

SPRING TACKLE FOOTBALL RULES

All NEYT games shall be played under The National Federation of State High School Associations (NFHS) Furthermore, rules for NEYT games have been modify to, meet the safest guidelines possible for each age division. In the event a rule is not dictated within this rule book, NFHS rules will take precedence.

Harmful Activities - WE PLAY HEADS-UP FOOTBALL! THE SAFETY OF THE PLAYERS IS OF PARAMOUNT IMPORTANCE! WE REQUIRE COACHES TO REVIEW, UNDERSTAND AND ABIDE BY HEADS UP STANDARDS. IF TEAMS ARE CAUGHT TARGETING OR NOT PLAYING HEADS-UP PLAY YOU WILL BE DISQUALIFIED FROM ALL NEYT TOURNAMENTS FOREVER!

Every coach will abide by NEYT's rules on blocking and tackling including no chop blocking, face tackling or spearing techniques. Any player "intentionally" violating these rules will be immediately ejected from the game. The field referee's will have the final call as they see it. There will be NO challenges to their call. The safety of the players is of paramount importance in ALL NEYT GAMES. Questionable play WILL NOT be tolerated..

PLAY DIVISIONS & LEAGUES

- A. Power League
 - a. Composition: The Power League is the standard tier of competition within the organization, encompassing all teams that are not members of the Premiere League.
 - b. Objective: The principal objective of the Power League is to provide a competitive environment for the development of all players and organizations, while also serving as the primary pathway for organizations seeking potential entry into the Premiere League.
 - c. Assignment: All new and existing organizations are initially assigned to the Power League until they receive and accept a formal invitation for membership in the Premiere League.
- B. Premiere League
 - d. Composition: The Premiere League (established 2022) is comprised of 6 to 8 franchises.
 - e. Objective: The principal objective is to organize the most competitive league featuring the region's top players and top Youth Football Organizations in New England.
 - f. Selection Criteria: Selection for the Premiere League is based on a combination of the following factors:
 - i. Current Competitive Potential: The organization's presumed level of competitiveness, often demonstrated through tryouts or team selection practices.
 - ii. Prior Season Performance: The competitiveness and organizational quality displayed by the organization in the preceding season.
 - iii. Historical Success: The organization's overall track record and success within the league/region.

AGE DIVISIONS

- A. 9u – NEYT Rules
- B. 11u (NHSF Football Rules)
- C. 13u (NHSF Football Rules)
- D. 14u (NHSF Football Rules)

PLAYER ELIGIBILITY

- B. All players must meet the age limits in order to certify.
- C. All players must start and end the season at the certified age group.
- D. Players may not participate in jamboree or regular season games until they have certified.
- E. Players may only attempt to certify for one age group/division or team.
- F. Certified Rosters must be in possession of the Head Coach prior to first game of season.
- G. Any player not certified by the first game is ruled ineligible to play.
- H. The players' age on July 1st of the season year shall be the certified age.
- I. Players with a birthdate in season, shall certified for the division to which they are turning.
- J. No play down waivers available at all.
- K. Play up waivers are available. Athletes may participate to one level above their certifiable age.

ROSTER SIZE

- Minimum roster shall be 18 players to certify a team
- 14 players must be present on game day to play.
- Maximum roster shall be 36 players.

WAIVERS

“PLAY UP” WAIVER

NEYT allows parents/players to request a WAIVER to allow their player to “play up” into the next age level allowed to them. Requests and any approval granted are for one playing season only. While NEYT does not recommend that players play up, our leadership does recognize that there may be a number of factors, including but not limited to, size, maturity, playing experience and exceptional skills that may warrant a child’s ability to play up.

For a player to move up to the next age level available to them requires approval from the General Manager (GM) of the team via written consent by the parent or guardian on the “Play Up” Waiver. The “Play Up” Waiver should be kept by the organization for two seasons.

“PLAY DOWN” WAIVER

Effective September 1st 2022, Play down Waiver Rules are no longer valid. Under no circumstances can any athlete play down a level.

SUMMARY OF PLAY BY DIVISION

9U - JUNIOR VARSITY

- 12 Minute Quarters
- No Kickoffs, The ball will be spotted at the offense’s 35-yard line.
- No Punts. Declaration of a Punt: the ball will be moved 25 yards down field. If the offensive team wishes to punt inside the 35-yard line the ball will be moved half the distance of the goal.
- No fake punts are allowed.
- Scoring:
 - Touchdowns = 6 points
 - If a 2-point conversion is desired the offense must declare the intentions to the “white hat” and the ball will be spotted at the five-yard line. The offense may run or pass from the five-yard line for a 2-point conversion.
 - Point after attempt (kick)
 - JR. Varsity 2 points (if goalposts are available) / No Rushing the play
 - Point after attempt
 - (run or pass) from 3-yard line = 1 point
 - (run or pass) from 5-yard line (MUST NOTIFY REF) = 2 POINTS
 - Safety = 2 points
 - No Field Goals

11U- VARSITY / 13U & 14U - GRADUATES:

Games shall be played under the National Federation of State High School Associations (NFHS) Rules. Except for the following rules:

- Lopsided rule.
- 12 Minute Quarters

EMERGENCY MEDICAL REQUIREMENTS

The safety and well-being of all participants are paramount. The following requirements must be met for every NEYT game or competition. The **Home Team or Hosting Organization** is required to provide medical coverage at every game.

