

Greater New Jersey AYF Conference (GNJAYF)

**2018 Raritan 'A' Division Rules**

*Version 2018.July20*

*The Greater NJ AYF CONFERENCE (GNJAYF) will abide by NFSH (National Federation of State High School Association) rules which can be found at <http://www.nfhs.org> and our GNYAYF Constitution Rules unless amended, added or changed in this document.*

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## Change Log

## 09/04/18: Section III.B.1 Clarification to Kicking Rules for 11U JV

## I) AYF Rulebook

The AYF Rulebook defines rules of play. Unless a rule is detailed further as part of this document, the AYF rules apply.

## II) Game &amp; Team Management

## A) Officials

- 1) The league will assign the officials for each game
  - (a) Host Site will be responsible for confirming that officials are assigned for their games and the officials know where the fields are and how to get there.
  - (b) The officials will be paid for by the Host Site in all normal circumstances.
- 2) At each game there should be 5 officials:
  - (a) All officials must be a carded with a maximum of one cadet in the crew
  - (b) There should be 4 on the field and one the game clock.
  - (c) If there are only 4 refs then all 4 refs should be on the field and the home team can keep a clock but the official time will be on the field.

## B) Rosters (2018 Change)

- 1) Players can be added to a team's roster at any point in the season as per the procedures outlined by the GNJAYF Competition Chairman
- 2) Any player added to a team's roster will be eligible to play in all of that team's remaining **in conference** regular season games.
- 3) Any player added to a team's roster **after 9/15:**
  - (a) Will be **INELIGIBLE** to play in any of that team's conference playoff games **or regional AYF playoff games** through the completion of the season
  - (b) **Permission is required, and cannot be assumed, from the out of conference team for that player to be able to play in a cross conference game.**

## C) Fields

- 1) Raritan Division teams will always host their own home games on their affiliated High School's Varsity Football Field that the GNJAYF Member represents.
- 2) All Raritan Division home games **MUST** be played on a high school football field venue
- 3) It is the Home teams responsibility to make sure that the game field is available and in playing condition
- 4) In the event the home team cannot hold the game at their High School stadium, the order of venues is as follows:
  - (a) The opponent's High School field.
  - (b) An alternate GNJAYF High School site on Saturday night.
  - (c) The home team's GNJAYF approved alternate field.
  - (d) The visiting team's GNJAYF approved alternate field.
  - (e) If none of the above scenarios are available, the situation is brought to the Competition Committee for review and a decision.
- 5) Every effort should be made to play the game on Saturday night if their High School field has lights.
  - (a) If the HS field does not have lights – special approvals must be received from the GNJ Executive board on time and location of home games.

- 6) If the game cannot be played due to weather (or other unseen circumstances) on any given week, the following protocol will be followed.
  - (a) The scheduled home team will be allowed until 12PM on Monday to reschedule the game to be played at their home venue on Sunday, Monday, Tuesday or Wednesday following the originally scheduled game.
  - (b) After 12PM on Monday without a confirmed rescheduled time and date, the visiting team will be allowed until the end of the school day on Monday to schedule the originally scheduled game at their home venue on Monday, Tuesday or Wednesday following the originally scheduled home game.
  - (c) If neither the originally scheduled home nor visiting team can secure a GNJAYF approved venue by the end of the school day on Monday, the competition committee will then schedule the game at the first available approved GNJAYF neutral site on either Tuesday or Wednesday following the originally scheduled game.
  - (d) The alternate GNJAYF field by definition should meet the following requirements: a grass or turf field (no dirt), scoreboard, lights, bathroom, and fencing/rope.
  - (e) Each team will submit a list of alternate fields by August 1<sup>st</sup> and the Competition Committee will approve the sites. Field safety will be determined by the assigned game officials.
- D) Game Duration
  - 1) All games will consist of 4x10 minute stopped clock quarters.
  - 2) Play-clock is 30 seconds (5 seconds longer than the NFSH 25 play clock)
- E) Overtime
  - 1) Regular Season vs Post Season
    - (a) Regular Season: Each team gets **one** OT attempt – if score remains tied, the game is declared as being 'Tied'.
    - (b) Post Season: The game continues until a winner is decided
  - 2) Overtime periods will follow NFSH Rules with the changes as described below.
  - 3) Exceptions to those rules include where the ball is spotted to start overtime and also that all GNJAYF overtime possession will take place at the same end of the field as is decided by the initial overtime coin toss.
  - 4) In the event that a game is tied at the end of regulation, teams will participate in a coin toss
    - (a) Visiting team will make the call
    - (b) Winner will have choice of offense or defense and the loser, which goal to defend.
    - (c) Teams will line up on the 15 yard line and have the opportunity to make first downs until they score.
  - 5) Scoring & Winner
    - (a) If a team scores a TD, they run a play for the extra point(s), the ball goes back out to the appropriate yard line and the opponent gets the same opportunity to score until a difference in score is obtained.
    - (b) If a team scores a FG, the ball goes back out to the appropriate yard line and the opponent gets the same opportunity to score until a difference in score is obtained.
    - (c) The defense may score on an interception or fumble recovery and if in doing so during the first attempt in overtime ends the game. If the defense intercepts or recovers a fumble after their offense has already scored in overtime, the game is over
    - (d) If a team does not score, the opponent gets the ball at the appropriate yard line with the opportunity to score. If the opponent is successful in scoring after the first team does not score then, they win and do not need to run a point after attempt if they score a TD.

