

Northwest Florida Youth Sports Alliance

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Article 1 Preface

The Northwest Florida Youth Sports Alliance (Here in known as “The League”) is the presiding authority of the league. Changes in the rules and daily operations are subject to the oversight of the Board of Directors.

The League commissioner reserves the right to interpret the rules and amend the rules in the spirit of fair competition.

The rules, policies and procedures contained herein apply to all football activities involving the league.

Article 2 Open

Article 3 Dates and Time Frames

A – Off Season

August 3, 2015 will be recognized as the start date of the 2015 season.

November 22, 2015 will be the final date of the season.

B – Season Format

The First week will be an acclimation period – Helmets and Shorts.

2 weeks in full pads before 1st game

Player must be at practice 1 week before eligible to participate in a game.

C – Preseason

The time elapsed between the 1st day of practice to the first game.

D – Regular Season

The time elapsed between the first regular season game to the final scheduled regular season game.

E – Post Season

The time elapsed between the final regular season game to the end of the final Championship game.

F – Shootouts

TBD if needed

Article 4 – Eligibility of Players

A – Member Park Responsibilities

Member Parks are required to certify the eligibility of their student-athletes before they participate in any practice or contest and to withhold ineligible student-athletes from all contact, participation and contests until eligibility issues are resolved.

B – Player Eligibility

No Player will be allowed to participate until they have been certified by the Alliance.

1. The player must provide to the Alliance proof in the form of original birth certificate, current passport or military id. **NO COPIES WILL BE ACCEPTED.**
2. The player must be enrolled in public, private or home school and in regular attendance.
3. Must not be participating in ANY Sports program.
4. Must meet age requirement.
5. Must be at least 5 years old on August 1

*** NOTE: Participation of an ineligible player will constitute a forfeit whether accidental or intentional of all contest the player played in.

C – Player Disqualification

If a player is disqualified, he will remain ineligible until the Alliance receives proper documentation in the Alliance office.

Article 5 – Eligibility of Coaches

A – Member Park Responsibilities

Member Parks are required to certify their coaches and attendants before they are allowed to participate. Parks are required to withhold ineligible coaches.

B – Coach Eligibility

- 1. Must have a background check from the county/city Government that is presiding over the park.**
- 2. All background checks approval/denials must be in the Alliance office before the coach will be certified.**
- 3. All coaches must take and pass the USA Football Level1 Tackle certification and /or recertification every year prior to the coach being certified.**
- 4. Must Present a valid id (State issued ID, Driver’s License, Military ID or Current Passport.**
- 5. Coaches must display in open view a current coach’s card on the field.**
- 6. If a coach transfers from another park, he will not be able to coach any players that transferred from the same team with the exception of his legally documented children.**
- 7. Must only coach for 1 park in a season.**
- 8. Must Display good sportsmanship, follow the Alliance rules and Follow the Alliance Coaches Code of Conduct.**
- 9. A total of 9 coaches are allowed on the field. They must be certified by the league.**
- 10. The Head Coach is responsible for his sideline to include Coaches, Athletes and Fans.**

C – Disqualification of a Coach

Any coach that is disqualified (ejected) for unsportsmanlike conduct or foul, will be ineligible to compete for the remainder of that game and the next game. The coach will have 5 minutes to leave the field, if he does not leave the field then a forfeit may occur and Security personnel will be called. If a disqualified coach continues to cause a problem then the coach may be disqualified for the remainder of the season or permanently at the discretion of the Alliance

A disqualified coach has the right to appeal – to appeal you must notify the Alliance within 24 hours of the disqualification, the coach requesting the appeal must pay a non-refundable fee to the Alliance of \$50.00. The Alliance will convene an Appellate Board consisting of Business People in the area that have no ties to youth football.

Article 6 – Member Park Responsibilities

A – Fulfilling Alliance Responsibilities

Member Parks will fulfill their Alliance and schedule responsibilities. Failure to meet these responsibilities can result in forfeitures, fines, probation and or expulsion from the alliance.