ON-SITE MEDICAL PERSONNEL

1. **Requirement:** The **Home Team or Hosting Organization** must provide medical coverage at every game. **No game shall start without the presence of an Emergency Medical Person (EMP).**
2. **Minimum Certification:** In the absence of an on-site ambulance service, the EMP must be a Certified Athletic Trainer, Paramedic, EMT-certified, Registered Nurse (RN), or Licensed Physician (MD/DO).

LEVEL OF CARE AND SCOPE OF PRACTICE

- If the EMP is **not** deployed by a licensed ambulance service or under direct medical control, their maximum scope of practice is limited to that of a **First Responder**.
- Organizations **must not** hire EMTs or Paramedics privately expecting them to operate at their full licensed duty level. To utilize full EMT/Paramedic scope of practice, a licensed ambulance service or hospital must be formally contracted and deployed.

PRE-GAME PROCEDURES

Before the game, the Home Team/Hosting Organization must:

- **Introduce** the EMP to the Visiting Team.
- **Review** the Emergency Action Plan (EAP) with the Visiting Team.

D. Emergency Action Plan (EAP) Content

The EAP must include:

1. Ambulatory access route to the field.
2. Directions to the facility.
3. Location of the emergency communication device (if cell service is unreliable).
4. Local contact numbers for EMS, Fire, and Police.

INJURY PROTOCOL

1. **Coach's Responsibility:** Coaches **must** possess all Parent/Guardian Emergency Contact information at all times (practices, travel, and games).
2. **Return-to-Play:** An injured participant removed from the game may only re-enter with approval from the **highest medical authority** covering the event.
3. **Concussion Protocol:** A player with a diagnosed or suspected concussion is **prohibited** from returning to the current or next game without **written Return-to-Play consent** from a licensed medical doctor.

FIELD REQUIREMENTS AND MARKINGS

- A. Fields shall be regulation size for all divisions
- B. Home team is responsible for the field and all accessories required for the game.
- C. Home team is responsible for paying referees for their particular game.
- D. All fields will be inspected for safety prior to use.
- E. Chain Gang will be provided by the Home Team and will be positioned on the Visitors sideline
- F. The bench area is reserved for players, coaches, and authorized team personnel only
- G. The sidelines areas are reserved for the game Media, EMT, Law enforcement and chain crew
- H. The total number of team personnel, including coaches, in a team box shall not exceed 8 personnel.

EQUIPMENT REQUIREMENTS

Each player shall wear the following:

- A. Helmet (NOCSAE certified 3 year)
- B. Football helmets of the same color are not required.
- C. 4 snap chin straps snapped to helmet at the 4 standard anchor points
- D. Shoulder Pads
- E. Hip Pads, Thigh Pads, Knee Pads, Tail Pad, Protective Cup
- F. Readily visible Lip Protective Mouth Guard (keeper required).
- G. Additional equipment worn must have prior approval for football use from a reputable standards organization or majority vote of the Board members according to league voting procedures.
- H. Jerseys will be tucked in or no higher than belt length.
- I. Jerseys must have a number in front and back and must bear the NEYT shield in a visible location
- J. **Eyeglasses:** When worn, shall be of athletically approved construction with non-shattering glass (safety glass) or contact lenses.
- K. Any additional protective equipment worn by players shall be allowed with league approval.
- L. Jewelry of any type shall be prohibited, except religious or medical medallions, which must be covered by the player's uniform.

VISORS

At times medical personnel need to see an injured player's eyes without removing his helmet, and tinted visors interfere with that. A legal eye shield attached to the helmet must be clear or lightly tinted. Any tinted eye shield attached to the helmet must allowed 80% off light to pass through it. Eyes including the pupils must be fully visible to the Game Officials and Medical Personnel present at the game. Head Referee will have the last word on the legality of the shield. For players with a verified medical condition, will be permitted to wear a Tinted Visor, as a medical exemption provided that a doctor's note be presented to the game officials.

GAME BALL

1. The ball used must be of good quality materials and must be in good condition. Teams may play with leather or composite leather footballs.
2. Approved use footballs will meet the following criteria with a +/- 2% variance youth size PeeWee, Junior, Youth or High School footballs, will be used as the standard for football sizing only. Other brands and models are acceptable if they meet the size requirements.
 - a) 9U
 - Pee Wee Footballs or K2
 - Target Age: 10 years old (5th grade and below)
 - Average Weight: 10 ounces
 - Long Circumference: 24 inches
 - Short Circumference: 17.5 inches
 - b) 11U
 - Junior Footballs (TDJ)
 - Target Age: 12 years old (6th grade)
 - Average Weight: 11 ounces
 - Long Circumference: 25 inches
 - Short Circumference: 18.5 inches
 - c) 13U & 14U
 - High School Footballs or TDY
 - Target Age: 12 to 14 years old (9-12th grade)
 - Average Weight: 14-15 ounces
 - Long Circumference: 27.75 to 28.5 inches
 - Short Circumference: 20.75 to 21.125 inches

COMMUNICATIONS & ELECTRONIC DEVICES

SPEAKERS IN HELMETS.

