

YOUTH FLAG FOOTBALL LEAGUE TX BY-LAWS

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ARTICLE I: PURPOSE AND POWERS

ART. I SECTION 1: INTERNAL ALIGNMENT:

THE YFFLTX SHALL BE ORGANIZED AND OPERATED BY THE YFFLTX BOARD OF DIRECTORS. THE LEAGUE IS NONPROFIT FLAG FOOTBALL FOR GRADES 1ST TO 6TH FOR BOYS AND GIRLS. *PLAYERS CAN PLAY "UP" AND AGE GROUP WITH THE PARENTAL AND LEAGUE APPROVAL.

ART.I SECT. 1(A): THE BOARD OF DIRECTORS: THIS COMMITTEE IS INTENDED TO BE THE RULING BODY. IT SHALL BE A MINIMU OF A MEMBER COMMITTEE CONSISTING OF ONE PERSON HOLDING EACH OF THESE POSITIONS: PRESIDENT, VICE-PRESIDENT, SECRETARY/TREASURER. THE COMMITTEE MAY CONTAIN UP TO 5 MEMBERS WITH TWO AT LARGE DIRECTORS.

ART.I SEC.1 (B): FLAG FOOTBALL: FLAG FOOTBALL IS DESIGNED FOR PLAYERS GRADES 1ST TO 6TH GRADE. THE FOCUS IS TO INSTILL THE BASIC KNOWLEDGE OF FOOTBALL INTO THESE YOUNG ATHLETES. THE LEAGUE WILL PLAY 6 ON 6.

ARTICLE II: BOARD MEMBERS AND RESPONSIBILITIES:

ART.II SEC.1: THE YFFLTX BOARD OF DIRECTORS SHALL CONSIST OF THE: PRESIDENT, VICE-PRESIDENT, SECRETARY/TREASURER.

THIS BOARD WILL BE RESPONSIBLE FOR ENFORCING ALL BY-LAWS AND MAKE LEAGUE DECISIONS CONCERNING IMMANENT DECISIONS CONCERNING ACTIONS DEEMED DETRIMENTAL TO THE OVERALL FUNCTIONALITY OF THE LEAGUE. THESE MEMBERS MUST BE CAPABLE, CONSCIENTIOUS, AND WILLING TO ACCEPT THEIR ASSIGNED DUTIES.

ART. II SEC. 1 (A): PRESIDENT: THE PRESIDENT SHALL BE RESPONSIBLE FOR THE OPERATION AND OVERALL WELFARE OF THE LEAGUE. HE/SHE SHALL SUPERVISE AND DIRECT THE LEAGUE IN WHICH THEY ARE IN CHARGE. HE/SHE HAS MANY SPECIFIC DUTIES AS STATED IN VARIOUS SECTIONS OF THESE BY-LAWS, BUT MOST OF THEIR DUTIES WILL BE UNWRITTEN AND WILL REQUIRE MATURE AND LOGICAL JUDGMENT. HE/SHE WILL BE RESPONSIBLE FOR ALL ACTIVITIES INSIDE THE LEAGUE. HE/SHE ALONE SHALL HAVE THE AUTHORITY TO CANCEL, POSTPONE OR RESCHEDULE GAMES, REGISTRATION, AS WELL AS ANY OTHER ACTIVITIES THAT INVOLVE THE LEAGUE. HE/SHE WILL ALSO CREATE MODIFIED RULES OF PLAY FOR THE LEAGUE AND SUBMIT TO THE BOARD FOR APPROVAL. THE PRESIDENT, ALONG WITH THE VICE PRESIDENT WILL APPROVAL ALL COACHES IN THE LEAGUE.

THE PRESIDENT SHALL PRESIDE AT ALL MEETING OF THE ASSOCIATION AND COORDINATE THE WORK OF THE OTHER OFFICERS OF THE ASSOCIATION IN ORDER THAT THE OBJECTS MAY BE PROMOTED. HE/SHE ALSO RESERVES THE RIGHT TO ACT ON ANY SITUATION IF A MATTER MAY ARISE REQUIRING EXECUTIVE ATTENTION IMMEDIATELY AND IT IS IMPOSSIBLE TO HOST A YFFLTX BOARD MEETING BEFORE THE DECISION MUST BE MADE. REMOVAL OF A BOARD MEMBER REQUIRES A MAJORITY VOTE OF ALL BOARD MEMBERS.

ART. II SEC. 1 (B): VICE-PRESIDENT: THE VICE PRESIDENT IS THE SECOND RANKING MEMBER OF THE LEAGUE STAFF AND WILL ASSUME ALL THE DUTIES AND RESPONSIBILITIES OUTLINED WITHIN ALL SECTIONS OF THESE BY-LAWS IN THE ABSENCE OF THE PRESIDENT.

