

BCYFA LEAGUE RULES

I. General BCYFA information

1. The BCYFA consists of individual leagues from various cities in Baldwin County.
 2. No league shall have two different leagues in one city in the BCYFA.
 3. Each league is independently operated in association with BCYFA schedule and rules only.
 4. Each league is responsible for their own insurance, equipment, footballs, uniforms, etc..
 5. Each league has two representatives who act, speak and vote for their league concerning BCYFA rules and policies. These league representatives from the BCYFA board.
 6. The BCYFA will have 4 age groups (listed with the weight limits for carrying the football) :
 - 7 & Under – 75 pounds
 - 8 & Under – 80 pounds
 - 9 & Under – 95 pounds
 - 10 & Under – 110 pounds
 - 11 & Under – 125 pounds
 - 12 & Under – 140 pounds
1. Age control date: August 1 of current year
 2. Practices may begin first full week in August. First week of practices must be in helmet only.
 3. If a league is unable to form a team for an age group due to a lack of registered players, that league may combine ages (11 & 12 year olds) in order to form one team in an age group. A league may combine age groups to form one team ONLY IF they are unable to form a team in the age groups affected by not having enough registered players.
 4. For players that “play down” in age, in order to be able to carry the football that player must meet the weight requirements for the age group their team is playing in.
 5. The suggest minimum # of players to form a team is 16
 6. If you have the minimum # of players registered to form a team in an each group, you cannot move players down age groups.
 - o Ex. If you have 16 or more players registered who are 11 years old, you will have an 11 year old team. If you have 16 or more players registered who are 12 years old, you will have a 12 year old team. You may not combine age groups or move players around to play in a different age group.
 7. If combing ages to form one team, a team with more than 35% of their players in the older age must play in the older listed age group. For example, a team with 20 total players, seven (7) players or more age 12 years old, that team must play in the 12 & Under age group and not play in the 11 & Under age group.
 8. Players may play up if allowed by their own league. However, those players will not count toward the 35% rule meaning that you cannot move a few 10 year olds up to an 11/12 combo team and those players count as the younger age group. (Ex. If a 11/12 combined team has 3 - 10 yr olds, 10 - 11 yr olds and 6 - 12 year olds, that team would still be required to play as a 12 yr old team because the players moving up would not count towards the 35% rule..

II. Individual league responsibilities

1. Each league must hold an open registration period for each age group.
2. Each league must furnish concession stand when playing at their field.
3. Each league must furnish yard chains and down markers when playing at their field. **All members of the chain crew must be an adult (high school age or older).** Chains must be kept on the visiting side of the field. Each park must designate a home/visiting side of the field. The chain crew must be from the visiting team.
4. Each league must have a representative at their fields when hosting games to oversee conduct of coaches and parents.
5. Each league must furnish coaches of each of their teams with coaches' shirts to identify them on the field.
6. Each league shall furnish head coach of each team a copy of their teams credentials book.
7. No league will charge admission to their games.
8. Each league is responsible for enforcing the player participation rule.

III. Player eligibility

1. Eligible players must meet the age requirements
 - a. Players are not allowed to “play down” an age group due to size, immaturity or for any other reason.
 - b. If there is a special circumstance that needs to be addressed, it would need to be brought before the BCYFA and voted on by all members.
2. Ineligible players are players who:
 - a. Play for a school team
 - b. Do not meet birth date eligibility
 - c. Is added to roster after weigh ins
 - d. Is not on official roster
 - e. Have played for another league and did not get a release from that league
 - f. A player who is a striper who does not have a stripe on his helmet
3. Only players from the individual league's school district may register to play in that city.
 - a. Player from one city may register to play in a different city provided he obtains a completed player release form. (Form available at www.bcyfafootball.com).
 - b. Release form must be completed and be attached to the players registration form in the credentials book no later than the credentials meeting.
 - c. Any protest pertaining to a player playing out of district must be made by the Friday before the first weekend of the regular season. Once the first weeks games are played, that player becomes legal for the entirety of the season.
 - d. If a player is released to play at another park or plays at another park and is not protested, that player is required to play at the new park from that point on unless another release is granted by the new park to play somewhere else.



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IV. General football rules

1. Any rule not covered in this document will refer to AHSAA (Alabama High School Athletic Association) rule book.
2. League rule changes must be made by a league representative and should be done using the "proposed rule change" form.
3. League rule change proposals must be presented at the Rules meeting usually held in July.

V. Referees

1. Referees will be provided by the BCYFA. All referees must be approved by the BCYFA. All referees on each crew must be AHSAA certified.