- A. Electronic communication devices including but not limited to audio recorder, Local Area Network (LAN) phones and/or headsets, mobile phones, still photograph(s), film, analog or digital video(s) and/or Internet depictions, **shall not be used to communicate with a player except during an outside 9-yard mark conference.**
- B. Electronic communication devices including but not limited to audio recorder, Local Area Network (LAN) phones and/or headsets, mobile phones, still photograph(s), film, analog or digital video(s) and/or Internet depictions **may be used by coaches and non-players.**

SCHEDULING OF GAME OFFICIALS

- A. All games should be scheduled within 48hrs after a team's last game and 48hrs prior to their next game.
- B. A minimum of (3) licensed officials will be assigned to each game. Home team is responsible for paying officials.
- C. During Playoffs, (4) licensed officials will be assigned to each game. Both teams are responsible for paying officials, each team pays for (2).

- D. Under no circumstances shall a non-certified volunteer be used to officiate any game without prior approval from the League.
- E. It shall be the responsibility of the home or host Franchise to pay all assigned officials, no later than halftime of the final game to be played that day.
- F. Franchises are only obligated to pay those officials that are in attendance and who actually officiate the games.
- G. The fee to be paid per official shall be announced annually by NEYT Executive Board.
- H. In the event that a game is played on a neutral site, both visiting teams shall be responsible for payment of the game officials.
- I. Under no circumstances may a member Franchise play in any game where there are less than two game officials. If by chance this should happen, the home or host Franchise shall notify the Football Coordinators so that the game can be rescheduled.
- J. NEYT is responsible for scheduling all game officials. GM's are responsible for providing game and facility updates to the Referee Coordinator via text, call or email.

OBLIGATIONS TO REPORT SCORES:

It is the responsibility of the Home or Host Franchise/team to report scores for all games played at their site. Scores must be submitted by the method determined by NEYT each season. It is also the responsibility of both head coaches to submit score cards for their games.

CONTACT WITH OFFICIALS / HEAD COACH

- A. If a player or adult should strike (hit) a game official, the offender shall be **subject to suspension and/or being permanently banned from NEYT activities.**
- B. Only the Head Coach can ask for clarification from the officials. **All interaction with the officials is through the Head Coach only.**
- C. The Head Coach is responsible for the behavior of his assistants and players. **Head Coaches are responsible for controlling their Staff and Fans.**
- D. The Head Coach must work with the General Managers (GM) to control the behavior of the parents / fans on their side of the field.
- E. In the event an assistant coach or staff member is ejected from the game, **the head coach will also be ejected for the remainder of the game.**
 - a. Head coach may return the next game as long as he was not directly ejected from the game.
 - b. Ejected assistant or staff member will remain suspended for the next game after the ejection.
- F. Assistant coaches may ask the officials questions regarding the following topics:
 - a. Time / Clock specific questions
 - b. Remaining time outs questions

GRIEVANCES AGAINST OFFICIALS:

The League will collect all grievances and report concerns with game officials from the score sheet form submitted directly to the Football Coordinators. The forms will be used to help the assignor, with input from the Football Coordinator, determine game day assignments and assignments for the playoffs. An official may be dropped from the list of game officials if a pattern of complaints from several franchises appears to have developed. It is important that Head Coaches collect officials name on the score card and the issues during the game.

START OF GAME

- A. All teams are required to be at their designated playing field at least thirty (30) minutes prior to the scheduled kickoff time. If either team is not on the field, prepared to play, they will be given a 20-minute grace period, after that time a forfeit will occur. Forfeiting team will be responsible for any officials or field cost for that game.
- B. Each team is responsible for turning in a game day roster with jersey numbers and identifying any players with communication device in helmet.
- C. Teams will meet and introduce one another without helmets prior to coin toss.
- D. Teams will render a handshake to the opposing team players at the end of the game to show good sportsmanship. This is to be done at the 50-yard line.

GAMES CALLED DUE TO WEATHER / FIELD SAFETY

- A. In the event a game has to be called due to the weather, the following provisions will apply:
- B. If the game is “Lopsided”, regardless of the quarter, the team that’s ahead wins.
- C. If the game is not “Lopsided”, and is called before completion of the third quarter, the game must be replayed in its entirety.
- D. If the game is called after the completion of three full quarters of play, the score stands and the leading team wins.
- E. If both teams agree, the game does not have to be replayed, and the score at the close of the “called” game shall be official

FORFEIT & CANCELLATIONS

All affiliated Team(s) will submit a \$800.00 performance bond to NEYT. This performance bond will be returned to the team in full at the conclusion of the Spring season provided the team has not forfeited any of its NEYT conference games. Forfeits and Cancellations are defined as either;