HE/SHE SHOULD ATTEND ALL BOARD MEETINGS AND WILL VOTE ON ALL MATTERS PENDING BEFORE THE BOARD. THE VICE-PRESIDENT'S RESPONSIBILITIES WILL USUALLY BE ASSIGNED BY THE PRESIDENT; HOWEVER, WHEN A MATTER MAY ARISE REQUIRING EXECUTIVE ATTENTION IMMEDIATELY AND THE PRESIDENT IS NOT AVAILABLE, THE VICE-PRESIDENT SHALL BE REQUIRED TO ACT ON THE SITUATION. LIKE THE PRESIDENT MOST OF THEIR DUTIES WILL BE UNWRITTEN AND WILL REQUIRE THE SAME DEGREE OF JUDGMENT AS REQUIRED OF THE PRESIDENT. THE VICE PRESIDENT OVERSEES MAKING SURE ALL FIELDS ARE MARKED AND IN PROPER WORKING ORDER BEFORE EACH GAME. THE VICE PRESIDENT ALONG WITH THE PRESIDENT WILL APPROVE ALL COACHES IN THE LEAGUE. REMOVAL OF THE VICE PRESIDENT SHALL COME BY THE RECOMMENDATION OF THE PRESIDENT ALONG WITH A MAJORITY VOTE BY THE BOARD.

ART. II SEC. 1 (C): TREASURER: THE TREASURER SIGNS CHECKS AND DISPENSES LEAGUE FUNDS AS APPROVED BY THE BOARD OF DIRECTORS, REPORTS ON THE STATUS OF LEAGUE FUNDS, KEEPS LOCAL LEAGUE BOOKS AND FINANCIAL RECORDS, AND ASSUMES THE RESPONSIBILITY FOR ALL LOCAL LEAGUE FINANCES. REMOVAL OF THE TREASURER SHALL COME BY THE RECOMMENDATION OF THE PRESIDENT ALONG WITH A MAJORITY VOTE BY THE BOARD.

ART. II SEC. 1 (D): SECRETARY: THE SECRETARY SHALL OVERSEE KEEPING UP WITH ALL MINUTES DURING EACH MEETING. MUST MAKE SURE ALL LEAGUE FORMS ARE PRINTED AND READY FOR EACH MEETING AND/OR EVENT. WILL OVERSEE THE FOOTBALL UNIFORM ORDERS AND WORKING WITH THE COMPANY FROM THE BEGINNING TO END. (ORDERING UNIFORMS AND ISSUING UNIFORMS) ALSO, ASSIST WITH SIGN UPS, AND OTHER BOARD DUTIES AS NEEDED. THE TREASURER AND SECRETARY POSITION CAN BE HELD BY THE SAME PERSON. REMOVAL OF THE SECRETARY SHALL COME BY THE RECOMMENDATION OF THE PRESIDENT ALONG WITH A MAJORITY VOTE BY THE BOARD.

ART. III SECTION 5: GAME RULES:

PLAYING THE GAME:

- A COIN TOSS DETERMINES FIRST POSSESSION.
- THE OFFENSIVE TEAM TAKES POSSESSION OF THE BALL AT ITS 5-YARD LINE AND HAS FOUR (4) PLAYS TO CROSS MIDFIELD. ONCE A TEAM CROSSES MIDFIELD, IT HAS FOUR (4) PLAYS TO SCORE A TOUCHDOWN. IF THE OFFENSE CROSSES MIDFIELD BUT FAILS TO SCORE, THE BALL CHANGES POSSESSION AND THE NEW OFFENSIVE TEAM TAKES OVER ON ITS 5-YARD LINE.
- IF THE OFFENSIVE TEAM FAILS TO CROSS MIDFIELD, POSSESSION OF THE BALL CHANGES AND THE OPPOSITION STARTS ITS DRIVE FROM THE MIDFIELD NO-RUN ZONE.

- OFFENSE CAN ELECT TO PUNT ON 4TH DOWN TO HAVE BALL PLACED ON THE 5-YARD LINE.
- THE REFEREE WILL CALL ALL PENALTIES.
- TEAMS CHANGE SIDES AFTER HALF TIME.
- IF THE DEFENSIVE TEAM SCORES A SAFETY, THEY WILL TAKE POSSESSION OF THE BALL AT MID-FIELD NO-RUN ZONE.
- A TACKLE IS MADE BY REMOVING A FLAG AND HOLDING IT ALOFT.

PLAYERS/GAME SCHEDULES

- TEAMS MUST FIELD A MINIMUM OF 6 PLAYERS AT ALL TIMES. THE OFFENSE MUST HAVE 3 LINEMENT. IN THE EVENT A TEAM ONLY HAS 5 PLAYERS, THE OTHER TEAM MUST DROP DOWN ONE PLAYER TO MATCH OR LOAN A PLAYER TO THE OTHER TEAM FOR THE GAME. ANY TEAMS WITH LESS THAN 5 IS A FOREFIT.
- ALL PLAYERS MUST PLAY ON OFFENSE OR DEFENSE EACH HALF.
- NO PLAYER WILL BE OUT MORE THAN ONE POSSESSION. NO SUBSTITUTIONS DURING A SERIES UNLESS DUE TO INJURY.
- THE BEST PLAYERS CAN'T STAY ON THE FIELD THE WHOLE GAME. ROTATION AND PLAY TIME OF PLAYERS MUST BE EQUAL.

