

Texoma Youth Football League

By-Laws & Rules of Play

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Amendment History

Document Version #	Approval Date	Modified By	Section, Page(s)and Text Revised
V 1.0	June 2003		Initial creation of document
V 2.0	July 25, 2005		
V 3.0	August 8, 2007		Multiple Updates including <ul style="list-style-type: none"> • Change to team size • Cut off date for registration • Extra point values • Coaches Suspension • Added 2005 & 2006 Super Bowl champions
V 3.1	August 28, 2007	Dan Sims	Corrected Extra Point (#7) and Overtime (#8) sections
V 3.2	August 23, 2008	Dan Sims	Multiple Updates including <ul style="list-style-type: none"> • By-laws, Bullet #9 -Change to team size • Increase Official's pay \$5.00 per game • By-laws, Bullet #12 – Changes to how teams are formed. • Added "TYFL is a grade pure league" to the first sentence of the by-laws.
V 3.3	August 7, 2009	July 13, 2009	Multiple Updates including <ul style="list-style-type: none"> • By-laws, Bullet #21 – Added • Running Back weight limit has been updated. • Rules of Play, Bullet #4 – updated time per quarter • Rules of Play, Bullet #6 – added sentence regarding when "on field" coaching must stop.

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League Bylaws & Rules for Play

This league is designed as an instructional league based on the rules of football as dictated by the UIL in the State of Texas; TYFL is a grade pure league. This league is designed for all K-6th graders from the respective member towns of this league.

Bylaws

1. There will be no central treasury for the league. Each town will fund its programs individually through fund raising, sponsors, and retention of all gate and concession proceeds (for the game(s) it may host).
2. Each member town will have one recognized voting member by the board. This voting member will also list with the secretary an alternate. Any new member towns will be admitted (voted in individually) in the TYFL by a vote of existing voting members. The TYFL will only recognize the Head Coach(s) appointed by the voting member of that town. The TYFL will only recognize the league approved Youth or Sports Association from each town. Each voting member should sign in with the Secretary at the beginning of a board meeting; voting members for each town are recorded in the TYFL minutes.
3. There will be an Executive Board consisting of: President, Vice President, and Secretary. These offices will be voted on each year at the first meeting after the season has been completed. Duties of each office are as follows.
 - a. ***President***
 - i. Organize & plan 3 meetings per year
 - ii. To elect officers & review rules/by-laws
 - iii. Finalize rules and vote in new member towns
 - iv. Set schedules.
 - v. Coordinate weigh-ins before each team's first game.
 - vi. Primary contact for the league with Referees.
 - vii. Handout the post season trophy to the Champion and runner-up (will be responsible for collecting donations for the Super Bowl Trophy & Runner Up trophy for each age division).
 - b. ***Vice President***
 - i. Verify with each towns High School Athletic Director the season schedule and confirm the date(s) their town will be hosting.
 - ii. Assist the President
 - c. ***Secretary***
 - i. Keep meeting notes,
 - ii. Maintain bylaws and rules documents,
 - iii. Email announcements and notices to members and

- iv. Keep record of the season standings.
4. Head coaches will have at each game a file complete with birth certificates for all players. Head coach must turn in a printed roster with each player's number at the weigh-ins.
5. Coaches are the only authorized personnel to be on the sideline during play. Each team's coaches will be identifiable by "like" coaching shirts.
6. Any coach being removed from a game will be subject to the following suspensions:
 - a. 1st offense - 1 game suspension,
 - b. 2nd offense - 10 game suspension,
 - c. 3rd offense - lifetime ban.Any coach removed from a game will be reported to the league so this can be monitored.
7. Host towns will report scores of each game to the Secretary within 24 hours of the last game.
8. Host towns will collect & keep its own gate fees. Gate fees for the league are as follows: \$3 for all adults including coaches, \$1 for all students, all children (not of school age) are free. The Referees, players and cheerleaders in uniform are the only one's admitted with no charge.
9. TYFL will have: 4 referees at each game, 3 on the field and 1 on the clock for 4th grade and down, 5 referees for the 5th and 6th division. **It will be the responsibility of the Host Town to pay each referee \$45 cash for each game worked. Payment will be made at the conclusion of games.** Referees will be furnished all concessions.
10. Each member town will supply an Insurance Certificate to a member of the Executive Board by August 1st each year.
11. The host town will arrange for singing/playing the national anthem before every game.
12. The players must **attend school or reside in the district** of the team they are playing. Any team violating this rule will forfeit all games that the ineligible player played in. The head coach of that town will be replaced before the next game, if that head coach is the towns voting member he will also be replaced. All towns must present preliminary roster and an advertisement for Open Signups (town's local paper) by July 1st each year to the Secretary. TYFL is not a select Football league. Teams will consist of a maximum roster of 34 players. Any town with more than 34 players may split teams as defined below by the first day of UIL practice.