- A. **Cancellation:** Defined as a team representative contacting NEYT Staff via email informing that they will be unable to make a scheduled game with at least 3 business days (72 Hours) notice. A cancellation will come with no penalty to the team although the team may end up playing one-two less games than other teams in the league depending on scheduling availability. A combination of 2 cancellations without make up will result in automatic removal of the team from NEYT. Every possible attempt should be made by cancelling team to reschedule game.
- B. **Forfeit:** defined as either;
 - 1) A team representative contacting NEYT Staff via email with less than 72 hours business notice that their team will not be able to make a scheduled game. This will be referred to as a “standard forfeit”.
 - 2) A team not showing up to a scheduled game with no prior communication made to NEYT Staff via email. A “no show forfeit” will result.
 - 3) A combination of 2 forfeits will result in automatic removal of the team from NEYT. Forfeiting teams are automatically excluded from any Championship games and All-Star games. All teams that forfeit will be subject to a \$75 per referee fee (3) and \$175 fee per game for facility cost. The team will remain suspended from playing until fees are paid. Teams will not play again unless the forfeit fees are paid and any games that were already scheduled at the time of the forfeit for the team in question will be cancelled unless the forfeit fee is paid with 48 hours of the team’s next scheduled game.
- C. NEYT requires the home team or hosting organization to provide medical coverage at each game. In the absence of a physician and or ambulance on site, the minimum requirement will be the presence of an individual who is a Certified Athletic Trainer, EMT-certified, or is currently certified Registered Nurse or its equivalent. Home team or hosting organization is required to introduce the emergency medical personnel to the visiting team and to review the emergency medical plan with the visiting team. Therefore, no game shall start without proper medical assistance on hand. Failure to comply will result in forfeiture of game by the home team

- D. Coaches MUST have all Parent/Guardian Emergency Numbers in their possession at all times when team is practicing, traveling, or playing in any game or competition. Once an injured participant is removed from the game, they may not re-enter the game unless first approved by the highest medical authority covering the event that will make the final decision regarding injuries on the field and the ability for a player to return. Therefore, no game shall start without proper medical assistance on hand. Failure to comply will result in forfeiture of game.
- E. Each member institution in a forfeited game shall enter the results of the contest in its record.
- F. If a forfeit is declared while a game is in progress, all statistics are voided unless the game has reached “reasonable point of conclusion” (i.e., three quarters completed in football), in which case all statistics shall count and be reflected in the records.
- G. The team’s won-loss record and coach’s record shall include the forfeit, but if the stats are voided, all averages in future ranking shall be computed without inclusion of the forfeited game.
- H. If a game is interrupted and the officials do not declare a winner or loser in such a contest the status shall be “no contest.” Stats shall not be counted, nor shall either team’s won-loss record or coaches record be changed. NEYT Executive board will review the game incident and determine appropriate action and Win/Loss Cancellation / Postponement decision.
- I. FORFEIT SCORES SHOULD BE 1-0
- J. Postponements / Emergency Scheduling Plan: All scores and postponements must be reported by both home and visiting teams within 24 hours of the game
- K. In the case of postponements, all contests must be rescheduled within 48 hours or the Executive Director in conjunction with the Executive board Vice President will set the date and time of the game.
- L. A coach may not arbitrarily, intentionally, or unilaterally forfeit or cancel a scheduled game with another member team. Only GM’s should make this decisions with guidance of the Executive board.
- M. It is the competence of the Executive Board to determine the arbitrary or intentional nature of a forfeiture.
- N. If a contest is forfeited without authorization, the member team will be issued a fine or be responsible for all field or officiating fees in accordance with this policy.
- O. Canceled games approved by the Executive Board will not carry a fine.
- P. In the event of an Act of God or any other crisis that demands scheduling alternatives, a decision of whether to implement the emergency scheduling plan will be made by the Executive Board after consultation with the Advisory Board.

An act of God is define as; an extraordinary interruption by a natural cause (such as a flood or earthquake) of the usual course of events that experience, prescience, or care cannot reasonably foresee or prevent. An act of God is generally considered an act attributable to nature without human interference.

SAFETY RULES

1. Only the event staff director can cancel a game due to inclement weather.
2. Hot Weather Protocol powered by USA Football compliance
3. Cold Weather Protocol powered by USA Football compliance
4. Water Breaks will be conducted in accordance to USA Football Guidelines
 - a. Have unlimited access to water available to players during activity.
 - b. Allow your athletes to drink as much as they want.
 - c. Athletes should be able to drink for the entire break period if they wish.
 - d. Provide access to sports drinks when exercise is greater than 60 minutes or if exercise is going to be intense and in the heat.
5. Mud: game will be cancelled if the mud is more than half inch
6. Rain: games will continue unless the mud is unsafe
7. Snow: game will continue unless the field condition worsen or League calls the game
8. Lightning: games will be cancelled due to safety
9. A licensed physician, licensed trainer, Registered Nurse or certified EMT must be in attendance and on duty for all interscholastic football games. The medical person shall be responsible for both teams unless the visiting team has its own medical coverage. His/her judgment will be final with regard to the condition of a player after injury. No player may continue to play against the medical person's advice. The penalty for violation of this provision is forfeiture of the game.
10. INJURED PLAYERS: Once removed from a game because of injury, a player must sit out at least one down, and may not re-enter the game without the approval of attending medical personnel.
11. A player must participate in at least 10 football practice days before taking part in a football game.