SCORING

- TOUCHDOWN: 6 POINTS
- EXTRA POINT: 1 POINT (PLAYED FROM 5-YARD LINE NO-RUN ZONE) OR 2 POINTS (PLAYED FROM 10-YARD LINE)
- SAFETY: 2 POINTS

CLOCK RULES, OVERTIME, AND FIELD COACHING:

- GAMES - 40-MINUTE RUNNING CLOCK THERE WILL BE FOUR 10-MINUTE QUARTERS, WITH A 5-MINUTE HALF TIME AND 1 MINUTE BETWEEN QUARTERS. EACH TEAM WILL RECEIVE 2-TIME OUTS PER HALF. ****ONLY THE HEAD COACH IS ALLOWED TO CALL TIME OUTS & ADDRESS THE REFEREE.*** CLOCK ONLY STOPS FOR TIME OUTS OR REFEREE CALLED TIME OUTS EXCEPT FOR LAST TWO (2) MINUTES OF EACH HALF, THE CLOCK WILL STOP ON EVERY DEAD BALL.
- EACH TIME THE BALL IS SPOTTED, A TEAM HAS 30 SECONDS TO SNAP THE BALL. TEAMS WILL RECEIVE ONE WARNING BEFORE A DELAY-OF-GAME PENALTY IS ENFORCED.
- THE FIELD IS 50 YARDS LONG AND 25 YARDS WIDE.
- NO KICK OFFS. BALL WILL BE PLACED ON THE 5 YARD LINE.
- NO PUNTS. PUNTS ARE PLACED ON THE OPPOSITE 5 YARD LINE.
- THE LOWEST DIVISION WILL BE ALLOWED TO HAVE ONE COACHES ON THE FIELD WHILE ON OFFENSE AND DEFENSE. THE COACH MUST BE AT LEAST 5 YARDS BEHIND THE DEEPEST PLAYER ON THE FIELD WHEN THE BALL IS SNAPPED. NO COACHES MAY INTERFERE WITH THE PLAY. EXAMPLE- COACHES CANNOT PURPOSELY GET IN THE WAY OF A PLAYER TO AFFECT THE PLAY. ****IF AT ANY TIME A COACH INTERFERES INTENTIONALLY WITH A PLAY, THERE WILL BE A 15-YARD PENALTY AND THAT COACH MUST SIT OUT 5 PLAYS.***
- THE LOWEST DIVISION MAY USE A PEE WEE FOOTBALL. OTHER DIVISIONS USES JUNIOR SIZE FOOTBALL. NO TEAMS ARE ALLOWED TO USE COLOR FOOTBALLS. BRAND NAME DOES NOT MATTER
- OVERTIME- AFTER REGULATION – THE TWO TEAMS, ALONG WITH TEAM CAPTAINS AND THE HEAD COACH, WILL MEET AT MIDFIELD WITH THE HEAD REFEREE. THE VISITOR TEAM WILL GET TO CHOOSE HEAD OR TAILS ON THE COIN TOSS. THE WINNER CAN CHOOSE TO PLAY OFFENSE OR DEFENSE FIRST. THE LOSER OF THE COIN TOSS GETS TO CHOOSE WHICH END ZONE OVERTIME WILL BE PLAYED IN. EACH TEAM WILL GET 4 DOWNS FROM THE 10-YARD LINE TO SCORE. AFTER A TOUCHDOWN, A TEAM MAY GO FOR ONE OR A TWO-POINT CONVERSION. IN 2ND OVERTIME TEAMS MUST GO FOR TWO-POINT CONVERSION. AFTER 4TH OVERTIME THE GAME WILL END IN A TIE.
- GAMES CANNOT END ON A DEFENSIVE PENALTY, UNLESS THE OFFENSE DECLINES IT.

- **PENALTY YARDS & OTHER SPECIAL RULES:**

- **OFFENSE:**

- PLAYERS ARE NOT ALLOWED TO BLOCK THE OPPOSING TEAMS BY MAKING BODILY CONTACT
- ILLEGAL CONTACT IS A 10-YARD PENALTY AND AUTOMATIC FIRST DOWN (HOLDING, BLOCKING, PUSHING, TACKLING) 2ND TIME INCLUDES WARNING, 3RD TIME IS EJECTION
- OFFSIDE IS A 5-YARD PENALTY AND AUTOMATIC FIRST DOWN
- FALSE START IS A 5-YARD PENALTY (ILLEGAL MOTION)
- ILLEGAL FORWARD PASS 5-YARD PENALTY AND LOSS OF DOWN.
- *OFFENSIVE PASS INTERFERENCE 10 YARDS AND LOSS OF DOWN.*
- PERSONAL FOUL IS A 10-YARD PENALTY AND LOSS OF DOWN. EXAMPLES: FLAG GUARDING, CLIPPING
- UNSPORTSMANLIKE CONDUCT IS A 10-YARD PENALTY. THIS INCLUDES, BUT NOT LIMITED TO: SPITTING, PUNCHING, RACIAL SLURS, CURSING ANYONE, YELLING AT REFS, SPIKING FOOTBALL, TRASH TALKING, ETC. OFFICIALS HAVE THE RIGHT TO DETERMINE OFFENSIVE LANGUAGE. TRASH TALK IS TALK THAT MAY BE OFFENSIVE TO OFFICIALS, OPPOSING PLAYERS, TEAMS, OR SPECTATORS. IF TRASH TALK OCCURS, THE REFEREE WILL GIVE ONE WARNING. IF IT CONTINUES, THE PLAYER, PLAYERS, OR COACH WILL BE EJECTED FROM THE GAME. IF FLAGRANT REFEREE CAN ISSUE EJECTION.
- DELAY OF GAME CLOCK STOPS, 5-YARD PENALTY AND LOSS OF DOWN
- INTENTIONAL GROUNDING 5-YARD PENALTY AND LOSS OF DOWN
- STRAIGHT ARM 5-YARD PENALTY