B - Admission Fees

No admission fee will be charged for regular season game unless it is agreed upon by both parks and approval by the Alliance in writing. The request must be in the Alliance office at least 7 days prior to game day. It must be clear that it is not an Alliance sponsored gate fee.

C - Chain Crew

Host park must ensure that a chain crew is present and ready to go at the beginning of each game. The chain crew members must be at least 15 years old. The Chain crew must remain neutral. No electronic equipment can be used on the sideline. The chain crew can only communicate with the officials.

D -Staff

Parks are required to provide staffing at events according to Alliance requirements

E - Facility Requirements

Any Park that intends to host pre-season, regular season or post season games must meet a minimum of the following requirements:

- 1. Must have a concession stand.**
- 2. Must have 2 restrooms (1 male, 1Female) in working condition.**
- 3. Field must have a working scoreboard with clock.**
- 4. Field must be in good condition.**
- 5. Playing field must have a barrier between playing field and fans.**
- 6. There must be a par representative on site at all times.**
- 7. For pre-season and post season events, the facility must be able to control gate for the purpose of admission charges.**
- 8. The Alliance reserves the right to deny any event if the requirements are not met.**

F -Game Balls

U6, U7, U8 will use Wilson K2 or equivalent

U9, U10, U11, U12 will use Wilson TDJ or equivalent

U14 will use Wilson TDY or equivalent

G -OPEN FOR FUTURE USE

H - Officials

- 1. All games will use Alliance contracted officials.**
- 2. All problems with Officials should be written up and sent to the Alliance by Sunday at 5pm.**

3. **Minimum Officials**
 - a. **U6 – 3 Officials**
 - b. **U7, U8, U9, U10, U11, U12 – 4 Officials**
 - c. **U14 – 5 Officials**
4. **Parks must provide water for the officials throughout the Game**
5. **Parks will ensure security for Officials upon arrival and departure and a secure place to park.**

I – Reporting of Scores

Scores are to be texted or emailed to the Alliance as the games end. This is the responsibility of the host park.

J – Security

1. **It is the host parks responsibility to provide security by a city, county or state officer. Security must be on site prior to U9 game and present through the U14 game.**
2. **The host park is responsible for paying for security for regular season games.**
3. **The league is responsible for scheduling and paying security for all pre-season and post season games.**
4. **The host park is responsible for crowd control during home games, if the league deems necessary that extra security is needed for regular season games, it will be the responsibility of the host park to provide that extra security at their cost.**
5. **Host parks will email security details to the league no later than the Thursday prior to the game. It should include the name of the officer, phone number and what agency. Failure to comply could result in forfeiture and fines. The league may schedule security if this becomes a problem at the host parks expense. Any fines must be paid prior to any post season playoff bid.**

K – Pre – Game Gathering

Host Park must provide a safe place in view of the field.

Article 7 – Kick Off Classic and Post Season Site Selection

A – Kick-Off Classic

1. **All players must be registered.**
2. **All teams registered with the League must participate in the Kick Off Classic.**
3. **Regular rules will apply with exception of 25 min running clock and no kick offs. Clock times may be adjusted by the commissioner to keep on schedule.**

B – Post Season

1. **Teams that fail to make the playoffs – season is officially over after their final regular season game and are eligible to play non-league sanctioned games.**
2. **Playoffs**
 - a. **Teams will be selected by overall record.**
 - b. **Ties will be determined by head to head record, if there is no head to head record then the seeding will be determined by draw/coin flip.**

C – Non League Sanctioned Games

You may play a non-league sanctioned game on your off week, you must notify each player's parents and coaching staff that it is a non-league sanctioned game and that the league assumes no responsibility.

