

DeSoto Youth Football & Cheerleading Rules and Bylaws

COACHES REQUIREMENTS

Section 1. **Coaches/Cheerleader Sponsors/Team Moms**

1A. A complete current application must be on file with the City of DeSoto.

Section 2. Certification

2A. All individuals desiring to enlist as a Youth Football Coach/Cheerleader Sponsors and Team Moms shall be required to obtain certification from NYSCA.

Section 3. **Criminal Background Check**

3A. Each individual desiring to enlist as a Coach/Cheerleader Sponsors and team Moms shall be subject to a criminal background check. All Coaches/Cheerleader Sponsors and Team Moms shall complete and pass a criminal background check. **Qualifications:** NYSCA shall not certify any youth coach who has been convicted of a felony, a misdemeanor involving moral turpitude, any offense of driving under the influence of drugs or alcohol, or two or more offenses of misdemeanor theft, larceny, issuance of a bad check, passing a worthless check, and/or theft by check unless:

1. The individual has been pardoned by the governor of the state in which the conviction occurred; or
2. The Desoto Parks & Recreation Appeals Board, after reviewing all relevant information, determines that the nature or circumstances of the conviction do not warrant denial of certification if all other criteria have been met. For the purposes of this policy, deferred adjudication of an offense shall be considered a conviction. Other involvement with the criminal justice system that has not yet resulted in a conviction may also result in a certification denial.

Section 4. **Coached Agreement & Code of Ethics**

4A. All individuals who meet coaching qualifications must execute and abide by the Coaches Agreement & Code of Ethics.

4B. Failure to abide by the Coaches Agreement & Code of Ethics will result in the removal of said individuals as a coach.

Section 5. **Coaches Responsibility**

5A. The head Coach will be held responsible for the conduct of his assistant coaches, players, parents, and spectators supporting his team. This being the fact, the Head Coach must make every attempt to handle and control situations, including reporting any incident or requesting assistance. The Head Coach assumes the responsibility of leading by example with composure and consideration whether his team is winning, losing, or the game is intensely tight. The same applies toward referee calls and other emotional swings that arise in the course of a game. Responsibilities of the Head Coach include but are not limited to:

5B. Head Coaches will be required to control a game with consideration of ALL the kids on the field from both teams. When there is an obvious mismatch coaches are strongly encouraged to MAKE ADJUSTMENTS. Furthermore, IF AT ANY TIME A LEAD SHOULD BECOME 24 POINTS OR MORE, ADJUSTMENTS ARE MANDATORY FOR BOTH THE WINNING AND LOSING TEAM. Should the lead be 24 points or more and the outcome is clear, both teams will be expected to make adjustments allowing more playing time to those players who normally play backup roles. There are ways a coach can control a game without sacrificing the effort of players. The following will be expected as a minimum.

5C. Any unsportsmanlike conduct penalty against any coach/volunteer must be reported to the League Coordinator and will be noted in the games outcome report. Once it is acknowledged that a violation has been committed, the violating party/parties will be notified by the League Coordinator.

Section 6. **Minimum Play Rule**

6A. Each player on your team is required to play at least one quarter per game, which equals to six players per half.

POLICIES AND PROCEDURES

Section 1. **Schedules**

1A. All schedule changes should come directly from/by the Desoto Parks and Recreation Board or Desoto Youth Football Director.

Section 2. **Participant Release**

2A. In the event a participant desires to move to a higher division than his/her age limit requires, that participant must execute a Participant Release.

PLAYER PARTICIPATION

Section 1. **General Provision for Eligible Age Rule**

1A. The President of each organization shall have the right to file a written protest if it is felt that a team has played a football game with an individual who violates the "Eligible Age Rule".

Eligible Age Rule:

| DIVISION | PLAYER | CHEERLEADER |
|----------|--------|-------------|
| A | 11-12 | 11-13 |
| B | 9-10 | 9-11 |
| C | 7-8 | 7-8 |
| FLAG | 4-6 | 4-6 |

1B. Flag, C, & B-Team division age eligibility is determined by the participant's age on September 1st of current year. A-Team age eligibility is determined by the participant's age on June 1st of current year.