- LOWERING HEAD 5-YARDS PENALTY
- **DEFENSE:**
- OFFSIDE IS A 5-YARD PENALTY
- INTERFERENCE IS A 10-YARD PENALTY AND AUTOMATIC FIRST DOWN
- ILLEGAL CONTACT A 10-YARD AND AUTOMATIC FIRST DOWN (HOLDING, BLOCKING, PUSHING, ETC)
- ILLEGAL FLAG PULL A 10-YARD AND AUTOMATIC FIRST DOWN (BEFORE RECEIVER HAS BALL)
- ILLEGAL RUSHING A 10-YARD AND AUTOMATIC FIRST DOWN (STARTING RUSH FROM INSIDE 7-YARD MARKER)
- PERSONAL FOUL IS A 15-YARD PENALTY. EXAMPLES: ROUGHING THE PASSER, OR ANY OTHER VIOLENT ACT ETC. HEAD OFFICIAL WILL USE DISCRETION.
- UNSPORTSMANLIKE CONDUCT IS A 10-YARD PENALTY. THIS INCLUDES, BUT NOT LIMITED TO: SPITTING, CHOKING, PUNCHING, RACIAL SLURS, CURSING ANYONE, YELLING AT REFS, SPIKING FOOTBALL, TRASH TALKING, ETC. OFFICIALS HAVE THE RIGHT TO DETERMINE OFFENSIVE LANGUAGE. TRASH TALK IS TALK THAT MAY BE OFFENSIVE TO OFFICIALS, OPPOSING PLAYERS, TEAMS, OR SPECTATORS. IF TRASH TALK OCCURS, THE REFEREE WILL GIVE ONE WARNING. IF IT CONTINUES, THE PLAYER, PLAYERS, OR COACH WILL BE EJECTED FROM THE GAME. IF FLAGANT REFEREE CAN ISSUE EJECTION.
- DELAY OF GAME CLOCK STOPS, A 10-YARD PENALTY.
- DIVING FOR THE FLAG A 10-YARD PENALTY AND AUTOMATIC FIRST DOWN.

RUNNING RULES:

- *QUARTERBACKS ARE NOT ALLOWED TO RUN WITH THE BALL UNLESS HE IS BEING RUSHED BY DEFENSE. THE DEFENSE MUST CLEARLY HAVE CROSSED THE LINE OF SCRIMMAGE IN PURSUIT OF THE QB.

- *OFFENSE MAY USE MULTIPLE HANDOFFS BEHIND THE LINE OF SCRIMMAGE.
- *ABSOLUTELY NO HANDOFFS, LATERALS, OR PITCHES OF ANY KIND BEYOND LINE OF SCRIMMAGE.
- *NO-RUN ZONES, LOCATED 5 YARDS FROM EACH END ZONE AND 5 YARDS ON EITHER SIDE OF MIDFIELD, ARE DESIGNED TO AVOID SHORT-YARDAGE, POWER-RUNNING SITUATIONS.
- *THE PLAYER WHO TAKES THE HANDOFF CAN THROW THE BALL FROM BEHIND THE LINE OF SCRIMMAGE.
- *ONCE THE BALL HAS BEEN HANDED OFF, ALL DEFENSIVE PLAYERS ARE ELIGIBLE TO RUSH.
- * NO PRE-SNAP BLITZING ALLOWED. RUSHER MUST BE 7 YARDS FROM LINE OF SCRIMMAGE AT THE SNAP.
- *SPINNING IS ALLOWED, BUT PLAYERS CANNOT LEAVE THEIR FEET TO AVOID A DEFENSIVE PLAYER (NO DIVING).
- *THE BALL IS SPOTTED WHERE THE BALL CARRIER'S FEET ARE WHEN THE FLAG IS PULLED, NOT WHERE THE BALL IS.
- *IF THE OFFENSIVE PLAYER DROPS THE FOOTBALL AT ANY TIME, THE PLAY IS BLOWN DEAD WHERE THE BALL FALLS, AND THE NEXT PLAY WILL BEGIN AT THAT SPOT.
- *THERE WILL BE NO SHIELDING, STIFF ARMING, OR FLAG GUARDING BY THE BALL CARRIER, THIS WILL RESULT IN A 10-YARD PENALTY FROM THE SPOT OF THE FOUL. ALL COACHES ARE TO MAKE SURE THE BALL CARRIER'S FLAGS ARE ALWAYS VISIBLE, ATTACHED TO BELT AND NOT TUCKED INSIDE JERSEY/SHORTS. A FAILURE TO DO SO, WILL RESULT IN 10-YARD PENALTY FROM THE SPOT OF THE BALL. ****ALL TEAMS MUST USE FLAG BELTS.***

RECEIVING RULES:

- *ALL PLAYERS ARE ELIGIBLE TO RECEIVE PASSES (INCLUDING THE QB IF THE BALL HAS BEEN HANDED OFF BEHIND THE LINE OF SCRIMMAGE).
- *ONLY ONE PLAYER IS ALLOWED IN MOTION AT A TIME
- *A PLAYER MUST HAVE AT LEAST ONE FOOT INBOUND WHEN MAKING A RECEPTION.