D –Event Site Location

- 1. Kick Off Classic Locations will be selected on a rotating basis, the league commissioner has discretion on the selection.**
- 2. Any park that defers their turn, will lose their turn, it will not be carried to the next year.**
- 3. The league will determine host sites.**
- 4. Playoff selection**
 - a. Selection will start with the U6 first and proceed thru U14 in odd years and will start with U14 and proceed thru U6 in even years.**
 - b. Best overall record gets first choice.**
- 5. The championship game sites will be selected by the league.**
- 6. The league reserves the right to re-assign pre-season and post season games in the event local government or park deny the league permission to charge an admission fee.**

E – Special Events

Special events locations will be selected by the league in the best interest of the event and League members. These will be rotated as permitted.

Article 8 – Team Make Up and Limits

A. Certification

All teams are required to certify the eligibility of their players prior to participation in any event. It is the parks responsibility to resolve any eligibility problems with the league.

B. Team Make Up

The league recommends that the optimum team size is 24 – 28 players.

- 1 Maximum roster size is 32 without a waiver from the league.**
- 2 Minimum Roster size for a new park is 18, if a member park drops below 15 during the regular season, they may certify new players even after roster lock.**
- 3 Teams may not have less than 11 players to start a game, if the roster drops to below 11, the result will be a forfeit.**
- 4 No player enrolled in High School will be allowed to participate.**
- 5 A team may have 1 head coach, 8 assistant coaches and 1 team attendant.**
- 6 The Head Coach is ultimately responsible for the accuracy of the roster.**
- 7 All roster changes must be in the league office no later than Tuesday 7pm prior to game day.**

C. Team Practice

- 1 Teams will limit practice to no more than 2 hrs. exertive practice and no more than 2hrs 15 mins total practice time per day.**

- 2 No practice past 9pm.
- 3 No practice on Sunday.

D. Sunday Games

- 1 No game will take place on Sunday except under emergency conditions. A Sunday game must be approved by both Head Coaches and the League.

Article 9 – Rules of Competition

A. Governing Rules

All games will be played under current NFHS rules, with the exceptions of the rules herein. The league reserves the right to interpret, add, amend, revoke, suspend or delete any rule in the interest of fair competition.

B. Age Divisions

1. The age of record will be August 1st.
2. No athlete attending High School is eligible.
3. Age groups will be as follows
U06, U07, U08, U09, U10, U11, U12, and U14

C. Certification

All athletes will be certified the League prior to participation in any pre-season, regular season or post season contest. Each athlete is required to present to the league 1 of the following:

1. An original State or Federally issued Birth Certificate
2. An original Birth Certificate issued from a Foreign Country
3. A court certified document stating the athletes complete name (as it appears on the birth certificate), date of birth and the parent/legal guardian's name.
4. A current Military dependent Id card
5. Any State or Federally issued ID card that includes the child's full name, current photo and date of birth.
6. A original shot record from the Department of Health.

******COPIES OR NOTORIZED COPIES OF ANY DOCUMENTS WILL NOT BE ACCEPTED******

The League may request further proof of identification at any time during season, the Athlete will have 3 business days to provide proof or risk being declared ineligible.

D. Electronic Equipment

Electronic equipment is prohibited on the field/sidelines. Use of electronic equipment on the field may result in a forfeiture of game.

E. Point After Touchdown

Extra point will be - 1 point if ran/passed in and 2 points for a kick through goalpost.

F. Forfeiture due to failure to appear

If for any reason a team is not able to make their scheduled game, notice must be given in writing at least 48 hours in advance to both the opposing park and the league. If 48 hours' notice is not given then a \$200.00 per team must be paid to the opposing park. This must be paid within 7 days.

If a team has more than 1 forfeiture due to failure to appear, they will be fined by the League. If there are multiple forfeitures, the park may be disqualified from the league.

G. High School Students

No Athlete enrolled in High School will be eligible to participate.

H. Inclement Weather

League Officials, Park Officials and /or game Officials on site may use their best judgement in the case of bad weather. They may stop playing and get the players to a safe place until play can resume.

In the case of a hurricane or other large scale storm, all practice will stop when the first park is declared closed (IE - if a park is in a mandatory evacuation zone). Practice may resume after all parks are declared open. The League will make a decision when games will resume.

