

Arapahoe Youth League



2014 Football Rules

*ARAPAHOE YOUTH LEAGUE
2014 FOOTBALL RULES*

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ARAPAHOE YOUTH LEAGUE
2014 FOOTBALL RULES

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1 AYL Football Board of Director Guidelines

The AYL Football Board of Directors "Football Board" will be responsible for establishing and enforcing specific rules, and coordinating all football related activities. The Board is comprised of one Delegate from each participating Member Club, a sport Vice President, and a sport Secretary.

1.1 Football Board Vice President

The Football Board Vice President will be responsible for the oversight of the sport specific board in accordance with all AYL By-Laws, General Principles of Operation, fiduciary responsibility and sport specific rules. The Football Board Vice President will report into the AYL President for all issues that are presented to the Football Board. The Football Board Vice President is elected to a 2 (Two) year term by the Delegates from each participating Member Club.

Football Board Vice President (Term 2014-2016)

Kevin Johnson
football@aylsports.com

1.2 Football Board Secretary

The Football Board Secretary is responsible for roll call, meeting minutes, and the administration of all league paperwork. The Secretary is elected by Delegates of each participating Member Club.

Football Board Secretary (2014)

Timothy Kneller

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1.3 Football Scheduler

The Football Scheduler is responsible for scheduling all regular season, makeup and playoff and Super Bowl games. This also includes the rescheduling of any games that have been cancelled. The Scheduler is selected by Delegates of each participating Member Club.

1.4 2014 Football Dates

| | |
|----------------------|-------------------------------|
| | |
| May 1st | Registration Opens |
| May 1st – July 27th | Off Season Conditioning Open |
| July 28th | Official Team Practices Begin |
| August 6th | Notice of Participation Due |
| August 16th | Official Weigh Ins |
| August 30th | First Regular Season Games |
| September 3rd | Late Weigh Ins \$40 |
| October 25th | Last Regular Season Games |
| November 1st – 8th | Mini Playoffs and Playoffs |
| November 13th – 16th | Super Bowls |
| | |

(Rev 03/14)

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1.5 Member Club Information

Communication Plan: Please remember to always contact "Your Coach" with all questions/concerns first. If you have a question it makes sense that every player/parent on the team may have that same question. The AYL expects that our Football Coaches strive to be extremely knowledgeable about their sports, our rules, and processes. By asking your Coach, if they don't know the answer, they will consult with their Club Football Delegate and receive the information important to everyone. The Football Board meets every week throughout the season and is the only Colorado League Management organization that does so! This provides the opportunity to resolve issues and fix errors in a timely manner.

If your Coach fails to answer your questions or concerns please contact your Club Delegate. If appropriate, your Club Delegate will bring issues to the Football Board.

| | | |
|---|---|--|
|  <p>Cherry Creek Bruins Youth Sports 303.662.1644 football@creeksports.com http://www.creeksports.com</p> |  <p>DC Dolphins Youth Sports 303.688.4011 office@dcdolphins.org http://www.dcdolphins.org</p> |  <p>Eagles Youth Sports 720.904.9524 info@eaglesyouthsports.org http://www.eaglesyouthsports.org</p> |
|  <p>Parker Hawks Youth Sports 303.840.2255 football@parkerhawks.org http://parkerhawksfootball.leag1.com</p> |  <p>http://www.aylsports.com</p> |  <p>Spartans Youth Club 303.692.5374 football@spartanyouthclub.com http://www.spartanyouthclub.com</p> |
|  <p>Littleton Youth Sports 720.404.4167 football@Littletonyouthsports.org http://www.littletonyouthsports.org</p> | |  <p>Warriors Youth Sports 303.898.3214 mlupton@warriorsyouthsports.com http://warriorsyouthsportsfootball.assn.la/</p> |

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1.6 Rule Changes (10/98)

- A. Member clubs may submit rule changes, new rules, modifications, and additions for the next season during the current season only. The current season is defined from April 1st through March 31st. Clarification: Rules submitted after March 31st will take effect starting April 1st of the next year. All rules (new rules, modifications, and additions) require at least one week for review by Clubs. Rules must be submitted and seconded during an approved Football Board meeting, allowing at least one week for review before a final vote can be approved. (Rev 11/06)

- B. The Football Board will take no action on submitted rule changes for the current season unless a National Federation of State High School Associations (NFHS) rule creates undue hardship and/or expense for the member Clubs and participants. Thirty (30) days or more must remain prior to the first game of the respective season in which the proposed NFHS rule would affect the clubs.

- C. The Football Board has an unstated goal of being consistent and extremely accurate in all endeavors throughout the entire football season. Should obvious errors occur in the creation, application, or omission of our football specific rules and the result is inconsistent with the stated purpose of serving the youth or our territories, the Football Board reserves the right to make any corrections, additions, or deletions of our sport specific rules as the Football Board sees fit. The approval of any change to the current rules within the 30 period prior to the start of the season or during the season will require a Super Majority (>65% in favor) vote of all Member Clubs in good standing. (Rev 10/03)

1.7 Season Schedule Requirements

- A. The Football Board shall have the right to change the following dates.

- B. The 1st game may start as early as the one (1) Saturday before Labor Day.

- C. The Season may be played on the last Saturday of November.

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- D. First practice starts five (5) Mondays before the first game..
- E. **Games may be played on Sunday's.**
- F. Mini play-offs will be played on **Sunday** after the last game. If there are 12 Saturdays between Labor Day and Thanksgiving then the Mini Play-Offs will be played the Saturday following the last game. PLEASE NOTE – THERE IS A GOOD CHANCE THAT PLAYOFFS WILL INCLUDE SUNDAY GAMES!

1.8 Evaluation of Officials

The Football Board in conjunction with the League Head Official continuously strives to improve the quality of our game officials. This effort requires that all Head Coaches must complete the “Coach Referee Evaluation” Form (Pink Sheet) on the AYL Website upon conclusion of every game. The Referee Evaluation Form allows the Head Coach and coaching staff to evaluate each game official individually as well as provide an evaluation of the officiating crew as a single entity. Each official is assigned a “Number” and the evaluation need only show the associated number for each official being evaluated. The Football Board will receive regular reports on the performance of all of our officials. Further, these official ratings will be used by the Football Board and the Head Official to assign game officials for our play-offs and Super Bowl. Failure to complete the required Evaluation by a significant number of a particular Club's teams may remove that Club from participating in the assignment process for officials to work our play-off and Super Bowl games. (Rev 03/14)

1.9 Protest Process

Should the Head coach feel that a violation of the rules has occurred during a game, the protesting Head Coach or Member Club Delegate may file a Formal Protest. The Protesting Head coach and their Member Club Delegate must follow the Protest Process completely. Lack of adherence to this process will render the Protest invalid. The entire process is detailed in the AYL General Principles of Operation, Rule 6. This Football Rule only provides an overview of the AYL Protest process. Refer to AYL General Principles of Operation, Rule 6. (Rev 04/06)

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1.9.1 Protest Guidelines

- A. ONLY RULE VIOLATIONS ARE PROTESTABLE! Judgment decisions by officials are not protestable.
- B. When the occurrence of an alleged rule violation has occurred, the protesting Head Coach must immediately notify the Head Official and the opposing Head Coach that they are protesting the game. The Protesting Head Coach must completely fill out the Protest Form on the "Blue Sheet" and have it initialed by the opposing Head Coach and the Head Official.
- C. The Protesting Head Coach must contact their Member Club Delegate immediately following the conclusion of the game in question to determine if the protest is valid and will continue.
- D. The protesting Member Club Delegate will determine if the protest is valid and contact the Football VP within 24 hours of the alleged violation if the protest is to continue or not. If the protest continues, the Club Delegate will send the PROTESTING TEAM's FORM to the protesting coach for completion. The Football VP will contact the alleged offending Member Club Delegate within 24 hours to notify them that the formal protest has been submitted according to the AYL General Principles of Operation and send the OPPONENT TEAM's FORM to be filled out by the Opposing Head Coach. If needed an OFFICIAL's FORM may be sent.
- E. Protests must be filed (on the Blue Sheet) at the point in time of the alleged rule violation – any attempt to protest a game after its conclusion or later in time will not be heard by the Football Board.