1C. There will be no exceptions to the "Eligibility Age Rule" unless the participant is moving up and executes a Participant Release.

1D. If an ineligible player participates in a game(s,) each game(s) that the player participated in will be forfeited, that player will be suspended, and the head coach of the team will be reported to NYSCA.

Section 2. **General Provision for Ineligible Player**

2A. The President of each organization shall have the right to file a written protest if it is felt that a team has played a football game with a player who is not on their current roster.

Section 3. **Switching Organizations**

3A. After the first season game, no player will be able to switch organizations. If a football player or cheerleader decides to switch before the first regular season game, they shall pay their new organization fees at full price.

Section 4. **Certification Process**

Each new football player, who was not certified the prior year, shall present their original birth certificate (with the certified stamp) and a copy for the league records. All organizations shall be present for the certification process upon the given time and date. No player will participate unless his/her birth certificate has been approved by the Certification Committee. A player who was born out of state has to follow the same guidelines and rules by the Certification Committee. Any coach who has played a player that has not been approved during the certification process will be in jeopardy of a major violation, and those games will be forfeited.

PROTEST

Section 1. **Written Protest**

1A. The President of each organization must submit its protest in writing to the League Coordinator within 48 hours of the game that is being protested. No verbal complaints or impulse arguments will be recognized. This written protest must contain the following:

- 1A1. The name of the alleged player that is violating the "Eligible Age Rule," weight restriction, or identity.
- 1A2. Specific proof that the player or players is ineligible.

Section 2. **Fees**

2A. There shall be a \$25.00 non-refundable fee assessed to any written protest. If the protest is determined to be a fact, the protest fee will be reimbursed.

Section 3. **Notification**

3A. Within 24 hours of receipt of a written protest and fee, the League Coordinator shall notify the President of the organization in which the protest is being filed against. This notification may be done in a face-to-face meeting or by telephone or by e-mail. If the President cannot be reached

prior to the expiration of 24 hours, a voice mail message must be left for the President and notification of the protest must be given to the Vice-President or Secretary of that organization in a face-to-face meeting or by telephone.

Section 4. **Response**

4A. Upon notification of the existence of a protest, a copy of the written protest must be provided to the association in which the protest is being filed against. That organization shall have 48 hours to provide a written response or rebuttal documents to the League Coordinator.

Section 5. **Investigation**

5A. The League Coordinator/NYSCA shall conduct a thorough investigation of the matters contained in the protest prior to hearing.

Section 6. **Hearing**

6A. A 30-minute hearing will be conducted within four days of receipt of the written protest. Each organization will have 15 minutes to present their case.

The following individuals must be present at the hearing:

- The Presidents and Head Coaches of the teams involved

Section 7. **Mandatory Appearance**

7A. It is mandatory for both teams that are involved in the protest to be present at the hearing. If the team that initiated the protest does not appear, the protest will be considered void. If the responding team does not appear, the hearing will be cancelled and the League Coordinator/NYSCA will render a ruling on the protest. Once a decision is rendered, the decision will be final.

Section 9. **Penalty**

9A. If it is found that there was an infraction of the "Eligible Age Rule," weight restriction, or incorrect identity, the following penalties, at a minimum, shall be assessed:

9A1. The player who committed the infraction of the "Eligible Age Rule"

or incorrect identity shall be suspended from play for the remainder of the season.

9A2. The Head Coach of the infracting team shall be suspended from coaching for the remainder of the season.

9A3. All games that were played with the infracting player shall be forfeited.

94A. Additional penalties may follow.

GENERAL PROVISIONS

Section 1. **Conduct of member organizations and individuals**

1A. Any violation may receive any level of penalty

Section 2. **Probation Violations**

2A. There will be no "warnings" for infractions of rules and guidelines. Violations will incur penalties. Therefore, it is the responsibility of each organization to make certain all their members are fully informed of rules and guidelines.