SPECIAL LEAGUE RULES (ALL-PLAYER FOULS)

1. **Blitzing**: Is defined to be a strategy used by a defensive unit in which they will have a player other than a member of the defensive line vacate their normal responsibilities in order to pressure the offense with the objective to tackle the quarterback or the ball carrier behind the line of scrimmage or force the quarterback to hurry their pass.
2. **Chop blocking**: is when a lineman dives at an opponent's knees anywhere outside of the line of scrimmage. Also consider a Chop Block any block below the waist on an opponent who is already engaged with another blocker. Practice is prohibited Enforcement: Live ball foul. 15 yards.
3. **Clipping**: When an offensive lineman blocks an opponent from behind, hitting him in the back of the legs or in the back. The infraction costs the offense 15 yards. Also Blocking or falling into the back of an opponent from the waist down. Enforcement: Live ball foul. 15 yards.

4. **Encroachment:** Encroachment happens when a player enters the neutral zone before the ball is snapped and makes contact with the opposition. This is a 5-yard penalty. The offense repeats the down.
5. **Illegal Helmet Contact:** Any butt block, face tackle, spear, or other intentional use of the helmet to butt or ram an opponent. Any contact by the crown of the helmet, including on tackles and blocks. Any contact by the crown of the helmet to a defenseless player. Any contact to a defenseless player's head or neck area. This is considered a dangerous play and should be enforced on every game. Enforcement: Live ball foul. 15 yards.
6. **Horse Collar Tackle:** Grasping a ball-carrier by the back collar or inside the shoulder pads, then pulling the ball-carrier back and toward the ground. Enforcement: Live ball foul. 15 yards.
7. **Roughing the Passer:** A continued effort to knock or tackle a passer after the ball has been thrown. Enforcement: Live ball foul. 15 yards. Automatic first down.
8. **Roughing the Snapper:** Any contact on the snapper during the execution of a PAT, field goal or punt before the player is allowed the opportunity to regain his or her balance. This rule is extended to all snaps, so centers and quarterbacks have the best opportunity for a clean exchange. Enforcement: Live ball foul. 15 yards. Automatic first down.
9. **Blindside Block:** Any block against an opponent other than the runner, who does not see the blocker approaching unless it is initiated with open hands. Enforcement: Live ball foul. 15 yards.
10. **Facemask:** Grasping an opponent's face mask or any edge of a helmet's opening. Enforcement: Live ball foul. Either five yards (incidental) or 15 yards (excessive).
11. **Holding:** Using the hands, arms, or legs to hook, grasp, restrain or otherwise impede an opponent. Grabbing an opponent is not enough. There must also be an element of control. Enforcement: Live ball foul. 5 yards.
12. **Targeting:** No player shall target and make forcible contact to the head or neck area of a defenseless opponent with the helmet, forearm, hand, fist, elbow, or shoulder. Enforcement: Live ball foul. 15 yards. This is considered a dangerous play and should be enforced on every occurrence whether as a targeting foul or unnecessary roughness. Any player disqualified from a contest because of targeting shall not participate in the next scheduled contest.
13. **Crack back blocks:** This is where a trailing defender or unsuspecting edge defender gets hit by an unseen offensive blocker. "A hit on any player who is not carrying the ball and 'does not see the blocker approaching' is now punished with a 15-yard penalty. Such a hit involves contact by a blocker against an opponent who, because of physical positioning and focus of concentration, is vulnerable to injury. A block from the outside-in is legal if it is initiated with open hands.
14. **Unnecessary Roughness:** Any contact by a player or coach that is deemed excessive or unnecessary. Enforcement: Live ball or dead ball foul. 15 yards.
15. **Unsportsmanlike Conduct:** Any non-contact action by a player or coach that is intentionally harmful or especially objectionable. Enforcement: Live ball or dead ball foul. 15 yards.
16. **Unfair Acts:** Any player or coach hindering play or committing an act that is considered a travesty of the game not otherwise covered by a rule. Examples include hiding a ball under a jersey, continuing to commit dead-ball penalties to run out the clock, coming off the bench to

make a tackle or block, unfair deception of an imminent snap through non-football related actions, etc. The invocation of this rule is entirely at the game officials' discretion.

Enforcement: Live ball or dead ball foul. 15 yards. If an unfair act negates a gain or loss that would otherwise result in a score or larger distance, officials have the right to award yardage as they see fit. **These types of plays have no place in youth football.**

17. **Use of kicking tee** will be permitted for extra point and field goal attempts. Clock stops when a ball carrier, fumble or backward pass is ruled out of bounds. The game clock will next start on the snap, except for a forward fumble out of bounds by team A.
18. **Coin Toss:** The team that wins the toss to start the game has four options:
 - a. Kick
 - b. Receive
 - c. c. Defend a Goal
 - d. Defer to the second half.
19. **Celebrations:** Celebrations are allowed after scores in a tasteful manner. Taunting the other team, any un-sportsmanship like celebrations and/or any sexual gesture will not be tolerated and will receive a 10-yard penalty. If penalty happens after a scoring play that penalty will be assessed on the following kick-off.

