

MIDWAY WOLVERINES



FOOTBALL & CHEERLEADING ASSOCIATION

Midway Wolverines participate in youth football and cheerleading as a part of the Forsyth County Youth Football and Cheerleading Association (FCYFA). Four parks make up the Association, they Sharon Springs, Sawnee Mountain, Bennett, and Midway. Midway Park is located on Post Road in Forsyth County, Ga.

The registration fee for Football and Cheerleading is \$275.00. The registration fee includes two game jerseys (home and away) , game pants, helmet, and shoulder pads. The game pants, helmets, and shoulder pads are to be returned at the end of the season. Football cleats, practice pants, and practice jerseys are not provided by the park, but will be available for purchase prior to the beginning of the season.

Grade and weights

The FCYFA has voted and approved the change to grade base teams for 2009. This means teams are set based on grade, not age.

FCYFA has seven grade groups, they are: K / 1st, 2nd, 3rd, 4th, 5th, 6th, and 7th/8th.

K & 1st Grade : associated age is 7 or younger on August 31st (must be 5 year old by August 31st to play)

2nd Grade : associated age is 8 or younger on August 31st

3rd Grade : associated age is 9 or younger on August 31st

4th Grade : associated age is 10 or younger on August 31st

5th Grade : associated age is 11 or younger on August 31st

6th Grade : associated age is 12 or younger on August 31st

7th & 8th Grade : associated age is 13 or younger on August 31st

Note: If you are older than the age associated with your grade, you must play up to the next grade or to the grade that is associated with your age. You can not play below your grade level.

Grades are based on the 2009-2010 school year. A player will be allowed to play up one grade level. This change will have an affect on a small number of kids, but in most cases it will allow kids who are older than their classmates to play down with their classmates.

FCYFA teams are based on grade, not by weight. Weight limits are used, but they only determine who can play backfield positions.

- A. The following grade and weight schematic will govern the team make up for all FCYFA teams any one not meeting these weights are still allowed to play but will wear the required restricted decals on the back of the helmets.

<u>wt.</u>	<u>Grade</u>	<u>wt.</u>	<u>Grade</u>
70#	K/1st	115#	5 th
80#	2 nd	125#	6 th
90#	3 rd	unlimited	7th / 8th
105#	4 th		

- C. Unlimited weight is allowed to play provided that they follow restricted player guidelines listed in the rules that follow and wear the restricted decal on the back of the helmet.
- D. For grades 4th and up, unlimited weight for the tight end position can only advance the ball via a forward pass or fumble recovery beyond the line of scrimmage.
- E. Restricted players on defense may advance the ball in case of fumble or interception.
- F. Restricted players on offense may advance the ball in case of fumble only if the fumble recovery occurs past the line of scrimmage, if not the play is blown dead where the fumble is recovered.
- G. Fumbles recovered by restricted players on special teams will be marked down where the fumble recovery occurred.
- H. On offense in all grades the restricted player must play on the line of scrimmage and must be in a position that is no further out from the placement of the football than the tight end position.
- I. On defense, the restricted player must be within 7 yards of the ball and within 7 yards of the line of scrimmage. Prior to the play starting.
- J. Restricted players are not allowed to advance the ball on special teams.
- K. Restricted players may only kick extra points and not act as a lead blocker on any muffed extra point attempt nor can they be a lead blocker on an attempted fake kick. He can act as a kicker and only a kicker and if he does not kick and attempts to lead block the play is dead and no extra point attempt is awarded. If the ball is touched by the hands of the restricted kicker the play is dead and no additional extra point attempt is awarded.
- L. No restricted player will be allowed to punt.
- M. For the 2009 season, 6th graders will be allowed to play up in the 7th / 8th grade division only if they played in the 11 year old age group last year.
- N. Any restricted player violation will result in a dead ball play or no play and the penalty will be a 15-yard penalty and loss of down if the offense commits a player violation, a 15-yard penalty and automatic first down if the defense commits a player violation. Any punt or extra point violation will be treated the same as an offensive and defensive violation. Any kickoff or kickoff receiving team player violation will result in a dead play and the violating team will be penalized 10 yards and the kick will be played again.