I. Make-Games

The league will determine makeup game times and locations. The league will take into account both Parks and the officials to make decision and make sure both parks are involved in the decision making process.

J. Mercy Rule

Once a 30 point spread is reached between teams; the game will be officially over. The referee will start the clock and it will run continuously till the end of each quarter and again until all 4 quarters are played. The scoreboard will be set to 0-0 and the score will be recorded officially as 30-0.

If there is a 25-point lead, the officials may declare the game officially over.

The officials may declare the game over at any time if they deem necessary because of bad conduct.

K. U-6 and U-7 Rule Variations

1. In U-6 and U-7 games, each team is allowed to have 1 coach on the field to assist with play calling, huddle and lining up. The offensive coach must be 15 yards behind the deepest offensive player at the snap of the ball. The defensive coach must be 10 yards behind the deepest defensive player at the snap of the ball. Neither coach may give any instruction after the huddle is broke. The coach may help with lining up but may not give blocking assignments, make adjustments or delay the game. On field coaches will make every attempt to avoid the play so not to interfere once the ball is snapped. The on-field coach may not deceive the opposing players.

2. No defensive player may line up 'head up on center'. No defensive player will directly engage or rush the center. Defensive players may, however line up and rush the Guard/Center gap.

3. In lieu of a punt, the ball may be placed 25 yards up field and turned over to the opposing team. The ball may not be placed inside of the 20-yard line if a team chooses to punt inside the 45-yard line.

L. Moving Down in Age Division

There will be no playing down in any age division.

M. Moving Up in Age Division

An Athlete may play up 1 weight division. This must be approved by the League.

N. Player Equipment

The FHSAA guidelines will govern the equipment used with the exceptions herein.

1. Mouth Pieces – all players must use an approved mouthpiece. No clear mouthpieces will be accepted.
2. No Detachable cleats may be worn in the U-6, U-7, U-8, U-9 or U-10 age groups. U-11, U-12 and U-14 may use 'screw in type' cleats, but must not have any metal or sharp materials showing.
3. Uniforms must be matching (pants and jerseys). All colors must be approved by the League. Any changes must be approved by the League. Numbers must be no less than 6" on the front and no less than 8" on the back. Teams may use a "0" or "00" numbered jersey for an emergency use such as torn, lost or forgotten jersey. Each player will be issued a number and once certified may not change.
4. Sponsor Logos may be worn on the jersey on the shoulder/ arm area of the jersey only. The front and back of the jersey will only have number, mascot and name printed on it.
5. All visors must be clear.

O. Pre-Game Procedure

Both Head Coaches will check the electronic rosters of the opposing team prior to game time. It is the responsibility of the Head Coaches of both teams to check the opposing team's rosters.

Pre-game warmup shall remain in view of the field at all times. The host park must provide the same facilities that it uses (if you have a tower to film, you must make the area available to the opposing team as well).After pregame check-in, jersey should not be removed unless in the case of an emergency.

P. Red-Stripe Players

1. Red Stripe Players must meet the weight requirements of their age division.
2. The roster will denote that the player is a red stripe player.
3. Red Stripe players must have a 1" red stripe applied on the center of the helmet from the front to the rear of the Helmut.
4. All Red Stripe Players must play interior line position (Center, Guard or Tackle) and may not be more that 2 positions outside of center offensively or defensively.
5. Red Stripe Players must line up within 1 yard of the line of scrimmage.
6. Defensive Red Stripe Players must line up in a 3 or 4-point stance.
7. Offensive Red Stripe Players may line up in a 2, 3 or 4 Point stance.
8. A Red Stripe Player may play on the extra Point/ Punt team.
9. A Red Stripe Player may play on the Kickoff Receive Team but ball is down on possession.
10. A Red Stripe Player is not permitted on the kick-off team.
11. A Red Stripe Player may be a kicker on the extra point team on U-6, U-7, U-8, U9 and U-10.
12. A Red Stripe Player may not possess the ball at any time except for the center, if the Red Stripe Player does possess the ball (Fumble recovery, interception) the ball is dead and placed down at that position.
13. No Ball advances or laterals will be permitted by a Red Stripe Player.
14. Once certified as a Red Stripe Player, Player may not change even if the weight is lost.
15. Any team that uses a Red Stripe Player illegally will be assessed a 15-yard penalty and the player will be removed until problem can be resolved.
16. No red stripe players allowed on kick off or kick return teams.