MANDATORY PLAY RULES

- A. There is no mandatory play minimum or MPRs
- B. Coaches are responsible for safe equitable play

EJECTIONS

The Game Official will immediately notify both head coaches during the game if a player or coach has been ejected. Player card will be noted at time of ejection by both head coaches. The Head league referee will send an e-mail to all presidents by the following Monday with a complete list of all ejected players and coaches. Such ejection should also be noted in the game card.

CLOCK MANAGEMENT

- A. The game shall consist of 4 (four) Quarters each being:
 - a. 9u - Cadets 12 Minutes
 - b. 11u - 12 Minutes
 - c. 13u - 12 Minutes
 - d. 14u - Graduates 12 Minutes
- B. The maximum length of periods shall be 12 minutes except when a game ends in a tie, in which case the tie-breaker rule may be used
- C. The clock shall be a run with starts and stops.
- D. No time will be run off the clock for Declared Punt
- E. Each team will have 3 (three) time-outs per half.
- F. Length of intermission between quarters shall be 2 (two) minutes
Length of halftime is 10 (ten) minutes.

GAME SCORING

- A. Touchdowns = 6 points
- B. Point after attempt (kick)
 - a. 9u - Cadets, No Kicks / No Field Goals
 - b. 11u, 13u, 14u - 1 point (if goalposts are available)
- C. Point after attempt
 - a. 9u
 - i. (run or pass) from 3-yard line = 1 point
 - ii. (run or pass) from 5-yard line (MUST NOTIFY REF) = 2 POINTS
 - b. 11U, 13U, 14U, Will follow NFHS rules
- D. Safety = 2 points
- E. Field Goal
 - a. 9u, No Field Goals
 - b. 11u, 13u, 14u - 1 point (if goalposts are available)

GAME TIE-BREAKER RULE

GAME TIE-BREAKER RULE FOR 9U

- A. At the end of regulation play if there is a tie each team will have an offensive series with the ball placed on the 20-yard line. The team with the highest score after each team has had scoring attempt will be declared the winner. (see scoring values below).
- B. If the defense intercepts the ball or recovers a fumble their offense immediately gets the ball on the 20-yard line, if there is not a defensive touchdown. If their team has already scored because of going first in overtime the game will end giving them the victory.
- C. If there is a tie after the first overtime series play will continue in the same manner until one team scores while the other fails.
- D. If there are field goal uprights a team may choose to attempt extra point conversions from the 5-yard line rather than running the ball. It is their choice. (see scoring values below).

GAME TIE-BREAKER RULE FOR 11U AND ABOVE

- A. 11U/ 13u / 14u will follow MIAA / NFHS rules.

LOPSIDED SCORES

If a team is trailing by 28 points or more at any time during the fourth quarter. The game score will be considered final and a winner and loser is officially declared.

- A. Once this score differential is reached, the game officials will call an official time out to discuss the rule revisions with the head coaches of the two teams.
- B. A controlled game will be played with the remainder of the time on the clock. The game clock will become a running clock. Once the clock becomes a running clock it can only be stopped for injuries and official or team time outs.
- C. The losing team can elect to take the ball at the 50 yard line instead of receiving a kickoff
- D. Losing team head coach also have the option of calling the game.
- E. Referees in all cases will do their best to finish all games as scheduled.
- F. The referee has the right to take action needed to be equitable or to control a game, including ending the game. Examples include, but are not limited to, an unusual amount of sustained injury, exceedingly poor team behavior, or a team's continued violation of stated game management guidelines.
- G. It will be the losing teams preference as to whether they will receive a normal kickoff or they may choose to take the ball on their own 50 yard line.
- H. The conduct expectation for the winning team is that starters are replaced where possible, particularly those who have been consistently effective over the course of the game, second and third string players are in the game.
- I. The winning team is prohibited from any forward passing and from running any mis-direction, reverses or "trick plays" of any kind (1st violation 15 yard penalty, 2nd violation coach ejection). Teams are not required to run inside the tackle box, plays meant to go outside are allowed.
- J. The conduct expectation for the losing team includes an understanding that the game is out of reach and is being appropriately managed by the opposing side. The losing team's game management should have this in mind in making every effort to get second and third string players in the game as well.

PROTEST OF GAMES

- A. The intent to protest must be requested and documented to the official and opposing coach at the point of the infraction before the continuation of the contest.
- B. A protest of a game, excluding a claim of the ineligibility of a player, may only be entered by the game's official.
- C. Such protest must be submitted to the Executive Board in writing and be submitted within 48 hours of the completion of the game in question;
- D. The Executive Board polls the members of the Advisory Board, in consultation regarding the disposition of the protest. The decision is final and binding, without recourse to any appeal.

PLAYOFFS FORMAT

- (a) Teams will play a minimum of five (5) season games to be eligible for playoffs
- (b) All teams will make playoffs on week 6 on a bracket single elimination tournament First Vs Last based only on standings across the league.
- (c) Round one will be hosted by individual organizations. Any additional grounds will be hosted in common grounds as designated by NEYT.
- (d) NEYT reserves the right to modify Playoffs Format to accommodate for fair competition.
- (e) 14U Playoff Structure:

The 14U playoffs will include 16 teams. All Premier League teams automatically qualify; the remaining slots are filled by Power League teams. All 16 qualified teams are then ranked 1-16 based on their season record (regardless of their original league). The resulting rank will determine their placement into two 8-team playoff tournaments:

- a. Premier Bracket: Top 8 ranked teams.
- b. Standard Bracket: Bottom 8 ranked teams.