Practice

1. K/1st, 2nd, and 3rd grade teams can practice six (6) hours (3 meetings) per week until school begins. 4th through 8th grade teams can practice eight (8) hours (4 meetings) per week until school begins.
2. After school begins and before season begins:
K/1st, 2nd, and 3rd grade teams can practice no more than four (4) hours (2 meetings) during the week and two (2) hours on Saturday; 4th through 8th grade teams can practice no more than six (6) hours (3 meetings) during the week and two (2) hours on Saturday.
3. When season begins:
K/1st, 2nd, and 3rd grade teams can practice no more than four (4) hours (2 meetings) per week; 4th through 8th grade teams can practice no more than six (6) hours (3 meetings) per week. Teams are allowed to practice on Saturday if it is their bye weekend.
4. Curfews:
K/1st grade teams cannot practice past 8:00 pm.
2nd – 5th grade teams cannot practice past 8:30 pm.
6th – 8th grade teams cannot practice past 9:00 pm.

Player participation

The FCYFA has implemented the following system for 2009:

K/1st grade - 50/50 entire game – no free substitution but the line-ups at half time can be changed to move players to different positions.

2nd Grade - 50/50 entire game – no free substitution but the line-ups at half time can be changed to move players to different positions.

3rd Grade – 10 plays per half

4th Grade – 10 plays per half

5th Grade – 8 plays per half

6th Grade – 8 plays per half

7th / 8th Grade – no restrictions on participation, however all coaches should ensure that all kids get adequate participation time.

A play is any offensive or defensive play including special teams.

Playing rules

The national federation of high school associations (NFHS) football rule book for the current year will be the basic set of rules. Where those rules are superseded by the Georgia high school association (GHSA) rules, the GHSA rules will apply. Any local FCYFA rules that are to supersede both the NFHS and GHSA will be explicitly covered in the FCYFA rules for the current year

A. All FCYFA games will be governed by the following guide lines:

K / 1st grade	2nd & 3rd Grade	4th & 5th Grade	6th & 7th / 8th Grade
Four (4) seven min Qtrs.	Four (4) eight min Qtrs.	Four (4) eight min Qtrs.	Four (4) ten min Qtrs.
No kick off-ball spotted on the 30 yd line of an 80 yd field (actual 40 yd line)	Kick off from the 30 yd line of an 80 yd field (the actual 40 yd line)	Kick off	Kick off
Free punt (rule 13)	Free punt (rule 13)	Punt	Punt

- B. Extra points shall score two (2) points for kicking and one (1) point for passing and running. The ball will be put in play from the three (3) yard line. K – 3rd grade divisions may score two (2) points by completing a forward pass and one (1) point by running. National high school federation rules which apply to the point after touchdown enforced accordingly.
- C. Two-color jersey numbers are permissible. Length of game jerseys must cover all protective gear.
- D. The national high school federation rule with regard to numbering interior linemen, eligible receivers, backs, etc. Will not apply.
- E. In all grade divisions, each team will be allowed three (3) time outs per half.
- F. Teams participating in the K / 1st grade divisions may not position defensive lineman at the position directly over or in the gap at the center position. It is required that no defensive lineman on a team effected by this rule play in the position closer to the center than head up on the guard position. If a player is lined up in front of or the gaps in front of the center, then they must be behind the heel of the defensive lineman.

“Running clock” rule

A “running clock” will be used when the point difference is twenty-eight (28) points or more anytime during the game and seventeen (17) points during the fourth quarter. The clock will stop only for an official’s timeout.

Anytime the point difference falls back to less than 28 points anytime during the game and/or less than 17 points during the fourth quarter, the clock will revert back to a regular clock. This rule applies to all games, play-offs and Lanier bowl. At anytime during a running clock period of the game free substitution will be allowed by both teams and if the game goes back to a non-running clock a normal clock and normal substitution rules will apply.

Coaches participation

- 1) In the K / 1st grade division, each team may have two coaches on the field. In the 2nd and 3rd grade year old divisions, each team may have one coach on the field.
- 2) Coaches participating on the field must be at least fifteen (15) yards behind the line of scrimmage and coaches are prohibited from coaching (talking to their players) on scrimmage plays from the time the snapper places his hands on the ball after the ball has been marked ready for play and until the play ends. Similarly, no coaching is allowed for free kick plays once the ball has been marked ready for play until the play ends.

EMT

Each park must provide an EMT, Paramedic, or certified sports trainer at every game.