- (a) grade pure
- (b) draft
- (c) discretion of local league

13. The TYFL will work with these towns to build schedules that would play 5th graders against 5th graders, etc. During League play grade pure teams will not be scheduled against the previous years 4 finalist in that division.
14. There is no cut off date for player registrations. If a player signs up after the first game of the season he will be ineligible to carry the ball or line up in an eligible position during the season.
15. Weigh-ins will occur at a central location, date/time/location will be communicated to all coaches seven days prior to the event. All players will be weighed using the same scale. All players eligible to carry the ball will have a "TYFL" sticker affixed to their helmet. All teams/players will be required to attend; any player missing the weigh-in will be ineligible to carry the ball.
- Players that register late (after the weigh-ins has been completed) will be eligible to carry the ball if they have been weighed and validated by a league official. If they meet the league weight policy, a sticker will be affixed to their helmet
16. The TYFL has a no jewelry policy for all players.
17. The Super Bowl host town will be awarded by a draw from the hat. The towns that host a Super Bowl game must have a team in the division that they are going to host.
18. Practice may begin each year with the beginning of UIL two-a-days.
19. Tie breakers to determine season standings (for the purpose of bracket position & playoff eligibility) will be as follows:
- a. Overall Record
 - b. Head to Head competition
 - c. Points Allowed (Points allowed will be determined by points allowed 1) against those tied, or next 2) against like opponents.
 - d. Coin Toss. In the case of a season ending with an unequal number of games played, then tie breaker would be the least number of losses.
20. For games that teams have the same color jersey, the League will determine the Home team and jersey colors. If a team shows up in the wrong color jersey, the game will be declared a forfeit and the team in the wrong color jersey will be deemed the loser. The score will be recorded 7 – 0.

Age Groups

The league is designed for:

Age Divisions	Eligible ages by Sept 1	Weight Max. for oldest age
1 st & 2 nd Grade	6, 7, 8	130 lbs.
3 rd & 4 th Grade	7, 8, 9, & 10	150 lbs.
5 th & 6 th Grade	9, 10, 11, & 12	NA

Example: 3rd & 4th graders, children are eligible who turn 7 before Sept. 1st, any child turning 11 before Sept. 1st will not be eligible for this age group. 10 year olds are eligible provided they do not exceed 150 lbs. If a 10 year old is in 4th grade and exceeds 150 lbs., we hope that each community sports organization will allow that player to play up on the 5th & 6th grade team, where they are physically more suited to play.

Weight Limits

Weight limits for all players who can advance the football (or line up in an eligible position) are:

Age Divisions	Weight Max for ball carriers
1 st & 2 nd	90 lbs.
3 rd & 4 th	110 lbs.
5 th & 6 th	130 lbs.

The only exception to the weight limit rule will be a defensive player who recovers a turnover. Any weight restricted defensive player who recovers a turnover can return the turnover without the whistle being blown dead. If a defensive or offensive player attempts to lateral the ball to an ineligible ball carrier the play will be blown dead by the referees at the point of the lateral/handoff. All players that are eligible to carry the ball (under the weight limit) will have a TYFL logo sticker placed on the back of the helmet by an independent person at weigh-ins.

Rules for Play

TYFL will use the rules of the UIL in Texas to officiate all contests. The only variations from the UIL rule book regarding TYFL play are:

1. Kickoffs will be placed at midfield (K-4th) and the 40 yard line (5th & 6th), unless a penalty is assessed, the assessment of penalty yardage shall begin from the 50 yard line as well.