2B. The League Coordinator will receive the cause and determine any further action to be taken.

2C. Each organization may have its own guidelines for reprimand. However, individual organizations may enforce their reprimands in conjunction with League reprimands, but never in place of League reprimands.

2C1. Penalties include but are not limited to:
Immediate probation for the remainder of current season.

PLAYER CONDUCT

Section 1. **Pre-Game Roster Verification**

1A. Both teams will line up at their sideline/warm-up area in order to proceed to the designated roster verification area. While in line up, in transition to that area, at that area, and returning to the team's sideline/warm-up area, both teams will refrain from any chanting, rhythm

pad slapping, etc. Both teams will approach, participate, and leave the pre-game procedure in a controlled, respectful, disciplined manner.

1B. Both home and visitor teams will have a designated time to begin their roster verifications and a designated deadline for all roster verification for each game. All teams need to verify their roster 30 minutes prior to their game. Game time is forfeit time.

WEIGHT RESTRICTIONS

Section 1. **Divisional Weight Limits**

| DIVISION | WEIGHT |
|----------|--------------------------|
| A | 145 LBS |
| B | 130 LBS |
| C | 110 LBS |
| FLAG | THERE IS NO WEIGHT LIMIT |

1A. No player over the weight limits above can advance the football on offense, defense, or special teams.

1B. If the ball is recovered or intercepted by a player over the weight limit, the player is considered dead at the point of contact.

1C. If the ball is advanced by a player that exceeds the weight limit the ball will be returned to the line of scrimmage and will result in a loss of down.

Section 2. **Weigh-In**

2A. All players will weigh-in during the certification period at the beginning of the season.

2B. An organization's designee(s) and a Certification Committee designee(s) will be present at the weigh in.

2C. Head Coaches will be responsible for making sure that all players that exceed the weight limit have an "X" marked on their helmets.

2D. A player's weight can be appealed within 72 hours prior to the game in writing.

2E. Any child labeled as "X-Man" is required to wear the league approved sticker on their helmet. This sticker should not be taken off a player's helmet unless approved through the League Board. If any coach decides to remove the "X-Man" sticker he/she will be in major violation.

UNIFORMS – EQUIPMENT

Section 1. **Uniforms**

1A. All organizations shall give a break down of their fees and what is included in the fee breakdown.

Section 2. **Football Size**

| DIVISION | TYPE |
|----------|---------------|
| A | WILSON TD - Y |
| B | WILSON TD - J |
| C | WILSON K - 2 |
| FLAG | WILSON K - 2 |

PRACTICE TIMES and FIELDS

Section 1. **Practice Regulations**

1A. Organizations shall practice no more than four hours per week using city owned or facilities used through the DeSoto Independent School District.

1C. Organizations that have waived to participate on their scheduled practice day and time because their A-team plays for the school, these same hours and rules apply for those organizations.

Section 2. **Release of Practice Fields**

2A. An organization who has met the City of DeSoto requirements, Flag – 15 players; C team – 15 players; B team – 11 players; A team – 11 players; will receive first choice of practice days, times and locations.

SCHEDULES

Section 1. **City of DeSoto Scheduled Events**

1A. City will provide the following:

1A1. Starting date and number of games

1A2. Homecoming dates

- 1A3. Homecoming activities (if applicable)
- 1A4. Schedule for playoffs
- 1A5. Championship Game time and location

OFFICIALS

Section 1. Game Official Regulations

- 1A. There will be three (3) paid officials for all tackle division games (A, B and C).
- 1B. There will be two officials for the "Flag Division" games.
- 1C. Officials shall not call a game in which they have a child participating.
- 1D. **Officials must be certified and must be abreast of all rules for all age groups.**
- 1E. There will be no badgering, cursing, or negative degradation of the officials.
- 1F. Officials will be respectful to all coaches, players, fans and etc.