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2 Participation Standards

The AYL Football Program uses both age and weight as the Participation Standards:

2.1 Age Requirements

The AYL Football Program is for ages 6 to 14. No player in High School may play in AYL football. i.e.: All 14 year olds must be in the 8th grade to play in the AYL.
(Rev 10/98)

2.1.1 Age Determination

| Division | Max Age Prior to June 1st |
|-----------------|---|
| 6 | 6 |
| 7 | 7 |
| 8 | 8 |
| 9 | 9 |
| 10 | 10 |
| 11 | 11 |
| 12 | 12 |
| 13/14 | 14 |

(Rev 06/08)

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2.1.2 Proof of Age

A. Before a member can play in any game, a league acceptable proof of age document must be presented and checked by a member of the Football Board. The following documents will be accepted as proof of birth, provided there is a birth date and official signature.

1. Birth Certificate
2. Military Papers or ID
3. Adoption Papers
4. Passport
5. Birth Registration
6. Notification of Birth
7. Hospital Certificate
8. Supporting letter from parent for different last name
9. Previous year's official roster

A. A temporary waiver of "proof of age" may be obtained only when accompanied by a \$100.00 refundable deposit by the Club requesting the waiver. This waiver shall be valid for only one month from the date filed with the League. If proof of age is not obtained, the \$100.00 deposit shall be forfeited and the League may decide to impose further penalties.

2.1.3 Age Division Play Up

Players may play up one age group at the discretion of the Member Club. Players wanting to play up two age groups must be approved by the Football Board.

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2.2 Weight Guidelines

Weight limits in all age divisions will be determined by Football Board. The Football Board will utilize the available numerous growth charts and growth statistics as it sees fit. Weight limits, by age, will be reviewed yearly and be changed if the Football Board reaches a majority agreement on any particular age group. Increases or decreases in weight limits will be in five pound increments and changed only when an age has changed by the five pound limit. (Rev 11/06)

2.2.1 Weight Limit Determination

WEIGHT ELIGIBILITY FOR VARIOUS DIVISIONS

| Division | Play Down Weight | Backfield Weight | Single Patch | Double Patch |
|-----------------|-------------------------|-------------------------|---------------------|---------------------|
| 6 | N/A | 65 | 66-75 | 76+ |
| 7 | 50 | 75 | 76-85 | 86+ |
| 8 | 60 | 85 | 86-95 | 96+ |
| 9 | 70 | 95 | 96-115 | 116+ |
| 10 | 80 | 105 | 106-125 | 126+ |
| 11 | 90 | 120 | 121-140 | 141+ |
| 12 | 100 | 135 | 136-155 | 156+ |
| 13/14 CFC | 110 | 150 | 151-175 | 176+ |
| 13/14 AFC | NA | 160 | 161 | N/A |
| 13/14 NFC | NA | 160 | 161 | N/A |

(Rev 07/13) All weight in pounds

No 14 year old player allowed to play down on 12 year old team. (Rev 11/97)

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2.2.2 Weighing of Members

- A. All members must be weighed by the League officials before the first game and in time to include this information on the roster to be filed with the League Secretary.
- B. Failure to make play down weight will result in the player being moved to his proper weight division. Once a player has been moved to the proper weight division, he shall not be eligible to move down for the duration of the season. If a child is a patched player due to the pre-season weigh-in, he must remain as a patched player the entire season. (Rev 10/97)
- C. Players not making the either the official pre-season weigh-in or an official make-up weigh in must pay \$40 to weigh-in at any subsequent weigh-in. The \$40 must accompany the player to the weigh-in along with the AYL Football Add-On Form.
- D. Failure to appear either at the official pre-season weigh in or an official make-up weigh in will result in automatic suspension for one game and until player is officially weighed-in. Any player missing the official make-up weigh-in and the official pre-season weigh-in will not play in the first game.

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2.2.3 Sweating Down

- A. Sweating down to reduce a player's weight is PROHIBITED. If the League Delegates have reason to believe a player has been sweated down, they can disqualify him from further participation in the League.

- B. To prevent players from sweating down, a coach will be given one weight challenge per year. A player or team can only have one challenge brought against them per year. (You can challenge one player and your team can have one player challenged) This weight challenge must occur on or before the Football Board meeting during week 5 games. The Club's Delegate must file a weight challenge with the VP of Football and the Football Secretary, no later than 11:59 pm on the Sunday night prior to the next regularly scheduled Football Board meeting. The player must be weighed in the presence of 2 Football Board Delegates or AYL Board representatives at the next regularly scheduled Football Board meeting. If the player weighs more than 110% of the weight that was posted on the official weighed-in roster and that player is over the backfield or patch limit, that player will then become a patch player or double patch player for the remainder of the season, including the post season. If the player does not comply with the weight challenge, the player will automatically be moved up to the next patch or double patch category for the remainder of the season. All challenges are subject to the discretion of the Football Board. (Rev 01/07)

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3 Conferences

It is the goal of the Football Board to have like talent levels competing against each other each season. The Football Board will make best effort towards dividing each age group into multiple conferences with the goal of playing like “talent” and “experience” levels against each other. The following process will be used as a guideline for accomplishing this goal. (Rev 02/07)

The final placement of all teams in each age division will be at the discretion of the Football Board.

3.1 Conferences Guidelines

- A. The NFC conference is the most competitive level of play in the AYL and will have divisions from ages 8 through 13/14. The AFC conference is the next most competitive level of play and will have divisions from ages 6 through 13/14. The CFC is intended as an early level of competition & will have divisions in ages where the Football Board feels this conference is applicable, see 3.1G. (Rev 06/13)
- B. 6 year olds will play in 1 conference & will be classified as an AFCS conference. At the board’s discretion last year’s 6’s will be placed at the appropriate level for the 7 year old division. The 7 year olds will play in two conferences, 7 AFCN for experienced teams and 7 AFCS for newly formed teams. (Rev 06/13)
- C. The NFC, AFC and CFC conferences will have separate play-offs and Super Bowls if applicable.
- D. The Super Bowl teams of each conference will move up to compete at the next higher conference level next season. The last two place teams in an NFC Division will be moved down to the AFC Division should they wish to. (Rev 06/13)
- E. Any NFC, AFC or CFC conf. team may request to switch conferences by petitioning the Football Board and requiring a super majority vote to pass.