- (e) Playoffs: If neither team scores or both teams score the same and a tie continues, on their next opportunity the ball is moved in 5 yds, no further than the 5 yard-line, for each successive possession until a scoring difference is obtained.
- (f) Playoffs: If after having the ball moved in as close as the 5 yard-line no team scores the teams continue attempts from the 5 yard line until a winner is determined.
- (g) Playoffs: During each overtime period, which consists of both an offensive possession and a defensive possession for both teams, each team shall be allocated a single time out.
  - (i) Time outs do not carry over to the next round. Time outs will NOT accumulate during overtime periods.
  - (ii) If a time out is used in a prior round, the team will be allocated a new one for the next round.

F) Time Outs

- 1) Each team will be allowed 3 time outs per half at all levels of play provided there are 5 referees present at the start of the game and official time kept on the scoreboard clock.
- 2) In the event there are only 4 referees present at any game and official time is being kept on the field by an official the each team will be allowed 4 time outs per half.

G) Uniform Jerseys (as per NFSH Rules)

H) Playoffs & Standings (updated 2018)

- 1) Standing are kept at 8<sup>th</sup> Grade Varsity and 11U JV
  - (a) Depending on the number of games in the regular season either the top 4 or top 6 (with top 2 getting byes) will make the playoffs
  - (b) At the end of the playoffs, the semi-final winners will play for the championship on Championship Day
  - (c) The winner of each level for Greater NJ is required to represent GNJAYF in their regional playoffs which could result in the team representing BigEastAYF in the National Playoffs in Florida

I) Minimum Play Rules (new 2018)

- 1) As per AYF requirements
  - (a) Team Size 16-25: 8 LOS plays per child
  - (b) Team Size 26-30: 6 LOS plays per child
  - (c) Team Size 31-36: 4 LOS plays per child
- 2) All Minimum plays must be "active" LOS plays
  - (a) Punt and punt return are active plays from the line of scrimmage (LOS) and do count  
All other special team plays do not count as MPR plays.
  - (b) Any penalties resulting in the replay of the down, or Victory/Knee plays do not count as plays.
- 3) All participants must receive their minimum mandatory number of plays by the end of the 3rd quarter, otherwise they must enter and remain in the game until they meet MPR

J) Electronic Sideline Communicaton

- 1) The GNJAYF allows electronic sideline communication during conferennce play.
- 2) Electronic sideline communication cannot be used in any crossover game outside of the conference without approval of the other team.
- 3) Electronic sideline communication is prohibited for AYF regional playoffs.

III) Gameplay

A) Scoring

- 1) As defined in the NFSH rules except for amendments noted below
- 2) P.A.T's = 2 point for kicking and 1 points for running or passing after a touchdown.