LEAGUE RULES OF ORDER

Section 1. NCAA Exceptions Overall

- 1A. If a team is reduced to 9 or 10 players due to injury or illness, they will be allowed to participate in the game with the remaining 9 or 10 players. The opposing team will reduce their number of players to equal the affected team.
- 1B. If the above occurs, notification has to be given prior to the start of the game.
- 1C. **ONLY COACHES, EQUIPMENT MANAGER, TEAM MOMS, AND PLAYERS WHO HAVE BEEN CERTIFIED ARE ALLOWED ON THE SIDELINE DURING A GAME.** Unauthorized coaches on field will result in a fifteen (15) yard penalty.
- 1D. Any coach who receives three penalties for this infraction will be ejected from the game.
- 1E. Unauthorized persons on the sideline will result in a fifteen (15) yard penalty.

1F. Coaches and players may move between the 30-yard markers and stay five yards behind the sideline. Failure to abide by this will result in a fifteen (15) yard penalty.

1G. A player must play ½ of the regular season games to be eligible to participate in the playoffs. (Special provisions for players with documented injuries)

1H. When a team scores a touchdown, all kicking will count as 2 points and running and passing will count as 1 point.

1I. No player will be allowed to double pad. Failure to abide by this will result in a fifteen (15) yard penalty and removal from the game.

Section 2. **NCAA Exceptions – “A” Division**

2A. General Information:

2A1. Four quarters.

2A2. Eight-minute quarters.

2A3. 30 seconds between plays; 5-yard penalty will be assessed.

Section 3. **NCAA Exceptions – “B” Division**

3A. General Information:

3A1. Four quarters.

3A2. Eight-minute quarters.

3A3. 30 seconds between plays; 5-yard penalty will be assessed.

Section 4. **NCAA Exceptions – “C” Division**

4A. General Information:

4A1. Four quarters.

4A2. Eight-minute quarters.

4A3. One coach allowed on the field on offense and defense.

4A4. The coach on the field may go into the huddle but must remain 10 yards from line of scrimmage at the time the ball is put into play.

4A5. The coach on the field may not talk once the ball is put into play.

4A6. Other coaches can go onto the field only during timeout.

4A7. At the line of scrimmage, a player cannot be lined up over the center. Player must be two yards off the line of scrimmage, 5-yard penalty will be assessed.

- 4A8. On fourth down an offense must declare or non-declare to the officials that they are going to punt.
- 4A9. The defense will not be allowed to rush a punt but the play will be live.
- 4A10. The clock will stop and will start again when the ball is kicked.
- 4A11. 30 seconds between plays; 5-yard penalty will assessed.

Section 5. **NCAA Exceptions – “FLAG” Division**

5A. General Information:

- 5A1. 8 players or less – four quarters: seven minute quarters.
- 5A2. 9 to 11 players – four quarters: 10 minute quarters.
- 5A3. The clock shall be running until the last two (2) minutes of the second and fourth quarters and during timeouts.
- 5A4. 80-yard playing fields.
- 5A5. 5 Players on the offensive line – Tackle to Tackle
- 5A6. The ball will be placed at the 20-yard line at the beginning of the game, after half time, and after each score.
- 5A7. No Kick-offs.
- 5A8. If a player’s flag is removed when he does not have the ball, the player and the coach will be given a warning. If the player removes the flag from another player under the same conditions, a 10-yard penalty and automatic first down will be assessed.
- 5A9. If a safety occurs, the ball will be placed at the far 20-yard line.
- 5A10. 2 coaches will be allowed on the field.
- 5A11. Coaches may not talk to their players once the quarterback starts signal calling or a 5-yard penalty.**
- 5A12. Coaches must be 10 yards from the line of scrimmage when the ball is snapped.
- 5A13. 40 seconds between plays or a 5-yard penalty.
- 5A14. At the line of scrimmage, a player cannot line-up over the center, 5-yard penalty will be assessed.
- 5A15. No penalty will exceed 10 yards.
- 5A16. When a team scores a touchdown, passing plays count as two points and running plays count as one point.
- 5A17. Any player running the ball should have there flags on the left and right side in the correct spot or a 5-yard penalty will be assessed.