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- F. All conferences will use strength of schedule (ranking from last year) for scheduling. If a conference in a division has less than nine (9) teams then they will need to play some teams twice. The NFC conf. teams will never play the AFC or CFC conf. teams.
- G. New teams will be added to the CFC, AFCS for 6/7. In each age division the NFC & CFC conf. must contain a minimum of five (5) teams and at the discretion of the Football Board, may have more than nine (9) teams for scheduling purposes. If the age division cannot field at least five (5) teams then all will be rolled into the AFC.
- H. An NFC conf. team (last year) will always rank higher than an AFC or CFC conf. team (last year). If an AFC or CFC conf. team moves to the NFC conf. then they will be at the bottom of the NFC rankings. If a NFC conf. team swaps with an AFC conf. team they will be seeded 3rd in the AFC conf.
- I. Any teams wanting to enter the AYL that have played football together in another League must enter the AYL as the top AFC conf. team or higher, at the discretion of the Football Board. A team consists of a head coach and four (4) players that have played together the previous year. Exception: Teams entering the AYL at age 13/14 automatically will enter at the 13 NFC Division, at the lowest seed position, unless the Football Board agrees to alternate placement for this team at the top of the AFC Division.
- J. Starting with the 8 year old division the CFC is intended as a conference for entry level to early level of skill and competition. The goal is to move all teams that have played at least two (2) seasons together into the AFC or higher. Each season the Football Board will review the merit of each team playing in the CFC at all ages. If a player previously played in a higher conference the club must petition for that player to be placed on a CFC roster and the Football Board must approve this placement. This approval will only be valid for the 1 season. If the club feels like the placement continues to be valid then they must petition for that player to be on the CFC roster each season.

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3.2 Play-Offs

- A. The top four (4) teams in each conference for 6 through 13/14 year old divisions will qualify for the play-offs. (Rev 11/98)

- B. At the discretion of the Football Board, additional teams may qualify for the play-offs.

3.3 Practice Policy

All teams will follow the CHSAA Equipment Use Dates (3310.1) during the first official week of preseason practices. Practice Day 1 & 2 – cleats, jerseys and helmets may be worn. Day 3 – Full uniform/pads, but no contact allowed between players. Sleds, dummies may be used on all days. Day 4 – Full contact allowed. Each team is limited to a maximum of four (4) playing periods a week up to and including the team's first game. After the team's first game, that team will be further limited to a maximum of four (4) playing periods per week, with an additional requirement that one of the four allowed playing periods must be a "Chalk Talk" or "Team Meeting" period, with the exception of 13/14 year old teams. This "Chalk Talk" or "Team Meeting" is required to be a NO CONTACT, NO EQUIPMENT, and NO EXERCISE period only. If a Coach does not wish to have a "Chalk Talk" or "Team Meeting" period in a given week or at any time, then that team is limited to three (3) playing periods per week. Refer to AYL General Principles of Operation, Rule 10, PLAYING PERIODS, for the definition of a playing period. 13/14 year old teams may continue (4) playing periods per week during season with an optional (5th) playing period being a walk-thru, chalk talk, or team meeting, when teams have a game. The NFC Conference (ages 10-13/14) may at the coaches option, schedule a non-contact (helmets only) walk-thru practice in lieu of the "Chalk Talk". (Rev 03/14)

3.3.1 Practice Policy Violation

The Football Board will decide if a violation of the AYL practice policy has occurred. If a team is found to have practiced illegally the following will occur:

1. For the first offense, the Head Coach is suspended for one (1) game, and the Member Club is fined \$100.

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2. For the second offense, the Head Coach is suspended for one (1) year, the Member Club is fined \$500, and the team is ineligible for any post-season playoffs.

3.3.2 Tournament Standards

- A. A team may play in tournaments as long as the playing period rule is followed and it does not start before the season begins for practice.
- B. Participating in a tournament will constitute one (1) practice period.
- C. A player and/or team may go to camps for skill training prior to the season starting.

3.3.3 Voluntary NFC Team Tryouts

Each team at the 9 and above NFC Division in the upcoming new season may have voluntary Try-outs during the months of February, March, and April each year. If a team opts for Try-outs, that team will be committed to be placed in the NFC Division of play for the upcoming season. The Try-outs can be on a team by team basis or on a Club basis at the individual Club's discretion. The Try-outs must be posted in advance on the Club's website. Try-outs can include full contact and can involve other members, players and coaches, of the team if desired. Individual team Try-outs can have two different dates each month during the months of February, March, and April to ensure completion. Club based Try-outs can have six different dates during the months of February, March, and April to ensure the successful completion of the Try-outs. Try-outs can be held at outdoor fields or other locations at the Club's direction and at the Club's discretion as to costs to accomplish these Try-outs. Clubs/Teams are strongly encouraged to provide formal feedback to players trying out so that the players not selected can have closure. (Rev 03/14)

3.3.4 Offseason Conditioning

All AYL teams may conduct voluntary workouts starting May 1st and continuing until the official practice start date. Teams may have four (4) workouts per month (1 per week). Teams will not be allowed to wear pads, and workout must be non-contact during this period. (Rev 03/14)

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4 Rosters

In accordance with the AYL General Principles of Operation, the Football Board has established roster guidelines that include players from within a Member Club territory boundary and players from outside the Member Club territory boundary. This “roster mix” of inside territory and outside territory players is outlined below:

See Rule 3 Zoning, Paragraph A, Line 1A of the AYL General Principles of Operation for the definition of in territory player designation.

4.1 Official AYL Rosters

- A. Member Clubs are responsible for preparing official AYL Rosters using the AYL form provided by the Football Secretary. At date of birth (DOB) validation, each Member Club will provide the Football Secretary with a printed and electronic copy of each roster.
- B. Member Clubs are responsible for submitting their official AYL Rosters on the date and time designated by the Football VP. Member Clubs will be fined \$500 for each roster not submitted on time, as designated by the Football VP.
- C. Member Clubs are responsible for submitting completed and accurate official AYL Rosters. Member Clubs will be fined \$10 for each incomplete or blank field on the official AYL Roster.
- D. Out of Territory players will be identified on the AYL Roster utilizing **Bold** type on the official roster form. Play Down players will be identified on the Roster with a “**PD**” next to the players name. Grandfathered players will be identified on the Roster with a “**GF**” next to the players name. Patched players will be identified on the Roster with either an “ * “ or “ ** “ next to the players weight.
- E. A team may be formed from two or more Member Clubs who cannot absorb additional players under the following conditions:
 - 1. Each member club roster must be full (minimum of 22 players), in that age group.

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2. As a guideline each club wishing to combine players will have to have 6 players without a team to play on (8 yr old – 13/14 yr old) and for 6 & 7 yr old it is 4 players. (Rev 07/04)
3. The formed team must participate in the AFC conference.
4. The roster must be approved by the Football board.

4.2 Rosters Standards

| Conference | Maximum Out of Territory Players |
|------------|----------------------------------|
| NFC | 4 |
| AFC | 2 |
| CFC | 1 |

(Rev 06/13)

- A. Any team that does not meet this requirement must have their roster approved by the Football Board prior to the first regular season game. An illegal roster can be protested.

4.3 Roster Changes

Generally no roster moves will be allowed after DOB validation (sign-off) when the official rosters are submitted to the Football Secretary. However, after DOB sign-off and until Formal Roster Sign-off by the Football VP, changes may be proposed and voted on by the Football Board. After the Formal Roster Sign-off no rosters moves will be allowed except in the following situations: (Rev 04/06)

1. A player wishing to play down doesn't make weight.
2. A player is found to be rostered illegally. Note: This may force other players to change rosters also.

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4.3.1 Roster Add Ons

- A. After rosters have been submitted to the Football Secretary for the date of Birth (DOB) validation, new players may be added up to the fourth (4th) game of the season.
- B. The Member Club must file a Roster Add On form with the Football Secretary with a copy of the birth certificate (or birth certificate waiver) for any new player added to a roster after DOB validation. A fee of \$10 will be assessed to the Member Club for each player added after DOB validation.