PASSING RULES:

- *ALL PASSES MUST BE FORWARD AND RECEIVED BEYOND THE LINE OF SCRIMMAGE. SHOVAL PASSES ARE ALLOWED BUT MUST BE RECEIVED BEYOND THE LINE OF SCRIMMAGE TO BE CONSIDERED A PASS.
- *THE QB HAS A SEVEN-SECOND "PASS CLOCK". IF A PASS IS NOT THROWN WITHIN THE SEVEN SECONDS, THE PLAY IS DEAD AT PREVIOUS SPOT, LOSS OF DOWN. ONCE THE BALL IS HANDED OFF, THE SEVEN-SECOND RULE IS NO LONGER IN EFFECT.
- *INTERCEPTION CHANGE THE POSSESSION OF THE BALL AT THE POINT OF INTERCEPTION.

DEAD BALL RULES:

- *THE BALL MUST BE SNAPPED BETWEEN THE LEGS, NOT OFF TO ONE SIDE, TO START THE PLAY. (EXCEPTION FOR LOWEST DIVISION)
- PLAY IS RULED DEAD WHEN: BALL CARRIER'S FLAG IS PULLED, BALL CARRIER STEPS OUT OF BOUNDS, TOWNDOWN OR SAFETY IS SCORED, AT POINT OF AN INTERCEPTION, BALL CARRIER'S KNEE HITS THE GROUND, BALL CARRIER'S FLAG FALLS OUT, OR BALL CARRIER DROPS BALL THAT HITS THE GROUND. (ONLY EXCEPTION TO FUMBLE RULE IS SNAP TO QB. THE QB CAN PICK UP THE SNAP AND CONTINUE THE PLAY.)

RUSHING QB RULES:

- *ALL PLAYERS WHO RUSH THE PASSER MUST BE A MINIMUM OF SEVEN YARDS FROM THE LINE OF SCRIMMAGE WHEN THE BALL IS SNAPPED. ANY NUMBER OF PLAYERS CAN RUSH THE QUARTERBACK. PLAYERS NOT RUSHING THE QB MAY DEFEND ON THE LINE OF SCRIMMAGE.
- ONCE THE BALL IS HANDED OFF, THE SEVEN-YARD RULE IS NO LONGER IN EFFECT AND ALL DEFENDERS MAY GO BEHIND THE LINE OF SCRIMMAGE. REMEMBER, NO BLOCKING OR TACKLING IS ALLOWED.

EQUIPMENT AND ATTIRE:

- TENNIS SHOES OR RUBBER CLEATS ARE ALLOWED. METAL CLEATS ARE NOT PERMITTED. PRE-GAME INSPECTIONS MUST BE MADE.
- PROTECTIVE MOUTHPIECES ARE REQUIRED.
- NO OBSTRUCTING CLOTHING MAY BE WORN THAT MIGHT HARM MEMBERS OF THE OTHER TEAM OR COVER THE FLAGS.
- PLAYERS MUST WEAR THE UNIFORM AND FLAGS PROVIDED BY ATHE YFFLTX DURING PLAY, NO PERSONALIZED JERSEYS WILL BE ACCEPTED.
- ALL PLAYERS MUST WEAR A SET OF FLAGS.

ART. III SEC. 2 (G): OUTSIDE PLAY/SCRIMMAGE:

ALL OUTSIDE PLAY OR SCRIMMAGE MUST BE MADE TO THE YFFLTX BY THE REQUESTING TEAM'S HEAD COACH. THE REQUEST MUST BE MADE AT LEAST THREE DAYS PRIOR TO THE DESIRED DATE. FAILURE TO COMPLY WILL CONSEQUENT DISCIPLINARY ACTION TO THE HEAD COACH OF THAT TEAM.

ART. III SEC. 2 (H): POST SEASON PLAY:

THE YFFLTX LEAGUE REQUIRES PRIOR APPROVAL FROM THE BOARD BEFORE PARTICIPATING IN ANY OUTSIDE TOURNAMENT. A REQUEST MUST BE MADE TO THE PRESIDENT AND VICE-PRESIDENT BY THE REQUESTING TEAM'S HEAD COACH. THE REQUEST MUST BE MADE AT LEAST FIVE (5) DAYS PRIOR TO THE DESIRED DATE. FAILURE TO COMPLY MAY RESULT IN DENYING THE TEAM FROM PARTICIPATING.