## B) Kicking Game-

	PAT/FGs	Punt>Returns	Kickoff>Returns
11U JV	Allowed	Allowed	Limited
8 <sup>th</sup> Grade Varsity	Allowed	Allowed	Allowed

## 1) Kickoffs

- (a) There are no limits on kicking game for 8<sup>th</sup> Grade Varsity
- (b) For 11U JV, Actual kickoffs only occur at the start of the game and the start of the half.
  - (i) Actual Kickoffs follow HS rules with one exception, **No inside kicks allowed**
    - (i) Any kick less than 20yds goes to the receiving team, regardless of who recovers.
    - (ii) The receiving team can catch and advance the ball within the 20 yd yards.
    - (iii) Once the ball goes 20 yds, it is treated like a normal HS kickoff (live ball)
- (c) For all other Kickoff/Free Kick situations:
  - (i) Instead of Normal Kickoffs: the receiving team takes over on offense from their own 35
  - (ii) Instead of Kick after a safety: the defense (who scored the safety) takes over on offense from mid-field

## 2) P.A.T's

- (a) Point after touchdowns will spot the ball on the defender's 3 yard line.
- (b) The Offense will have a choice of which hash mark it would like to try from.

## C) Safety

- 1) A safety will award the defense with 2 Points and the offense will execute a free kick or the team that scored a safety takes over on offense from mid-field.

## D) Defense

- 1) as per NFSH Rules

## E) Offense

- 1) as per NFSH Rules

## F) Protests

- 1) as per NFSH Rules

## G) Footballs

- 1) Sizes
  - (a) Varsity – Wilson TDY or equivalent.
  - (b) JV – Wilson TDJ or equivalent.
- 2) Leather or Composite balls are acceptable.

#### IV) Lopsided Score Philosophy & Rules

##### A) Lopsided Score Philosophy

- 1) The Greater NJ AYF promotes good sportsmanship among all its members and it is expected that no team will ever intentionally embarrass or humiliate an opposing team by running up the score.
- 2) We recognize that we are dealing with school age children and their confidence and safety is our utmost concern.
- 3) It is the obligation and responsibility of the head coach to be able to recognize the relative strength of the teams and manage the game scores so that no team is embarrassed nor humiliated.
  - (a) Head Coaches who cannot manage their team's ability to control game scores will be subject to disciplinary action from the league
  - (b) It is the responsibility of the Head Coach and the Organization representative to put themselves in a position (rosters, cross-train position skills, etc..) to be able to manage the game scores.

##### B) Lopsided Score Rules

- (a) To help achieve these goals we have added the following guidelines for teams when scores get lopsided.
- 2) Triggers
  - (a) Regular Season:
    - (i) Anytime a team goes up by 24+ points or more in the first half
    - (ii) Anytime a team goes up by 17+ points or more in the second half
  - (b) Playoffs – no Lopsided score triggers
- 3) If triggered, the following will occur:
  - (a) The officials will notify both head coaches that we are now under Lop-Sided rules play.
    - (i) Backfield
      - (i) The 1st string, predominate playtime backfield: QB, RBs and Wing backs, must be switched out and those players cannot play in the backfield until no longer lopsided score. A new set of backfield players needs to be inserted, a player can't just change positions
      - (ii) Coaches must prepare their team for this situation. It is known in preseason you could face this need. Lack of preparation is not an excuse.
      - (iii) The starters can return to their original positions if the game score returns to be less than the lopsided trigger
      - (iv) No additional changes are required if the score threshold continues to grow, however, it is the responsibility of the head coaches to maintain control of the scoring from this point on through play-calling and substitutions.
    - (ii) The winning **and losing** team will no longer be allowed to blitz. No Standup LBs within 3 yds of LOS (clarified 2015)
    - (iii) There will be no onside kicks permitted for the winning team.
    - (iv) The winning team must punt if outside of the opponent 30 yd line (new 2015)
    - (v) The winning team should make every effort to adjust play-calling to expedite the game and minimize running up the score.
    - (vi) These rules will remain in effect until the opposing team scores and the point differential drops below the trigger threshold. At this point the lop-sided rules are no longer in effect

- (b) Anytime a team goes up by 31 points or more the game clock becomes a running clock and will stay that way until the end of the game
- 4) If an organization is found guilty of violating these rules then the game may be forfeited to the losing team at the discretion of league board based on the recommendation of the competition committee. Repeated offenses may result in expulsion of the coaches and/or the organization from the Junior Skyland Football Conference.