4.3.2 Roster Violations

The Football Board will decide if a violation of the AYL rostering policy has occurred. If a roster violation is found, the following will occur:

1. For the first offense, the Head Coach is suspended for one (1) game, and the Member Club is fined \$100.
2. For the second offense, the Head Coach is suspended for one (1) year, the Member Club is fined \$500, and the team is ineligible for any post-season playoffs.
3. For the third offense, the Member Club Delegate is suspended for one (1) year and the Member Club loses voting rights.

4.3.3 Grandfathered Rosters and Players

Players from a previously approved AYL roster will be considered “grandfathered” to stay with the Member Club for which they previously played, as long as they were considered in territory players on the previous roster, even if the family moves to another Club’s territory. This also includes younger siblings of the “grandfathered” players that may not yet have participated in AYL Football. Member Clubs wishing to “grandfather” a player or sibling will be required to provide an approved roster from the same sport, in which the player or player’s sibling was approved as an in territory player. These “grandfathered” players will be considered as Home Area players for the purpose of determining a legal roster on a specific Team roster.

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In order to remain as a “grandfathered” player, the player must continue to play with the same Member Club for that sport without a break. Should the “grandfathered” player cease to play for their original Member Club in that sport or chose to play for the Member Club in their new territory, they will no longer be considered “grandfathered” and will be subject to the roster rules above. (Rev 07/05)

4.3.4 Roster Team Color/Coach

- A. When a Member Club plans to add new team, or a new color/coach to an existing team, into any Division in the league, the make-up of the members of that team must be identified as to their prior Tackle football experience, both within and out of the AYL. This information should be brought to the appropriate Football Board meeting so the Board can determine the correct Division of play, NFC, AFC, or CFC for this new team. Should a Club not be able to provide or refuses to provide this information the Football Board can place this team in a Division of play that the majority believes is correct for this new team. The decision of the Football Board is final without any appeal process.

- B. An existing team or team color is defined in table below.

| Previous Year's Roster Number | # of Returning Players |
|-------------------------------|------------------------------|
| 16-17 | 7 or more, same color/coach |
| 18-20 | 8 or more, same color/coach |
| 21-22 | 9 or more, same color/coach |
| 23-25 | 10 or more, same color/coach |
| 26-27 | 11 or more, same color/coach |

(Rev 06/08)

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- C. A player MAY be allowed to “Play Down” one age division provided he is below the minimum weight established by the Football Board for his proper age division. Once a player has been allowed to play down one age division, he shall not be eligible to move up for the duration of the season. The player must meet minimum weight each season in order to remain playing down an age division. A maximum of 20% play-down players allowed per team. Example: 20 players on team then only 4 players are allowed to play-down on this team. (Rev 11/97)

| Players on Team | Max Play Down Players Allowed |
|-----------------|-------------------------------|
| 15 - 19 | 3 |
| 20 - 24 | 4 |

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5 Rules of Play

The AYL Football Rules of Play shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.1 Equipment Requirements

All players are required to wear helmets with colored mouth guard at each practice/game.

5.11 Mouth Guards

- A. Mouth guards are mandatory, and if not used, a 3 yard penalty (5 yards for 10, 11, 12 & 13/14 year old divisions) will be assessed. No warning need be given.
- B. The mouth guard must be of any readily visible color, other than white or clear. (Rev 11/05)

5.1.2 Cleats

See High School Rules (Rev 09/84)

5.1.3 Helmets

All players must use a face mask that met NOCSAE test standard at the time of manufacture. Multiple bar type is recommended. The face mask shall be properly secured to a helmet which met the NOCSAE test standard at the time of manufacture and has a visible exterior warning label regarding the risk of injury. The helmet shall be secured by a properly fastened, four-snap chin strap. (Rev 11/05)

5.1.4 Official Football

- A. The following footballs shall be used:
 - 1. 6, 7, 8 & 9 - WILSON PEEWEE OR K2 OR equivalent size/weight
 - 2. 10, & 11 - WILSON TDJ OR equivalent size/weight
 - 3. 12 & 13/14 - WILSON TDY OR equivalent size/weight.

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No Ball shall be used in games if it is not approved by the NFHS

- B. The offensive team shall have the choice of ball to conduct their offensive plays. The ball may be changed at change of possession or at a first down, but the team requesting the change of ball shall furnish the ball of their choice to the officials. Each team shall provide towels for the purpose of cleaning and/or drying the football. During wet weather or if wet field conditions exist, the referee may request, and each team will provide, a designated person to provide and shuttle dry game balls. (Rev 12/03)

5.2 Minimum Play

It is mandatory that all Divisions play in accordance with the following minimum play system. All **plays count for minimum play rule except dead ball fouls.** (Rev 07/04)

5.2.1 Minimum Play Requirements

- A. For the purpose of fulfilling the minimum play rule, every play in which a player is in the game will count toward this requirement even though that particular play may not count as a game play; extra points. When a foul occurs during a dead ball between downs or prior to a free-kick or snap, it shall not be counted as a play in satisfying the minimum play rule.
- B. It is an expectation of the AYL that the minimum play rule will be followed by all of the Coaches. However, there are exceptions where a particular player is not required to meet minimum plays in a game. Exceptions include:
1. Ineligibility due to Team Disciplinary measures, Parents restrictions, or for reasons of injury or illness.
 2. An injury occurring during a game that prevents the player from fulfilling the minimum play requirements.
 3. A player is ejected from a game and cannot continue.

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- C. Any player not eligible to play in a game must be identified to the opposing Head coach before the start of the game and noted on both Team's "Blue Sheet." Any player that cannot continue in a game due to injury or ejection must be documented on the Team's "Blue Sheet". (Rev 07/03)

5.2.2 Minimum Play Audit

The AYL "formal" minimum play auditing is required for both teams in all Playoff and Super Bowl games. Otherwise a Head Coach can always request an opposing Head Coach complete a formal audit of their team's minimum play performance. To complete these processes follow the following:

The Coach(s) must identify three (3) up to eleven (11) players on the opponent's team that he requires to be "formally" audited. These players are listed on the "Play Audit Log" on the back portion of that Team's "Blue Sheet". This play audit is recorded in real time, as plays occur, during the game. The team that has been requested to audit its players is responsible to supply one (or more) "TEAM AUDITOR(s)" to complete this audit. The opponent requesting the "formal" audit also is responsible to supply one (or more) "TEAM AUDITOR(s)" to assist in this audit. These "TEAM AUDITOR(s)", from both teams involved in the contest, will be stationed on the sideline of the team under audit and will be instructed by the Game Official in their roles. All "TEAM AUDITOR(s)" will be responsible to track individually the number of plays each of the players designated for audit participate in until each player has met the required minimum number of plays. It is required that all "TEAM AUDITOR(s)" must agree on the actual play count associated with each player involved in the audit. Should a disagreement occur the game will be stopped and the Game Official must resolve the issue before the game continues. Should the Game Official be unable to resolve the discrepancy, the "TEAM AUDITOR(s)" from the Team requesting the "formal" will be in the overriding position. With one (1) game play left in the first quarter of the game the "TEAM AUDITOR(s)" will be called to the center of the field to confer with the Officials and both Head Coaches for the purpose of evaluating the progress made on completing minimum play requirements. Each Head Coach and all "TEAM AUDITOR(s)" must initial the designated area on the "Play Audit Log" each time this review is performed. This continues each quarter of the game until all designated players have completed the minimum play requirements. If at the completion of the game, the "Play Audit Log"

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reflects that minimum play has not been met for all designated players, the Head Official shall declare the game a forfeited game by the offending team.