ARTICLE VI: INCIDENTS OF DOMESTIC DISPUTE

ART. VII SEC. 1: DISPUTES DURING GAMES:

IF TWO PLAYERS ACTIVELY INVOLVED IN A GAME BECOME ENGAGED IN A VERBAL DISPUTE ARE SUBJECT TO EJECTION BY THE REFEREE. A 15-YARD UNSPORTSMANLIKE PENALTY MAY BE ISSUED IF THE REFEREE CAN DETERMINE A PRIMARY AGGRESSOR. IF AT ANY INSTANCE A VERBAL ALTERCATION PROGRESSES TO A PHYSICAL ALTERCATION BOTH PLAYERS WILL BE EJECTED FROM THE GAME UNLESS THE REFEREE, WITHOUT A DOUBT, WAS ABLE TO DETERMINE IF ONE PLAYER WAS THE LEADING CAUSE TO THE INCIDENT. PLAYERS THAT ARE EJECTED FROM A GAME MUST LEAVE THE FIELDS. ANY PLAYER THAT IS EJECTED FROM A GAME MUST SERVE A ONE GAME SUSPENSION. IF A SECOND EJECTION TAKES PLACE, THE PLAYER WILL NOT BE ALLOWED BACK TO THE FIELDS FOR THE REMAINDER OF THE SEASON. IF ANY COACH GETS AN UNSPORTSMANLIKE PENALTY DURING THE GAME, THERE WILL BE A 15 YARD PENALTY ISSUED. IF A COACH GETS A SECOND UNSPORTSMANLIKE PENALTY, THEY MUST LEAVE THE FIELDS AND WILL NOT BE ALLOWED BACK ON THE FIELDS THE REST OF THE SEASON. **IF A TEAM HAS A SECOND UNSPORTSMANLIKE PENALTY DURING THE SAME GAME, THE HEAD COACH MUST LEAVE THE FIELDS FOR THE REST OF THE GAME.

ART. VI SEC. 2: DISPUTES DURING OUTSIDE OF FIELDS:

IF AT ANY TIME THERE IS A DISPUTE FROM ANY PARENT, FRIENDS, FAMILY OR CAUSAL FAN OUTSIDE OF THE FIELDS AND NOT LIMITED TO THE PARKING LOT, THE LOCAL LAW ENFORCEMENT WILL BE CALLED AND THOSE INVOLVED WILL NOT BE ALLOWED TO COME BACK TO THE COMPLEX FOR THE REMAINDER OF THE SEASON AND MUST APPLY FOR REINSTATEMENT FOR THE FOLLOWING SEASON.

ART. VI SEC. 3: DOMESTIC DISPUTES DURING PRACTICES:

IF TWO PLAYERS ACTIVELY INVOLVED IN A TEAM PRACTICE BECOME ENGAGED IN A PHYSICAL ALTERCATION WILL BE DISCIPLINED BY THE HEAD COACH. PARENTS MAY ONLY ADDRESS THEIR CHILD DURING PRACTICES AS WELL AS DURING GAMES. THE HEAD COACH SHALL PREVENT ALL PARENTS FROM ISSUING DISCIPLINE AND/OR LECTURE FROM A PARENT TO ANOTHER PERSON'S CHILD. IF TWO PARENTS BECOME ENGAGED IN A VERBAL DISPUTE IT SHALL BE UP TO THE HEAD COACH TO FIND AND IMMEDIATE SOLUTION.

A HEAD COACH MAY END PRACTICE EARLY OR ALLOW THE PARENTS AND PLAYERS INVOLVED TO LEAVE PRACTICE EARLY. IF A SOLUTION CANNOT BE DETERMINED IMMEDIATELY THEN THAT PRACTICE WILL END AT THAT MOMENT AND THE HEAD COACH MAY REQUEST A MEETING WITH THE YFFLTX BOARD. THE YFFLTX BOARD WILL LISTEN TO ALL SIDES OF THE SITUATION AND MAKE ONE DECISION THAT WAS VOTED AND AGREED UPON WITH A MAJORITY VOTE FROM THE YFFLTX BOARD.

ARTICLE VII: PLAYER ELIGIBILITY:

THE YFFLTX HAS NO BOUNDARIES SET IN THE SURROUNDING COMMUNITIES TO PREVENT ANY PLAYER FROM PLAYING A PART OF THE YFFLTX. IF A PLAYER HAD MEANS OF TRANSPORTATION NO CHILD WILL BE TURNED AWAY FROM REGISTRATION WITH THE YFFLTX.

TO BE ELIGIBLE TO PLAY IN THE YFFLTX, EACH PLAYER MUST MEET THE FOLLOWING RULES OF ELIGIBILITY:

ART. VIII SEC. 1:

A PLAYER MUST NOT BE MORE THAN THE LEAGUE GRADE. LEAGUE GRADES RANGE FROM 1ST GRADE TO 6TH GRADE. THE YFFLTX USES THE FALL SEMESTER TO DETERMINE GRADE LEVEL.

ART. VIII SEC. 2:

THE YFFLTX HAS NO SET BOUNDARIES IN WHICH A YOUTH MUST RESIDE WITHIN TO PARTICIPATE. THE PLAYER MUST HAVE MEANS OF TRANSPORTATION FROM THEIR RESIDENCE TO AND FROM ALL PRACTICES AND GAMES.