2. No Player may advance a kickoff that exceeds the weight limit for carrying the football. The play will be blown dead, if the football is caught by a player exceeding the weight limit.
3. For 5th & 6th grades punts will be live as in UIL rules. For all other divisions: when a team elects to punt the referee will be notified by the offensive coach. The referee will then tell all of the players to remain motionless until the ball strikes the punters foot. Live play begins when the punter strikes the football with his foot. This action must take place behind the offensive linemen on the line of scrimmage. The punter cannot punt the ball unless he is between the tackles. The punt will follow all rules for a punt once the ball strikes the punters foot.
4. Each game will be 8 minutes per quarter with 4 quarters per game.
 - a. If a team gets ahead of another team by 20 or more points the team that is behind in the game can approach the referee and have them start running a continuous clock. Once a coach approaches the referee and asked for the "mercy rule" he cannot reverse his decision.
5. 5th & 6th grade divisions will have all coaches in the coach's box.
6. For 3rd & 4th division each team will be allowed to have one coach on the field. After leaving the huddle the **Offensive coach must be 5 yards deeper than the deepest player**. The **defensive coach should be 5 yards deeper than any player or referee**. Coaches must make every effort to stay out of the play. Any interference by a coach once play has begun will be considered un-sportsman like and a referee may flag the coach's team. Once the center becomes set over the ball, all verbal coaching from coach(s) on the field must cease. If the referee deems the action as interference, his judgment of where the ball will be placed (blown dead) is his interpretation and his alone. For example: if defensive coach runs into an offensive receiver on a pass play and the referee believes the ball would have been caught then it is the referee's judgment on appropriate placement of the ball. If the receiver was behind the deepest defensive back, the referee may decide that a touchdown was possible and award the offensive team a touchdown. If a coach inadvertently makes contact with a player during a play and according to the referees judgment it did not benefit the infracting team then the play stands. The rules for 3rd & 4th will apply for the 1st & 2nd division with the exception that 2 coaches may be on the field.
7. Extra Point conversions will be scored as follows
 - a. Kick – 1 point
 - b. Run or Pass – 2 pointsFor 1st/2nd Grade
 - a. Run – 1 point
 - b. Pass – 2 points

8. In the event the game ends in a tie after regulation play, there will be overtime as follows:
 - a. Each team will start a possession beginning from the opponent's 25 yard line. If a first down is made the possession will continue.
 - b. If neither team scores the referee will determine which team gained the most total yardage (positive & negative yardage are used).
 - c. The team with the most yardage is the winner. .
 - d. If the game ends in regulation in a 0-0 tie and no one scores in overtime, the winner will be determined by yardage. The loser of the game will be assessed 6 points ("Points Allowed") in the standings
 - e. If a game ends in a tie other than 0-0 and each team scores in overtime repeat the overtime process until a winner is determined.
 - f. If a game ends in a tie other than 0-0 and an overtime period is played in which neither team scores the winner will be determined by most total yardage (positive & negative yardage are used).
9. **Game Balls:** Each team is responsible to have 2 game balls at each game. Game ball should be in game condition for use by your offense. The Wilson K2 will be used for K-4th grade and the Wilson TDJ will be used for the 5th & 6th grades.
10. **"A Gap" Rule:** In all divisions except 5th & 6th, the A gap (center/guard) can not be rushed from a stand-up linebacker at the line of scrimmage. A blitz of the "A Gap" is legal from a 3 or 4 point stance, or if the linebacker is 3 yards off of the ball. A five yard penalty will be assessed for any player in violation of the "A-Gap" rule.
All extra point conversions will count as 1 point (either pass or run).

League History

TYFL was founded in June 2003, by the towns of Bells, Blue Ridge, Celina, Melissa, Pottsboro, and S & S. The inaugural season was played with 3rd & 4th grade division only. TYFL has been designed for smaller market towns.

In November 2003, by a 5-0 vote Sherman was not accepted into the league.

2004 – The league expanded by adding 6 additional towns: Anna, Van Alstyne, Gunter, Howe, Whitewright, and Tom Bean. The league also began play with K-6th grade divisions.

2008 – Participating towns are Anna, Bonham, Celina, Gunter, Melissa, Pottsboro Sanger and Van Alstyne

2009 – Participating towns are Anna, Bonham, Celina, Gunter, Melissa, Sanger and Van Alstyne