The minimum play rule shall not be abridged unless the player is injured or ejected, in which case the referee and opposing Coach must be notified at the time of removal, and the time of removal noted on the "Play Audit Log". Further, if a game is ended early with 4 plays or less remaining and the team with the ball, leading by a score, chooses to kneel (Rule 19G), the number of plays left in the game will be credited to those players not yet completed with the minimum play requirements to finalize those player's minimum play status. All violations of this application of the minimum play rule will reviewed by the Football Board. Penalties for violations include, but not limited to, fines and/or suspension of the Coach. (Rev 06/13)

5.2.3 Minimum Play per Conference / Age

| CONFERENCE | Minimum Number of Plays per | Player per Game |
|-------------------|------------------------------------|------------------------|
| AGE | 6 – 12 | 13/14 |
| CFC | 32 | 14 |
| AFC | 24 | 10 |
| NFC | 16 | 6 |

(Rev 03/14)

5.3 Field Requirements

The AYL Football Field Requirements shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.3.1 Field Size

For ages 6, 7, 8, and 9 year olds, the football field shall be 60 yards long and 40 yards wide with end zones extending 10 yards beyond each goal line making the total area within the lines 80 yards by 40 yards. For the 10, 11 and 12 year old Divisions, the field shall be 80 yards long and 53 1/3 yards wide with end zones extending ten yards behind the goal lines, making the total area within the lines 100 yds by 53 1/3 yds. For the 13/14 year old Divisions, the field shall be 100 yards long and 53 1/3 yards wide with end zones extending ten yards behind the goal lines, making the total area within the lines 120 yds by 53 1/3 yds. (Rev 06/13)

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5.3.2 Goal Post

Goal posts will be used in ALL 8th grade (ages13/14) divisions for field goals and PAT attempts. Field goals will be awarded 3 points and follow the standard NFHS Rule Book unless otherwise stated in this rule book. (Rev 06/13)

5.3.3 Marking the Field

- A. The field must be properly marked with lines and yard markers for all games. Sidelines and ten-yard lines must be lined with visible material. It is required that colored flags or pylons be used as corner markers for the goal lines. Marking of coaches and players boxes should be parallel to the side lines from 12 yard line to 12 yard line for the 6, 7, 8, & 9 year olds and the 20 in the 10, 11 & 12 year old Divisions and 25 in the 13/14 year old Divisions) and 5 yards back from the sideline. (Rev 06/13)

- B. Fields not in compliance with the proper marking may be deemed unplayable at the discretion of the referee prior to the start of the game.

5.3.4 Coaches and Players Box

Only Coaches, Asst. Coaches, players, play counters and minimum play monitors will be allowed INSIDE this area. (Rev 06/88)

5.4 Game Play Guidelines

The AYL Football Game Play Requirements shall follow the National Federation of State High School Athletic Association unless specifically stated in this document.

5.4.1 Length of Games

- A. Game length will be based upon the number of plays for each quarter by age group. (Rev 06/13)
 - 1. 6-7 Yr Olds will 20 plays per quarter (Do not count extra points)
 - 2. 8- 9 Yr Olds will play 22 plays per quarter (Do not count extra points)
 - 3. 10-12 Yr olds will play 24 plays per quarter (Do not count extra points)
 - 4. 13/14 will play 10-minute quarters following full NFHS High School Rules.

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- B. The rest period between halves shall not exceed ten (10) minutes. Teams shall be notified with three (3) minutes remaining so they may warm up. (Rev 03/09)
- C. All plays in the game count as plays except Points After Touchdown (PATs) and Dead Ball penalties. For play count purposes, a DEAD BALL PENALTY is defined as a foul that occurs before the ball is snapped. (Rev 06/13)

EXCEPTION: The 4th quarter is extended by 1 play for every offensive penalty if the following is applicable:

1. 5-8 Plays remaining in the game
2. The score is within 8 points or less
3. The team winning has the ball.

- D. If a live ball foul occurs on the last play of a quarter, the offended team will have the following options:

1. Accept the penalty and replay the down. The quarter is extended one play.
2. Decline the penalty, accept the result of the play, and the quarter is over.

EXCEPTION: The quarter is not extended if the penalty involved is:

1. Unsportsmanlike fouls
2. Non-player fouls
3. A foul that specifies loss of down
4. A foul where the penalty is enforced on the following kick-off.

For each of the listed fouls, the quarter ends and the penalty is enforced on the first play of the next period. If it is the end of the 2nd period, the Unsportsmanlike, the Non-player, and the foul enforced on the following kick-off carry over. The loss of down foul does not carry over. (Rev 03/09)

- E. If Team A gets a penalty during the last play of any quarter, then Team B has the following options:
1. Accept penalty and play an additional down. i.e. Quarter cannot end on a penalty.

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2. Decline penalty and let play stand. i.e. Quarter is over.
- F. If the game is tied at the end of regulation, 1 overtime period will be played to determine the winner. If no winner is decided after 1 overtime period, the game is a tie. High School overtime rules will apply. The home team has the choice to start the overtime period on offense or defense.
- G. If Team "A" is on offense, leading by score, and the game has 4 plays (or less) remaining, and the down number is such that Team "A" can kneel for the remaining plays, the Referee shall ask the coach of Team "A" if they are going to kneel for the remaining plays of the game. If the answer is "Yes", then the official shall end the game without playing the remainder of the plays. (Rev 03/09)

5.4.2 Kick-Off

- A. For Kick-offs, the ball shall be placed:
 - 1) 20 yard line for ages 6 through 9(60-yard field)
 - 2) 30 yard line for ages 10, 11, & 12 (80-yard field)
 - 3) 40 yard line for age 13/14 (100-yard field)
 - B. If Kick-off goes out of bounds, the Receiving team has the option of:
 - 1) Accepting the ball where it went out of bounds
 - 2) Accepting the ball at:
 - A. 16 yards beyond kick-line for ages 6 through 9 (60-yard field)
 - B. 20 yards beyond kick-line for ages 10, 11, & 12 (80-yard field)
 - C. 25 yards beyond kick-line for age 13/14 (100-yard field)
 - C. If ball crosses the plane of the goal line, it is dead immediately and put in play at:
 - 1) 12 yard line for ages 6 through 9 (60-yard field)
 - 2) 15 yard line for ages 10, 11, & 12 (80-yard field)
 - 3) 20 yard line for age 13/14 (100-yard field)
 - D. Free kick after a safety shall be from kicker's:
 - 1) 12 yard line for ages 6 through 9 (60-yard field)
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- 2) 15 yard line for ages 10, 11, & 12 (80-yard field)
 - 3) 20 yard line for age 13/14 (100-yard field)
- E. If the Free Kick after safety goes out of bounds, the Receiving team has the option of:
- 1) Accepting the ball where it went out of bounds
 - 2) Accepting the ball at:
 - 16 yards beyond kick-line for ages 6 through 9 (60-yard field)
 - 20 yards beyond kick-line for ages 10, 11, & 12 (80-yard field)
 - 25 yards beyond kick-line for age 13/14 (100-yard field)
- F. Team A gets an unsportsmanlike conduct penalty at the end of the half, Team A is kicking team, and this penalty is assessed at the kick-off of the second half. If the ball is kicked out-of-bounds (under these circumstances) an additional 9 yards will be assessed from the out-of-bounds point, the 24 yard line (30 yd line for the 10, 11, & 12 year old divisions and 35 yard line for the 13/14 year division), or if kicked in the end zone, from the 12 yard line (20 yard line for 11, 12 and 13/14 year old divisions). Also see Rule 19 "Length of Games" for clarifications. (Rev 11/97)
- G. At least four members of the kicking team must be on each side of the kicker, and, second, other than the kicker, no members of the kicking team may be more than five yards behind the kicking team's free-kick line.