ART. VIII SEC. 3:

ALL YOUTH MUST BE IN GOOD HEALTH OR PLAY WITH CONSENT OF THEIR DOCTOR OR PARENTS.

ARTICLE IX: FUNCTIONS OF THE YFFLTX:

ART. IX SEC. 1: VOTING:

THE YFFLTX BOARD SHALL VOTE UPON ALL CHANGES TO THE LEAGUE OPERATIONS. A QUORUM (2/3) FOR VOTING PURPOSES WILL BE CONSIDERED SUFFICIENT BY THE YFFLTX BOARD MEMBERS UNLESS OTHERWISE STATED WITHIN THESE BY-LAWS.

ART. IX SEC. 2: QUALIFICATION OF OFFICERS:

ALL OFFICIALS MUST BE MEN AND WOMEN OF HIGH MORAL CHARACTER WITH A GREAT DEAL OF INTEGRITY AND THE WILLINGNESS TO WORK WITH YOUTH. ALL INDIVIDUALS INTERESTED IN BEING ON THE YFFLTX BOARD MUST HAVE AN INTEREST IN THE BETTERMENT OF ALL THE CHILDREN IN THE YFFLTX.

ART. IX SEC 4: TERM OF OFFICERS:

THERE ARE NO SET TERM OF OFFICE FOR ANY POSITION ON THE YFFLTX BOARD.

ARTICLE X: PRESEASON PREPARATION

ART. X SEC. 1: REGISTRATION

THE YOUTH WILL BE REGISTERED AND ACCEPTED FOR TRYOUTS (EVALUATIONS) SUBJECT TO THEIR PARENT(S)/GUARDIAN APPROVAL WITH REQUIREMENTS AS SET FORTH IN THE PARENT/GUARDIAN AGREEMENT FORM. FOOTBALL FEES WILL BE DETERMINED BY THE BOARD OF DIRECTORS PRIOR TO EACH SEASON. REGISTRATION GUARANTEES THAT EACH CHILD IS ELIGIBLE TO PARTICIPATE IN REGULAR SEASON GAMES. (NOTE- ANY SUSPENSIONS WILL AFFECT THE ELIGIBILITY OF PARTICIPATION)

ART. X SEC. 2: TRYOUTS:

THE BOARD WILL SET A TRYOUT (EVALUATION) DATES BEFORE EACH SEASON. *THE PRESIDENT WILL BE RESPONSIBLE FOR RESCHEDULING ANY CANCELLED TRYOUTS.*

THE DRILLS USED WILL BE DETERMINED FOR EACH SEASON.

ART. XI SEC. 3: PLAYER DRAFT:

THE PLAYER DRAFT WILL OCCUR FOLLOWING THE TRYOUTS FOR EACH DIVISION.

ALL PLAYERS WILL PARTICIPATE IN THE DRAFT PROCESS.

PLAYERS ARE PLACED ON TEAMS ACCORDING TO SCORING FROM TRYOUTS IN AN ATTEMPT TO MAKE TEAM AS EVEN TALENT WISE AS POSSIBLE.

YFFLTJX CANNOT GUARANTEE ANY FOOTBALL PLAYER WILL BE ABLE TO BE PLACED ON THE SAME TEAM AS REQUESTED. TOP PRIORITY WILL BE MADE FOR SIBLINGS. FAMILY MEMBERS, CAR RIDERS, NEIGHBORS, ETC ARE NOT GUARANTEED REQUESTS.

ART. XII SEC. 5: TEAM ROSTERS:

AFTER THIS PROCESS, EACH COACH WILL HAVE 48 HOURS TO CONTACT ALL PLAYERS. EACH COACH NEEDS TO HAVE A PLAN IN PLACE TO PROVIDE EACH PARENT SUCH AS: WHERE THE FIRST PRACTICE WILL BE HELD, WHAT IS NEEDED AT THE FIRST PRACTICE, AND WHAT THEY CAN EXPECT. ****IF FOR ANY REASON, THE HEAD COACH CANNOT REACH A FOOTBALL PLAYER, THE COACH MUST INFORM THE PRESIDENT NO LATER THAN 72 HOURS AFTER THE DRAFT.**

THE DRAFT ORGANIZER MUST PROVIDE A COPY OF HOW THE DRAFT ENDED AND A LIST OF EACH HEAD COACHES NEW TEAM TO THE PRESIDENT AND SECRETARY. THE SECRETARY ALONG WITH ASSISTANCE FROM THE PRESIDENT WILL COMPILE EACH TEAM'S ROSTER FOR EACH DIVISION THAT WILL BE CONSIDERED OFFICIAL.

THE OFFICIAL ROSTER SHALL INCLUDE THE PLAYERS NAME, PLAYERS ADDRESS, PLAYERS PARENT NAME, AND A TELEPHONE NUMBER.

