibility matters only.

The complainant (protesting team) must submit a written protest to the TYFL Executive Board within 24 hours of the conclusion of the game. The written protest must include:

- The team name filing the protest
- The player's name and jersey number in question
- A clear description of the issue or violation, and
- Any supporting details or documentation relevant to the protest

A protest fee of \$50 per player must accompany each protest, payable to Texoma Youth Football, Inc.

6.3.2 Review and Investigation

Upon receipt of a valid protest, the TYFL Executive Board will have up to 48 hours to review the protest, gather information, and conduct an investigation. This may include reviewing official rosters, speaking with game officials, site directors, or team representatives, and evaluating any evidence submitted.

Following review, the Executive Board will issue a determination that the protest is either:

- Upheld (Founded): The protest is validated and corrective action will be taken, or
- Denied (Unfounded): The protest is not supported by sufficient evidence

6.3.3 Communication of Decision

The TYFL Executive Board will communicate its decision, including all findings and any disciplinary action, to both teams involved within 48 hours of the ruling.

6.3.4 Outcomes and Consequences

If a protest is upheld, the \$50 protest fee will be refunded to the protesting team. The TYFL Executive Board will determine the appropriate consequences based on the severity and nature of the violation, which may include:

- Forfeiture of the game (recorded as a 6-0 score),
- Suspension of the Head Coach (one game or more),
- Elimination from playoff contention, and/or
- Permanent removal (lifetime ban) from TYFL participation if a clear integrity violation is determined.

If the protest is denied, the \$50 protest fee will be non-refundable.

6.3.5 Integrity Clause

The TYFL holds all organizations, coaches, and players to the highest standards of honesty and sportsmanship. Any individual or organization found to have knowingly falsified information, misrepresented eligibility, or violated the integrity of the league will be subject to the most severe penalties available under TYFL governance.