5.4.3 Point After Touchdown

- A. A one point or two point conversion will be awarded due to placement of the ball for the extra point attempt. (Rev 03/14)
1. In the 10, 11 & 12 year old divisions, a two point conversion will be placed on the 5 yard line. A one point conversion will be placed on the 3 yard line.
 2. In the 6, 7, 8, & 9 year old divisions, a two point conversion will be placed on the 4 yard line. A one point conversion will be placed on the 2 yard line.
 3. Each COACH is responsible for informing the referee of their extra point
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intentions prior to the play. (Rev 10/90) After the referee is informed of the coach's decision for one or two points, and after the ball is spotted for play, prior to the play a time out must be called by the team to change their extra point intentions. After a play is run or a penalty (dead ball or other penalty) there can be no change in the extra point intentions.

4. In the 13/14 year old divisions, the coaches shall have the opportunity to kick a try for a one point conversion or run a try for a two point conversion (Point-After-Touchdown- PAT). The scoring team shall designate a spot anywhere between the hash marks on the 3 yard line, unless moved by penalty. All additional try rules and scenarios shall follow the NFHA Rule Book unless otherwise specified by the AYL. A one point or two point conversion will be awarded due to placement of the ball for the extra point attempt.

5.4.4 Length of Penalties (Rev 06/13)

- A. The penalties for the 6-9 year old divisions, penalties will be 3 yards for minor infractions, 6 yards for intermediate infractions, and 9 yards for major infractions.
- B. The penalties for the 10-12 year old divisions will be 5 yards for minor and 10 yards for major infractions. All penalties that specify either 10 or 15 yards in the High School Rules will be considered a "major" infraction. The penalties for the 13/14 year old division will be 5, 10, or 15 yards, according to the High School Rule Book.

5.4.5 Delays

- A. Teams must appear on the field promptly and any unnecessary or willful delay will result in the forfeiture of the game. Within 10 minutes of the scheduled game time, each team must have all eligible players on the field to start the game; otherwise the offending Club will forfeit the game unless the game has been officially postponed.
- B. For all age divisions, if a team has 11 eligible players and one of the players is a double patch player, the team may still play allowing for only 10 players on kick-off and kick-off return teams.

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5.4.6 Coaching

- A. For the 6, 7, 8, & 9 year old divisions, Coaches and team members must remain in the Team/Coaches Box, between the 12 yard lines (20 yard lines for 10, 11 & 12 year old Divisions and 25 for the 13/14 year old divisions) during the game. For the 6 & 7 year old division, one coach may be allowed on the field for each team, and may call plays in the huddle. After the huddle breaks, the coach must move to a spot at least 10 yards behind the deepest player, and always completely out of the play. Both Offensive and Defensive Coaches (6 & 7 year old division) on the field must terminate coaching once the offensive team has come to the line and the QB starts the cadence. Once the ball is in play, the coaches on the sidelines may commence coaching, but the coaches on the field, both offense and defense, must continue to refrain from coaching until the whistle stops play. Coaches abusing this rule shall be given one warning by the referee. For continued offense of this rule, the referee may request that the field coach be replaced by another coach until the next change of possession or an Illegal Procedure penalty may be assessed. (Rev 03/14)
- B. In the AYL the number of coaches allowed in the Team/coaches Box is not limited as in the High School Rules. (Rev 11/05)

5.4.7 Play Clock

The 6, 7, & 8 year old division shall have no more than 45 seconds from the time the ball is ready for play until the snap. All other Divisions shall have 30 seconds from the time the ball is ready.

5.4.8 Captains

Four captains per team will be allowed.

5.4.9 Free Punt

In the 6, 7, & 8 year old divisions, a team may declare to the official that they intend to punt the ball, and they shall do so without being rushed by the defense, and they must punt. Punt coverage may not leave the line of scrimmage until the ball is punted. Players must not move until the ball has been kicked. There must be 7 offensive

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linemen and 6 defensive linemen on the line of scrimmage at the time the ball is punted. This free punt must look like a regular punt formation. The ball must be snapped from the center to the punter. The punter must kick the ball from behind the center. Any attempt to take advantage of the free punt option will result in an unsportsmanlike conduct penalty of 9 yards and loss of down.

5.4.10 Mercy Rule

- A. A. If at any time after the first half of play the point differential reaches or exceeds 40 points, the officials will freeze the score as the official score with no additional scoring for either team recorded. Play will continue following the normal game rules except that all plays in the game count as plays towards game and minimum play count, including Points After Touchdown (PATs) and Dead Ball penalties. Also the Play Counters (Yellow Sheet) will be instructed to mark off two plays for every one play actually run during the balance of the game. Further, for the 13/14 year old Divisions the CHSAA rules regarding the Mercy Rule will be followed. (Rev 03/14)
- B. In all age divisions, coaches and teams are expected to exhibit good sportsmanship and not purposefully run-up winning point margins. All coaches **SHALL** attempt to mitigate point differentials in excess of 40 points.

5.4.11 Game Time

The time for all League games will be determined by the Football Board and published on the schedules.

5.4.12 Game Officials

Two paid officials (Three for the 10, 11, 12, and Four for the 13/14 divisions) will be supplied for all games; however, games may be played with only one official (Two for 10, 11, 12, and Three for the 13/14 divisions). Game officials must be in full referee's uniform. The Referee shall make a complete report of any injuries incurred during the game as well as record the score of the game. The Referee will ensure that this information is documented on the "Blue Sheets" by the Coaches and will then turn these "Blue Sheets" into the League office. All of the game "Blue Sheets" must be signed by all of the officials working in the games before the officials will be paid for officiating the game. The Head coach of the Home Team will be REQUIRED to sign

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off on that club's "Blue Sheet" in the area indicated to certify as to the number of officials present for the entire game. This process will be used to ensure that the AYL payments to officials are consistent with the actual number of officials working each game. If an official fails to show up at a scheduled game, a person mutually chosen by the coaches involved may officiate. (Rev 06/12)

5.4.13 Linesman Equipment

The field coordinator must supply a linesman's outfit consisting of downbox and 10 yard chain. All yardage chain and down indicator rods must have flat lower ends covered by a protective cap. A competent crew (preferably adults) shall be provided by the home team to operate this equipment. This crew is part of the official crew and as such must conduct themselves in a manner befitting their status, i.e. refrain from coaching, discussion with the players and/or officials, etc. (Rev 08/84)

5.4.14 Roster of Players

- A. All official team rosters as they appears on file with the League Secretary, will be posted prior to opening Saturday, and be available to Coaches and Officials, on the AYL website. (Rev 03/14)
- B. If requested by the opposing coach, before play is commenced, each team shall line up in numerical order on the sidelines allowing opposing coach to validate rosters. (Rev 11/97)

5.4.15 Uniforms

- A. A player cannot play in a game unless he is uniformed in conformity with the other members of the team, including:
 - 1. Proper numbers on both front and back of his jersey. These numbers shall be at least 5" in size, and no duplication of numbers will be permitted. The AYL does not require specific jersey numbers to play particular positions.
 - 2. Helmet color, jersey color and pant color.