Section 6. **Flag Equipment**

6A. Required Game Equipment

6A1. Strapless mouthpieces will be required to be worn by all Flag players.

6A2. Only LEAGUE approved flags and Velcro will be allowed for use in games. Flags will be labeled by League. Any player wearing illegal, unapproved, or non-labeled flags will be ineligible to participate in the game.

6A3. Flags will be attached to the belt and will be secured around the players waist.

6A4. Flags are not to be the same color as the pants.

**Any player wearing illegal Velcro or securing flags repeatedly illegally will be ineligible to participate in the game and the head coach could be penalized accordingly. The LEAGUE will provide all teams with info on where to buy flags.

6A5. Flags:

- 8 man teams – 2 flags (left/right side)
- 11 man teams – 2 flags (left/right side)

Section 7. **Additional Flag Rules**

7A. De-Flagging

7A1. The defensive player cannot hold or push the ball carrier to remove his/her flag. An additional touch of the body or shoulder while reaching for the flag shall not be considered a violation. However, touching of the heads or face shall be considered a violation. 5-yard penalty.

7A2. The player carrying or having possession of the ball is down when flag is removed from his/her waist (de-flagging); the defensive player shall hold the flag above his/her head and stand still.

7A3. A defensive player may not run over, push down, or pull a blocker away from him/her; 5- yard penalty.

7A4. Lowering the head and/or leading with the shoulder will **NOT** be allowed. This includes when trying to penetrate the line of scrimmage and when trying to shed a block. 5-yard penalty.

7A5. A defensive player must go for the passer's flag. He/she cannot touch the passer's arm. 5-yard penalty.

7A6. "Stripping" the ball from a ball carrier is not allowed. 5-yard penalty.

7A7. A defensive player cannot push a ball carrier out-of-bounds.

7A8. There shall be no tackling of the ball carrier or passer by the lower head, leading with the shoulder, or grabbing the arms, legs, waist,

clothing, etc. Attempts must be made for the flag only. 10-yard penalty and automatic first down.

7A9. Defensive players must stand one yard off the line of scrimmage or a 5-yard penalty.

7A10. If the nose guard is less than 2 yards off the line of scrimmage when the ball is snapped. A 5-yard penalty is assessed.

Section 8. **FLAG BLOCKING**

8A. Blocking

8A1. A blocker must be on his/her feet at all times while blocking. All blocking will be required to be a "hands in chest" style of blocking.

8A2. Both offensive and defensive linemen will be required to go to the "hands in chest" blocking position at the snap of the ball. In addition, elbows are required to be in a down position, not extended out. Once there is separation, hands may leave chest.

8A3. Lowering the head and/or leading with the shoulders will **NOT** be allowed on any block.

8A4. A blocker cannot use his/her hands and may not extend his/her arms to execute a block. Must be "hands in chest".

8A5. Cross body and roll blocking are not permitted. 5-yard penalty.

8A6. Butting, elbowing or knee blocking is not permitted. 5-yard penalty.

8A7. Blocking a player from behind is not permitted (clipping). 10-yard penalty.

8A8. There will be no inter-lock blocking.

8A9. All offense and defensive linemen must be in standing forward position while on the line of scrimmage.

8A10. Defensive players may not hold any players. 5-yard penalty.

Section 9. **FLAG BALL CARRIER**

9A. Carrying the ball.

9A1. Stiff arming the ball carrier is illegal.

9A2. The ball carrier cannot lower his/her head or shoulder to drive or run into a defensive player. 5-yard penalty.

9A3. If a player's flag is inadvertently lost, he/she is ineligible to handle the ball.

9A4. If a ball carrier's flag is inadvertently lost, the play will be whistled dead and the ball will be placed at the spot the flag was lost.