Q. U-8, U9 and U-10 Kicking Rules

There will be no rush in these age groups for punt/kick.

R. U-11, U-12 and U-14 Kicking rules

Standard NFHS rules will apply to groups in these age groups.

The center cannot be engaged directly when long snapping, you may line up on center but must shoot the gap.

A center direct snapping to a Quarterback or other eligible player shall have no special protection rule in any age division.

On an extra point situation, a red stripe is allowed to kick the ball, however it is a declared kick and anything else will be blown dead.

On a field goal attempt a red stripe is allowed to kick the ball, however this will be a live ball situation and it will not be blown dead if fumbled. All other red stripe rules apply.

S. Tie Games

Tie games will be decided by the '10-yard line tie breaker'

T. Time Limits

All age groups will play an 8-minute quarter except U-14 who will play 10 Minute quarters.

U. Rosters

- 1. The League will provide the roster in an electronic format.**
- 2. The League will certify all rosters.**
- 3. The League will have the current and official roster online, it will be up to the Head Coach to make sure they download the current roster.**
- 4. The rosters will be online on Thursday prior to the Saturday game. The roster should be downloaded as close to the game as possible.**
- 5. All rosters will be password protected, the password will be emailed to the park representative each week. It is the responsibility of the parks to get the correct password to the Head Coaches each week.**

V. Scheduling

Scheduling will be provided by the league. The league will try and accommodate as special request that are made. Special request will be considered as they come in.

Score reporting is the responsibility of the home team and should be texted or emailed to the league by the Home team representative at the conclusion of each game. Scores will be updated as they come in to the league.

Any discrepancy will need to be verified by the home team representative.

W. Weight Limits

<i>Age Divisions</i>	5 & 6 MIGHTY MITES	7 MINI MITES	8 MINI MITES	9 MITES	10 MITES	11 MIDGETS	12 MIDGETS	13 & 14 JUNIORS
<i>Unrestricted Player Weight Limit (lbs)</i>	75	100	100	125	125	150	150	185
<i>Restricted Player Weight Limit (lbs)</i>	UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED
<i>Age Division assignment is based on player age on 8/1/2014. No player can play down to any Age Division. Players may play up in Age Division one year only.</i>								

X. Weigh In Procedure

Weigh in will be done once a year on certification day, once an athlete weighs and certifies, the athlete will remain at that certification for the season.

The League will weigh each Athlete for certification.

Y. Scouting

Scouting is allowed at games, you may film or chart an opposing teams plays. You may not scout at any practices.

X. OPEN

Article 10 Code of Conduct

A. Player Code of Conduct

- 1. Athletes will have respect for other athletes, cheerleaders, coaches, league officials, officials, other teams and fans.**
- 2. Athletes will not engage in any type of fighting or abusive behavior.**
- 3. Athletes will not engage in any form of verbal or physical intimidations to include threatening gestures.**
- 4. Athletes will not use profanity.**
- 5. Athletes will display good sportsmanship and follow the rules of play.**
- 6. Athletes will not possess alcohol, tobacco, drugs or performance enhancing drugs.**

B. Coaches Code of Conduct

- 1. No alcohol, tobacco, tobacco products or drugs are permitted.**
- 2. Coaches will not use profanity.**
- 3. Coaches will not engage in any fighting or abusive behavior.**
- 4. Coaches will display good sportsmanship and follow the rules of play.**

5. **Coaches will have respect for everyone attending to include players, coaches, officials and fans.**