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- B. Players of opposing teams shall wear jerseys of contrasting colors. Players of the Home team shall wear DARK jerseys and players of the visiting team shall wear LIGHT color Jerseys. The visiting team is responsible for avoidance of similarity of colors, but if there is doubt, the referee may require players of the home team to change jerseys. (Rev 06/13)

5.4.16 Play Recorders

Teams will each furnish one play recorder in all Divisions who will remain together and keep a record of the number of plays. Play Recorders will change from one side of the field to the other at halftime. Play Recorders are part of the official crew and as such must conduct themselves in a manner befitting their statuses i.e. refrain from coaching, discussions with players, coaches, or officials. Play Recorders shall notify the officials when 5 plays remain in the quarter. (Rev 08/84)

5.4.17 Postponed Games

- A. Games may be postponed by the field coordinator not less than three (3) hours prior to the game, unless the fields are closed due to weather, in which event the game can be postponed anytime before or during the game.
- B. Games may not be postponed for reasons other than weather without approval of the Football Board.

5.4.18 Rescheduling of Games

- A. Saturday games will be rescheduled for **Sunday** (8 days later) at a field and time to be decided by the Football Board.
- B. All regular season and play-off games must be decided with one of the teams involved being declared the winner. No games will be defined as "Did Not Play". No coach or Delegate shall willfully manipulate the final standings of a particular team by refusing to either agree to a re-schedule of a game or declare the game a forfeit. The only exception will be due to problems that force the Football Board to eliminate games so as to complete the season as required by date.

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5.4.19 Chain Crew

The home team in each game shall provide personnel to operate the chains and down marker. These personnel shall remain on the home team side of the field. (Rev 11/91) Super Bowl games will have League designated personnel provide this function.

5.4.20 Sideline Safety

- A. Spectators, Parents, children, cameras, chairs, tables, benches, coolers, or other hazardous items are not allowed within five (5) yards of the sidelines for the entire length of the playing field, including the end zones. The Head Coach is responsible to ensure that their sideline is compliant with this 5-yard "Spectators Boundary". Coaches failing to maintain this Spectators Boundary shall be given one warning by the Game Official, after which an unsportsmanlike penalty may be assessed for further offense of this rule. Refer to AYL General Principles of Operation, Rule 22, KEEPING ORDER. (Rev 10/03)

- B. While the AYL encourages active, positive, sideline participation the use of many types of noise makers such as air horns, cow bells, and coin cans as well as the playing of loud music, or the use of electronic amplification of voice can be construed as an attempt to distract or confuse the opponent and thus represents unsportsmanlike behavior. The AYL will not allow the use of air horns or amplified voice at any time during a regular season or playoff game. The use of other noisemakers and the playing of music of any type are limited only to timeout periods, the time between the quarters, or at halftime. If in the opinion of the Officials, the offending team's sideline noisemakers are being used in violation of this rule, the Game Official will provide one bench warning to the offending team's Head Coach. Subsequent violations of this rule will be charged as an unsportsmanlike penalty on the offending team's Head Coach. (Rev 03/09)

- C. No one will be permitted behind the end zone within fifteen (15) yards of the end line.

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5.4.21 Home Team

The Home Team shall have the choice of which sideline they will occupy for that particular game.

5.4.22 Patched Player Restrictions

Any player may be allowed to move up one age group and this new age group's weight will apply to this player. (Rev 11/97)

A. SINGLE PATCHED PLAYERS-RESTRICTIONS:

1. All single patch players who are ineligible for backfield position due to weight limits must be designated by wearing 1(one) florescent green sticker affixed to the center back of the helmet, with a minimum 1" diameter. Current players that have patches attached will be allowed to play with current uniforms until such time that the uniform changes or the player changes clubs. The rules will be enforced based on the helmet stickers.
2. No single patched player shall be allowed to run with the ball on a kick-off caught behind his own 20 yard line
3. No single-patched player shall be allowed to run with the ball on a pre-determined play except as a receiver of a forward pass beyond the line of scrimmage or a lateral/backward pass received beyond the line of scrimmage, an interception, or a fumble recovery. If a single-patched player violates any of these provisions, the ball will be declared dead at the spot of the violation and the defensive team will have the option of:
 - A. Declining the penalty and it becomes the next down.
 - B. Accepting a minor penalty from the spot of the foul and replaying the down. (Rev 03/09)
4. A single-patched player, who is the intended kicker during a scrimmage kick, can do nothing with the ball other than attempt to kick it or cover it in the event of a muffed snap or blocked kick and under no circumstances can the

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offensive team advance the ball beyond the line of scrimmage. If the offensive team does attempt to advance the ball beyond the line of scrimmage, it becomes dead immediately once it crosses the line of scrimmage, either by pass, by running, or by fumble. This will include a loss of down penalty. On kick-offs or free kicks following a safety, he may be permitted to kick the ball. (Rev 03/09)

5. No single patched player shall be allowed to be behind the line of scrimmage on either offense or defense at the time the ball is put into play except for the purpose of punting the ball.

B. DOUBLE PATCHED PLAYERS-RESTRICTIONS:

1. All double patch players wear 2 (two) florescent green stickers affixed to the center back of the helmet, in vertical alignment, with a minimum 1" diameter. Current players that have patches attached will be allowed to play with current uniforms until such time that the uniform changes or the player changes clubs. The rules will be enforced based on the helmet stickers.
2. No double patch player will be allowed to run with the ball and should they gain possession of the ball it will become a dead ball immediately. Such player may not participate on any kick-off or kick-off return team.
3. All divisions are limited to four double patched players on the field at one time. Any violation of this rule will be treated as an illegal substitution minor foul if discovered before the snap and a major illegal participation foul if discovered after the snap. A double patched player is an ineligible receiver for a forward pass. If an offensive double-patched player catches a pass, it is an illegal touching minor foul enforced from the previous spot and includes a loss of down. If a defensive double-patched player catches a pass, it becomes dead at that spot. (Rev 03/09)
4. **Defensive:** A double patched defensive player must be a down lineman three or four point stance. The double patch player cannot line up outside of the normal tight end to tight end position. Any violation of this rule is a live ball minor penalty. The offense will have the option of:
 - A. Accept a minor penalty from the previous line of scrimmage, replay the down.
 - B. Decline the penalty and accept the results of the play. (Rev 03/09)

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5. **Offensive:** A double patched offensive player must be a down lineman in a three or four point stance. The double patch player must line up in the “normal” tight end to tight end position and must always be covered by another player on the same side of the ball and lined up on the line of scrimmage. A double patch player infraction is a minor live ball foul and the defense will have the option of:
- A. Accepting the minor penalty from the previous spot, replay the down
 - B. Declining the penalty and accepting the result of the play

5.4.23 Tie Breaker Rules (Rev 03/10)

- A. Tie Breaker rules apply to the seeding of teams in the play-offs; they will not be used to eliminate a team from the play-offs. Teams that are tied for the last play-off position will play a mini play-off. Tie Breaker rules will apply for seeding the teams for the mini play-off.
- B. Football Tie Breaker rules:
 - 1. Head to Head.
 - 2. Best W-L-T with common opponents.
 - 3. Strength of Schedule (this year)
 - 4. Best opponents total W-L-T of each team played. Example: 37-24-2
 - 5. Coin Toss.
- C. Reference the AYL General Principles of Operation – Rule 8 Championships, Paragraph B. “In the event that inclement weather and/or non-availability of play-off sites would prevent play-off games from being scheduled and taking place 24 hours before the Championships to determine the Conference and/or North & South Champions, then the following tie-breaker method will be used to determine the participants in the AYL Championship.”