BRACKET SCORING / TIE BREAKER

- B. Teams will be ranked by games played, wins and losses to maintain a position.
- C. Tie Breaker Criteria (If there are multiple teams within a division that are tied)
 - a. Head to Head
 - b. Point Differential
 - c. Coin Flip

MEDIA FIELD ACCESS RULES

Access to competition areas (Football Field, Sidelines, Locker Rooms) shall be limited to participating student-athletes, coaches, officials, support personnel and properly-credentialed individuals at all times.

For the safety of participants and spectators alike, at no time before, during or after a contest shall spectators be permitted to enter the competition area.

Individuals who would like access to the competition areas to film or engage in flash photography, must submit a permit request to NEYT, at least 48 hours prior to the scheduled game. Please be advise there may be a fee associated with such request.

It is the responsibility of each organization within NEYT to implement procedures to ensure compliance with this policy and with our complete Press & Media Policy.

FILMING AND MEDIA POLICY AT JAMBOREE EVENTS

FILMING PROHIBITED

The filming, recording, or live-streaming of any game, practice, or activity at a Jamboree event is **strictly prohibited**. This restriction applies to all devices, including but not limited to, video cameras, digital cameras, mobile phones, and drones.

SCOPE OF RESTRICTION

This prohibition extends to all individuals, including coaches, parents, spectators, and participants, unless prior written authorization has been granted by the league's Board of Directors for official media purposes.

ENFORCEMENT

Any person found violating this policy will be subject to immediate removal from the event premises, and the associated team or organization may face disciplinary action by the league.

SCOUTING

- A. Videotaping or filming at all regularly scheduled league or non-league games is permitted.
- B. Videotaping or filming of an opponent during scrimmages or practice is strictly forbidden.

FILM EXCHANGE POLICY

This policy governs the video exchange and general filming conduct for the following NEYT divisions (collectively, "Premiere 11U, 13U, 14U and Power Divisions 14U ") and all NEYT-sanctioned events. All participating teams in these divisions are required to adhere to the video exchange requirements detailed herein.

- A. The official and sole platform for video exchange is the designated **Hudl Exchange Pool**
- B. The required video footage for exchange is the **All-22 (Wide Angle) View** of the most recently played scheduled league game (excluding jamboree scrimmages or practices).
 - 1) **Angle:** The camera must capture all 22 players on the field simultaneously for the entire duration of each play.
 - 2) **Quality:** Video must be of sufficient quality (minimum 720p resolution recommended) to clearly identify jersey numbers and discern play action.
 - 3) **Coverage:** The video must contain the entirety of the game, including all offensive, defensive, and special teams snaps.
- C. The complete most recently played game must be successfully uploaded to the NEYT Hudl Exchange Pool no later than **48 hours following the completion of the game**.
- D. Access to the NEYT Hudl Exchange Pool will be restricted to: The Head Coach (or designated representative) of all participating teams and League administrators.
- E. It is prohibited for a team or its representatives to submit film of a game in which their team is not involved, UNLESS explicit emailed, text or written consent has been obtained from the Head Coaches and organizations of both competing teams.
- F. The exchanged video footage is strictly for **coaching and preparation purposes only**.
- G. The film/video from the current or previous games **cannot be used during the game for coaching purposes** in Football. This includes, but is not limited to, viewing video footage on tablets, phones, or any electronic device on the sideline while the game is in progress.
- H. Videographers and video devices **may not obstruct** the view of other spectators or **interfere** with the game officials, participants, or media access. Videographers for both teams must be

positioned **behind the restraining line** (two or more yards from the sidelines and end zones). Officials have the authority to remove any person not staying in the designated dead ball areas

- I. Spectators taking videos or photos are for **personal use only**. Spectators will not be provided "media" access, nor will they be permitted in any playing area. No sources of power will be provided for spectator equipment.
- J. Use of any films or tapes from NEYT contests for **commercial purposes** must be approved by **all organizations involved** in the contest and, for playoff games, by the NEYT Executive Board.
- K. Any disputes regarding video quality, content, submission timelines, or filming conduct must be submitted in writing to the NEYT League Commissioner within 24 hours of the deadline or incident. The Commissioner's ruling on the matter will be final.

UNMANNED AIRCRAFT SYSTEMS (UAS / DRONE) POLICY

The use of Unmanned Aircraft Systems (UAS), commonly referred to as drones, is **NOT permitted** anywhere within the entire athletic facility (including indoor and outdoor contests) without prior, explicit league approval from the NEYT Executive Board and local authorities.

NEYT ALL-AMERICAN GAMES

EXECUTIVE SUMMARY

NEYT's All-American Youth Football Games serve as the premier national platform dedicated to celebrating and developing exceptional student-athletes. This elite program operates under the fundamental principle that participating athletes are Students First, with a primary mission to formally recognize and celebrate the academic achievements of exceptional youth between the ages of 7 and 13. This ensures that the importance of scholarly excellence is reinforced alongside athletic prowess. Secondly, the games provide a highly competitive and visible environment where these talented youth players can compete at an elite level and showcase their skills to a national audience. Our uncompromising commitment ensures that every invited participant receives a true All-American experience, encompassing professional event staging, high-quality competition, and an atmosphere of honor and achievement that motivates them toward future success in sport and life.