V) Game Summary Form

- 1) Every team is required to complete the "[Game Summary Form](#)" after every game they play.
  - (a) It can be completed by the head coach or a designate on his behalf.
  - (b) It requires a brief summary of the game and has optional fields to explain any issues or events that occurred during the game.
  - (c) It is due by 8pm **Sunday** each week after a game is played, even if there were no issues/incident.
  - (d) Incidents include, but are not limited to: Player and/or coach Ejections, Issues with the Officials, Issues with the venue or the fans, Issue/Incidents with opposing or your own coaches, Significant injuries, Eligibility Challenges
  - (e) Failure to submit Game Summary Forms may result in fines and fees for your organization.

VI) Coach Certification (revised in 2018)

- A) All Head Coaches must be USA Football heads up certified in order to be on the sidelines during games. This can be done via [USAFOOTBALL.com](#)
- B) All coaches, head Coaches and Assistants must be coaching certified by AYF based on AYF required online classes and certifications. This information can be found on [AYFCoaching.com](#).

VII) Conduct

A) Responsibilities

- 1) The conduct of coaches, players, support personnel (i.e.; chain gang, trainer, statistician etc.) and parents at games is of critical importance.
- 2) The Head coach is responsible for the conduct of their staff and all persons on their sideline.
- 3) The league representative or the senior person in the organization at the location (which may be the head coach) is responsible for the conduct of the Parents and attendees of the game as well as any other support personnel. NOTE: It is the duty of the head coach and league representative to see that all players, parents, coaches and other support staff are fully aware of these rules

B) Behavior Expectations

- 1) No spectators are permitted beyond the 20 yard line or closer than 10 yards to the sideline.
- 2) Players and coaches must refrain from open, loud, visible criticism of officials during the game. Penalty for violation could be 15 yards at the discretion of the official. Offending party may be suspended from the game.
- 3) A second unsportsmanlike conduct call on the same team during the season will be considered grounds for expulsion from the league for adult individual involved pending League approval.
- 4) Coaches must take special efforts to see that the conduct of parents reflects favorably on their team. Harassment of Officials and unruly conduct of parents will be subject to 15 yard penalties. In the case of abusive conduct on the sidelines, officials will warn the offending team. Repeated violations will result in penalties or forfeiture of the game.

- 5) Anytime it is necessary for an official to penalize a team 15 yards for unsportsmanlike conduct on the part of any non-player (coach, parent, statistician, etc.), the offending adult will be asked to leave the playing field immediately.
- 6) The consumption of drugs, alcoholic beverages, or tobacco products on a game or practice field by anyone is prohibited.
- 7) Any player ejected from a game will be suspended from the next scheduled game. Any player ejected from 2 games in a season will be suspended for the remainder of the season and playoffs.
- 8) Any coach ejected from a game will be suspended from the next scheduled game. This suspension will apply to all JV and Varsity Division games scheduled. Any coach ejected from 2 games within a single season shall be banned from coaching in the League indefinitely pending an application to be re-admitted with a two-thirds majority vote.

VIII) Practices

- A) Practice may begin four weeks before the first scheduled regular season game.
- B) Summer Workouts
  - 1) Teams may conduct a one week (max 10 hour) voluntary instructional non contact camp prior to the start 4 weeks before the first regular season games, and will be allowed up to 3 hours of voluntary non-contact drills per week from July 1 to the start of formal practice.
- C) Once practice begins each team will be allowed a maximum of 12 hours of practice time per week with no single practice exceeding 2 1/2 hours in length. Once school begins each team will be allowed a maximum of 7 hours of practice time per week with no single practice exceeding 2 1/2 hours in length.
- D) A practice will be defined as a meeting of more than 4 players with a coach and can occur at the practice field or a coach's home.
- E) For each hour of practice all players must be allowed a 10 minute water break. Water breaks will not count towards practice time. For example, a 2 1/2 hour practice with a half hours worth of water breaks will only count as 2 hours of practice time.