The Football Board may implement this AYL General Principle Rule when weather conditions and/or hard termination dates for field availability prevent the safe completion of the regular season schedule in the timely manner required to complete mini-playoffs, playoffs and the Super Bowl before the end of the current season. Upon this determination by the Football Board, this Rule 5.4.24.C will supersede Rule 5.4.24.A above in its entirety. The Football Board has the authority to use the Football Tie Breakers, defined in Rule 5.4.24.B above, as follows:

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1. Teams may be eliminated from the playoffs by application of the Football Tie Breaker Rules so as to eliminate mini-playoffs
2. Teams finishing below the top two positions in a Division may be eliminated from the playoffs so as to eliminate all playoffs and determine the two Super Bowl Teams.
3. Teams finishing below the top position in a Division may be eliminated from the playoffs so as to eliminate all playoffs and the Super Bowl and determine the Super Bowl Champion.

5.4.24 Mini Play-Off Games

When multiple teams end the regular season tied for the last play-off position the league will schedule MINI PLAY-OFFS to decide the final team to qualify for the Play-offs, with the exception in 5.4.23 C1. The tie breaker process defined in Rule 5.4.23 B above will be utilized to seed the teams into the MINI PLAY-OFFS. The determined seeding will be used to declare the Home team(s) as well as where each team is placed in the MINI PLAY-OFF Bracket. When two teams are tied, these teams will play a full game to determine the team advancing into the Play-offs. When three teams are tied, the highest seed, #1, will be awarded a bye for the first round of the MINI PLAY-OFFS. The remaining two teams, #2 & #3, will play in a first round half game, with the #2 seed as the home team. The winner of the first round half game will then play the #1 seed in a second round half game, played on the same day as the first round, to determine the team advancing into the Play-offs. Note: the "Minimum Play Rule" is still in effect for MINI PLAY-OFFS with the minimum play requirements for half games being prorated at one half the full game requirements. Should more than three teams end the regular season tied, the Football Board will determine the MINI PLAY-OFF structure to be utilized. (Rev 12/03)

6 Sportsmanship & Ethics

The Football Board requires that all Coaches uphold the principle and spirit of Good Sportsmanship at all times. Since the coaches are the most influential persons in teaching good sportsmanship, one of their fundamental responsibilities is to inspire players and spectators to conduct themselves in a manner which best represent those values. Coaches must stress respect for opposing players and tolerate no conduct from players or spectators, which demeans or embarrasses the opponent, the officials, or the sport itself. Taunting and baiting an opponent is contrary to the basic concept of fair play and honorable competition. Profane language, taunting, and unsportsmanlike behavior cannot be tolerated as part of a program and is exactly opposite of the type of conduct and behavior which participation is intended to teach. The Football Board will act quickly in the investigation of any complaints of unsportsmanlike behavior by any Coach associated with our Football Program. Should a Coach be found to have acted in an unsportsmanlike manner, that Coach might face suspension or other penalties, up to and including expulsion from the AYL.

The primary goal of coaches should be the development of our players to become better citizens. The players must be taught sportsmanship, fair play and ethics, and these teachings should always govern their behavior while at practice and games. Coaches shall be responsible for the conduct of all players, members of the coaching staff, and spectators. This includes the time periods before, during, and after league games.

AYL Coaches will:

- Honor the game, by treating each player, official, coach, and parent with respect and dignity
- Emphasize that good athletes are good students, and both are physically and mentally alert
- Strive to make every football activity serve as a training ground for life
- Emphasize that winning a game is the result of teamwork
- Will learn the strengths and weakness of their players in order to place them into situations where each has an opportunity to achieve success
- Will protect the safety and health of their players
- Set an example in personal conduct at all times (Rev 03/14)

6.1 Ejection Policy

Ejection of any player, Coach, Assistant Coach, parent, or spectator from a game for any reason must be explained in detail on the game "Blue Sheet," which is turned into the league. The Club Delegate, from the ejected person, must be notified of the

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ejection immediately after the conclusion of the final game of the day. All ejections will be reviewed, from the "Blue Sheet" details, by the Football Board at the next scheduled meeting to evaluate the suspension. There will be no protesting the validity of an ejection at any time. Any non-player ejected from a game is not allowed to attend the next scheduled game. (Rev 03/14)

If the same individual is ejected a second time during the season, that individual will be ineligible to participate in league events for the remainder of the season. If the second ejection comes in the last game the individual is not eligible to participate in the following season.

The Member Club will be fined \$500 if any player, coach or parent is ejected from the last game of the season and the player does not return to play in the AYL Football the next season. (i.e Ejected from the last game at the 8th grade level).

6.2 Code of Conduct

Each Member Club is responsible for developing and administering their own Player, Coach, and Parent Code of Conducts in accordance with the individual Club's needs.

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7 Rule Modification Tracking

7.1 2010 Rule Changes

| Rule Changes | |
|---------------------|--|
| 2.1.1 | Age Determination move to June 1 st |
| 5.4.24 | Tie Breaker rules clarified |

7.2 2011 Rule Changes

| Rule Changes | |
|---------------------|--------------------|
| 3.1 D | Division Placement |
| 4.3.8 | 8 Man Removed |
| 5.2.4 | 8 Man Removed |
| 5.4.5 | 8 Man Removed |
| 5.4.9 | 8 Man Removed |
| 5.4.10 | 8 Man Removed |
| 5.4.23 | Patch Changes |
| 6.1 | Ejection Policy |

7.3 2012 Rule Changes

| Rule Changes | |
|---------------------|------------------------|
| 1.5 | Club Information |
| 3.1 A & B | Conference Guidelines |
| 3.1 D | Conference Movement |
| 4.2 | Out of District Ratios |
| 5.2.2 | Play Audit |
| 5.2.3 | Minimum Play |
| 5.3.1 | Field Size |
| 5.3.2 | Field Goals |
| 5.4.1 A | Length of Game |
| 5.4.1 C | End of Game Penalties |
| 5.4.3 | PAT |
| 5.4.4 A & B | 10yr Penalties |

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7.4 2013 Rule Changes

| | |
|----------------------------------|--------------------------|
| Rule Changes | |
| 1.4 2013 Football Dates | 2013 Dates |
| 2.2.1 Weight Limit Determination | Adjusted Weights +5 LBS |
| 5.2.2 Minimum Play | Change in minimum play |
| 5.4.1 Length of Game | Change plays per quarter |
| 5.4.1 Plays Per Quarter | Changed length of games |

7.5 2014 Rule Changes

| | |
|---------------------------------------|---------------------------------|
| 1.5 Member Club Information | Clarification |
| 1.8 Evaluation of Officials | Clarification for website |
| 1.9.1 Protest Guidelines | Update |
| 2.2.2 E Weighing of Members | E. Removed |
| 3.1.1 Conference Guidelines | New team entrance 13/14 |
| 3.3 Practice Policy | CHSAA and 13/14 Updates |
| 3.3.3 NFC Tryouts | Preseason Tryouts for NFC teams |
| 3.3.4 Offseason Conditioning | Preseason summer conditioning |
| 4.1 D Roster Identification | Clarification |
| 4.3.2 Roster Moves | Replaces 4.3 |
| 4.3.3 Roster Add Ons | Replaces 4.3.1 |
| 4.3.4 Roster Violations | Moved to 4.3.2 |
| 4.3.5 Grandfathered Rosters | Updated and moved to 4.3.3 |
| 4.3.6 Roster Team Color/Coach | Moved to 4.3.4 |
| 5.2.3 Minimum Play per Conference/Age | Update for 13/14 |
| 5.4.2 G Kick Offs | CHSAA Update |
| 5.4.3 Point After Touchdown | Update for 13/14 |
| 5.4.6 Coaching | Clarification |
| 5.4.10 Mercy Rule | Update for 13/14 |
| 5.4.14 Roster | Update for website |
| 6 Sportsmanship and Ethics | Update |
| 6.1 Ejection Policy | Clarification |
| 6.2 Code of Conduct | Clarification |
| | |