9A5. If the player carrying the touches a defensive player with his hands, this will be considered flag guarding and a 10-yard penalty and loss of down will be assessed.

Section 10. **FLAG CENTER**

10A. Center.

10A1. The center must snap the ball between his/her legs.

10A2. He/she must have both feet parallel to the lone of scrimmage.

10A3. He/she may adjust the long part of the ball at right angles to the scrimmage line, one time only.

10A4. No center sneaks are allowed.

10A5, Silent counts are not permitted.

Section 11. **FLAG RECEIVING**

11A. Receivers

11A1. Only players in eligible receiver positions are eligible to receive forward passes.

11A2. Should an offensive and defensive player catch a pass simultaneously and the officials cannot determine possession, the ball is declared dead at the spot of the catch and the passing team is awarded possession.

11A3. If a receiver's flag is pulled off while attempting to catch a pass, pass interference will be called. Spot Foul and automatic first down.

11A4. Flag Interception. If a player has flags, he/she can advance the ball. If he/she does not have flags, then they cannot advance the ball. The ball will change possession at the point of interception.

Section 12. **FLAG DEAD BALL**

12A. Dead Balls

12A1. All balls touching the ground are immediately dead. For example, the ball is declared dead at the following times:

12A2. The ball carrier touches the ground with his/her body, other than hands or feet.

12A3. The ball carrier's flag has been pulled.

12A4. A pass receiver or ball carrier has a missing flag (ball is dead at the spot).

12A5. The center's snap hits the ground before reaching a backfield player.

12A6. If a player fumbles and the ball touches the ground, the play is considered dead. The ball will be spotted at the point of the fumble.

12A7. If a lateral pass touches the ground, the ball is declared dead at that point. If a lateral pass goes out-of-bounds, the ball is ruled dead at the point it crosses the boundary.

12A8. If a team declares to punt, the ball will be marked off 35 yards from the line of scrimmage.

Section 13. **GAME TIE BREAKER**

13A. Overtime

13A1. Each team will line up at the 10-yard line.

13A2. Each team will have 4 plays to score.

13A3. Penalties can be assessed during tiebreakers. If a penalty occurs, the ball will be marked accordingly to the penalty assessed. If a defensive penalty occurs within the 10-yard line, the ball will be marked $\frac{1}{2}$ the distance to the goal line.

13A4. Once a team scores, the other team will have 4 plays to score from the 10-yard line as well.

13A5. Each team will have two opportunities to score, if neither team scores then the game will end in a tie.

Section 14. **TEAM STANDINGS – TIE BREAKERS**

14A. End of Season Win – Loss Record

14A1. If two or more teams are tied for the final regular season standings, the following tiebreaker system will be used in sequence to determine the final standing:

- Winning percentage
- Head to Head
- Head to Head Point Differential

| Team | Win | Loss | PCT | HTH | ARDiff | ARA |
|--|------------|-------------|------------|------------|---------------|------------|
| Riley's Whalers | 9 | 1 | 0.900 | 1 | 10.600 | 3.400 |
| The Old Stylers | 9 | 1 | 0.900 | 1 | 8.100 | 3.500 |
| Doc Ryan's Slammers | 9 | 1 | 0.900 | 1 | 8.100 | 4.800 |
| Good Old Boys | 7 | 3 | 0.700 | | -0.500 | 7.900 |
| Diamond Jaxx | 3 | 7 | 0.300 | 1 | -4.100 | 9.100 |
| Underdogs | 3 | 7 | 0.300 | 2 | -4.900 | 11.800 |
| EFD | 3 | 7 | 0.300 | 3 | -3.200 | 13.500 |
| Donneybrooks | 1 | 9 | 0.100 | 1 | -5.000 | 12.400 |
| The Probe Pushers | 1 | 9 | 0.100 | 2 | -9.100 | 14.000 |
| PCT = Winning Percentage HTH = Head-To-Head ARDiff = Average Run Differential ARA = Average Runs Against | | | | | | |