*****AT NO TIME MAY A TEAM ADD A PLAYER TO THE ROSTER THAT WAS NOT PROVIDED TO THEM IN THEIR OFFICIAL ROSTER WITHOUT THE APPROVAL OF THE PRESIDENT.***

*****NOTE: AFTER KIDS HAVE BEEN PLACED ON TEAMS, NO COACHES ARE ALLOWED TO SWAP/TRADE ANY PLAYER. NO EXCEPTIONS.***

ART. XIII SEC. 6: SEASON SCHEDULES:

THE PRESIDENT AND SECRETARY WILL PROVIDE EACH HEAD COACH A SCHEDULE FOR THE UPCOMING SEASON. THE PRESIDENT WILL MAKE THE DECISION ON IF ANY GAMES SHALL BE CANCELLED DUE TO WEATHER.

TEAMS CAN PLAY OUTSIDE TEAMS WITH PRIOR BOARD APPROVAL. ANY PRE-SEASON SET SCHEDULES WITH OUTSIDE TEAMS WILL BE APPROVED WITH EACH COACH PRIOR TO SCHEDULING. IF ANY COACH WOULD LIKE TO PLAY AN OUTSIDE TEAM DURING THE SEASON THAT WAS NOT PREVIOUSLY SCHEDULED, THE COACHES MUST SUBMIT ANY GAME REQUEST TO THE PRESIDENT AT LEAST ONE WEEK PRIOR TO THE GAME. THIS DECISION WOULD HAVE TO COME WITH A MAJORITY VOTE FROM THE BOARD.

ARTICLE XIII: THE YFFLTX GAME SEASON AND AUTHORITY

ART. XIII SEC. 1: AUTHORITY OF REFEREES:

THE LEAGUE PRESIDENT ALONG WITH YFFLTX BOARD MEMBERS SHALL HAVE FULL JURISDICTION OF THE FACILITIES UNTIL SUCH TIME AS THE GAME OFFICIALLY STARTS. FROM THAT TIME, THE REFEREES OF EACH GAME SHALL BE IN CHARGE. REFEREES SHALL HAVE THE AUTHORITY TO ENSURE THAT THE GAMES START ON TIME AND THAT THE ACTIVITY ON THE FIELD IS CONDUCTED IN THE BEST INTEREST AND WELFARE OF THE PLAYERS. HE SHALL HAVE THE AUTHORITY TO SUSPEND PLAY WHEN IN HIS JUDGMENT TO CONTINUE WOULD BE DETRIMENTAL TO THE WELFARE OF ANY CHILD OR THE LEAGUE.

REFEREES WILL HAVE THE AUTHORITY TO EJECT FROM THE FACILITIES ALL PLAYERS, COACHES AND PERSON(S) ASSOCIATED WITH THE GAME, THAT IN HIS OPINION ARE CONDUCTING ACTIVITY CONTRARY TO THE PROPER PROGRESSION OF THE GAME. REFEREES SHOULD USE PRUDENT JUDGMENT IN EXERCISING THIS AUTHORITY. ANY MEMBER OF THE LEAGUE WILL NOT DISPUTE HIS AUTHORITY. ANY CREDITABLE DISAGREEMENTS AGAINST HIM MUST BE FILED IN AN APPROPRIATE COMPLIANT MANNER TO THE PRESIDENT.

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NOTE- THE BOARD OF DIRECTORS RESERVES THE RIGHT TO REMOVE ANY REFEREE FROM THE LEAGUE THAT THEY DETERMINE IS NOT SERVICING THE LEAGUE IN THE CAPACITY THEY WERE ASKED TO DO.

ART. XIII SEC. 2: IN GAME PROTESTS:

EVERY COACH MUST UNDERSTAND THAT ALL REFEREES ARE HUMAN. EVERY HUMAN MAY ALSO MAKE MISTAKES AND THERE WILL BE INSTANCES IN WHICH REFEREES ARE NOT PERFECT AND MAKE AN ERROR CALL. THE HEAD COACH FROM EVERY TEAM MAY BE THE ONLY PERSON THAT ADDRESSES THE REFEREE ABOUT HIS JUDGMENT. HE IS THE ONLY COACH ALLOWED HEAD COACH MUST MAKE THIS OFFICIAL PROTEST WITH THE REFEREE AT THE TIME OF THE INCIDENT AND BEFORE THE NEXT PLAY HAS OCCURRED. THE REFEREE WILL USE PRUDENT AND SOUND JUDGMENT ON THE PROTEST ALLOWING THE COACH TO SPEAK KINDLY AND PROFESSIONALLY ABOUT THEIR OPINION. (EVERY TEAM IS ALLOWED ONE HEAD COACH AND 2 ASSISTANT COACHES. ALL COACHES SHOULD BE WEARING MATCHING TEAM COLORS FOR EACH GAME SO THAT THE REFEREES MAY DETERMINE WHO THE COACHES ARE). THE REFEREE SHOULD USE SOUND AND FAIR JUDGMENT TO DECIDE WHETHER A CALL SHOULD BE OVERTURNED. ANY OR ALL REFEREES MAY SPEAK ABOUT THE DECISION. OVERTURNING CALLS SHOULD REVERT TO THE REFEREES TRAINING AND EXPERIENCE ALONG WITH THE BASIC FOOTBALL RULES OF THE NCAA.