LAUNCH OBJECTIVES

- A. **Academic Recognition & Priority:** To formally recognize and honor 100% of participating athletes (ages 7-13) for achieving and maintaining established academic standards, reinforcing the program's foundational "Students First" principle.
- B. **Elite Competitive Platform:** To facilitate high-level competitive matchups by selecting and fielding the highest caliber of youth football talent nationwide, ensuring every athlete is challenged to perform at their peak.
- C. **Skill Showcase and Visibility:** To provide a professionally managed platform that maximizes the opportunity for all athletes to showcase their individual skills and athletic potential to family, peers, and observers.
- D. **Deliver a "True All-American Experience":** To ensure an uncompromisingly high-quality event through professional staging, flawless logistics, and comprehensive athlete support, resulting in a world-class experience for every participant.
- E. **Cultivate Future Success:** To create an atmosphere of honor and achievement that inspires and motivates participants toward sustained success and excellence in their future academic and athletic pursuits.

ACADEMIC AWARDS AND ELIGIBILITY GUIDELINES

These guidelines define the minimum academic standard required for participation and establish the three award categories used to recognize student-athletes at the Academic Recognition Ceremony.

ACADEMIC ELIGIBILITY REQUIREMENT

Requirement	Standard	Notes
Minimum GPA	2.5 GPA (Unweighted)	Athletes must submit a verified report card/transcript from their school.
GPA Calculation Window	September to May (First 3 Quarters)	The GPA is calculated based on the cumulative grades received from the start of the current school year (September) through the third quarter (typically ending in May). Final grades for the school year are not required.
EIP Student Waiver	Participation Granted	Students enrolled in an Early Intervention Program (EIP) due to a disability will receive a waiver for the 2.5 GPA minimum for eligibility only. They are automatically placed in The Scholar-Athlete category.

ACADEMIC AWARD CATEGORIES

Award y	GPA	Description
Scholar-Athlete	2.5 - 3.0	Awarded to participants who successfully balance the demands of elite competition with academic excellence, meeting the foundational eligibility standard. This category also includes all EIP students granted a participation waiver.
Academic Leader	3.1 - 3.5	Awarded to participants demonstrating superior commitment to academic responsibilities, achieving honor roll or equivalent status.
All-American Academic Excellence	3.6 - 4.0	The highest honor, awarded to participants who achieve near-perfect or perfect academic standing while competing at the elite level. These players receive a specially designated Academic Excellence ring.

INDIVIDUAL IMPACT AWARDS (NON-ACADEMIC)

Award	Focus Area	Recognition/Award	Criteria
Community Champion Award	Community Service & Off-Field Impact	Service Plaque, Public Recognition	Awarded to the athlete who demonstrates the most significant documented impact through volunteer work, community service projects, or philanthropic efforts within their local area.
Character & Leadership Award	Team & Peer Influence	Leadership Medal, Public Recognition	Awarded to the athlete who best exemplifies outstanding leadership qualities, integrity, sportsmanship, and positive influence among their peers and coaches. Nominated by coaching staff.

NEYT ALL-STAR GAMES

The purpose and spirit of the NEYT All-stars games is to give recognition to student athletes who maintain a GPA of 3.0 during the NEYT Spring Tackle season. Qualifying players will be nominated by their coaches and organizations General Managers. The nomination is only one part of the selection process.

ALL-STAR GAMES GUIDELINES:

- A. The All-Star game will be played only after all championship games have been played. Traditionally one week after Championship and a week prior to July 1st.
- B. Games will be played under NEYT Rules Book.
- C. Mandatory Play rules will be in effect to ensure all athletes get to participate.
- D. Players must provide their own Helmet, Shoulder pads, girdle and kneepads.
- E. NEYT will provide game uniforms.
- F. NEYT Divisions and teams will be combined on to two even divisions to facilitate the process
NATIONALS / PATRIOTS

COACH SELECTION GUIDELINES:

- A. Head Coach for all teams will be the coaches who made Championship the season prior to the current season.
- B. Coaches will head coach the same level that they made an appearance at Championship the season prior to the current season.
- C. All-Stars head coaches may pick their own coaching staff.
- D. Only current NEYT coaches can participate.
- E. Coaches must be properly registered in NSID
- F. In the event that a rightful All-stars coach is not part of NEYT or decides not to commit to the event, the spot will be granted to the third runner-up team head coach and subsequently.

ATHLETE SELECTION GUIDELINES:

- A. To be nominated, athletes must have a 3.0 GPA at the beginning and end of the current NEYT season
- B. Athlete must be an NEYT current participant registered on NSID and rostered by League cut date of April 1st
- C. Coaches and GM's are responsible for submitting the All-star selection forms to NEYT with a minimum of 10 players per level by the last game of the regular season.
- D. All-Stars head coaches will pick an even number of players from each team based on a 35 men roster and the number of teams submitting players.