VI. Team Credentials

1. Each team is required to provide a credentials book at the credentials meeting and carry the credentials book to each game.
2. Credentials book should include:
 - a. Completed official BCYFA roster (blank rosters can be found at www.daphnesports.com)
 - b. Player registration form (including release form if applicable)
 - c. Copy of birth certificate
 - d. Photo of player
3. Credentials books should be assembled according to the BCYFA credentials book format document (can be found at www.bcyfafootball.com)

VII. Weigh ins & Weight limits

1. An official from each league should be at the weigh in area for the entirety of the process to ensure weights are recorded accurately.
2. 7 & Under - 75 pounds
3. 8 & Under - 80 pounds
4. 9 & Under - 95 pounds
5. 10 & Under - 110 pounds
6. 11 & Under - 125 pounds
7. 12 & Under - 140 pounds

VIII. Players over the limit

1. All players over the limit must have a stripe down the center of their helmet from front to back in a distinguishing color. This mark must remain on helmet for entire year.
2. All players who do not weigh in will also be considered a "striper" for the entire season and must have the stripe on their helmet.
3. The league will compile a "striper" list and post on the website prior to the first week's games.
4. Any player who is a striper, but does not have a stripe on his helmet will be considered an ineligible player.
5. Offense - stripers must be on the line from end to end (interior lineman). Defense - must line up within 5 yards of line of scrimmage. Penalty - illegal formation.
6. Cannot advance the ball in any capacity on offense or defense
7. Can recover a fumble or intercept a pass but cannot advance the ball
8. All teams in the league must use the same stripe. The league will notify each park where they can purchase these stripes but each league will be responsible for purchasing their own stripes.

IX. Footballs

1. 7U & 8U - Wilson K2 or Pee Wee size and weight.
2. 9U, 10U, 11U & 12U - Wilson TDJ or TDY or Junior size and weight.

X. Equipment

1. All players must wear mouth pieces at all times. All mouth pieces should be colored. Clear mouthpieces are allowed if prescribed by doctor.
2. If a player wears a face shield it must be clear. Tinted shields are not allowed.

XI. Game length and timing

1. All games will play 12 minute quarters with a running clock except for the last 3 minutes of the half and game, regulation clock.
2. Clock stops for timeouts, injuries, after a touchdown. Once the ball is set for play after the extra point try, the clock will start (unless game is within the 3 min window). With a 28 point difference, the clock will not stop except for timeouts by the losing team or during an injury timeout and the score will no longer be updated on scoreboard.
3. Super Bowl will be timed the same as a regular season game.
4. Games ending in a tie will be played off according to AHSAA rules (4 downs from the 10 yard line). Repeat up to three times. If score remains tied after the 3rd OT it will remain a tie.



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- XII. Scoreboards**
1. If a park has a scoreboard and would like to use it for their games, they are responsible for having someone trained by a BCYFA official on how to run the clock according to our rules. Each individual league can choose to pay someone from their park or can use volunteers if they have people willing to do it.
 2. Only people who have been certified to run the clock will be allowed to do so.
 3. Scoreboard operators must be 16 years of age or older.
 4. If the referees on the field feel the clock is not being operated properly, they have the right to have the scoreboard turned off for the remainder of that game and the rest of the games on that field and the official clock will be kept on the field by the referees. Scores may still be kept on scoreboard.
 5. All facilities hosting playoff games must have an operational scoreboard.
- XIII. Timeouts**
1. Each team will have 3 timeouts per half.
 2. Time outs do not carry over to second half.
- XIV. Penalties**
1. All penalties will be enforced using AHSAA rules.
- XV. Huddle Time**
1. Once the referee has spotted the ball, coaches have 30 seconds out of the huddle, on the line, and snapping the ball.
- XVI. Kickoffs**
1. There will be no kickoffs for any division. The ball will be spotted at the 35 yard line.
 2. Teams will be allowed one play (4th & 15) from their own 35 yard line to retain possession after a score. .
 3. Teams will only be allowed an attempt to retain possession after score with 3 minutes or less remaining in a game.
 4. teams ahead by 28 points or more will not be allowed to attempt to retain possession after a score.
- XVII. Punts**
1. No live punts
 2. If the offensive team declares to punt they may either move the ball forward 25 yards (not to exceed defensive team's 20 yard line) or punt as follows:
 - a. All players on offense and defense will take a knee except the punter and two punt receivers. Punts do not count toward participation requirements.
 - b. Punter must stay behind his line of scrimmage
 - c. The ball is placed where the ball is controlled. If the ball hits a receiver and bounces forward, the ball is spotted where it was first touched by the receiver.
- XVIII. Field goals & kicking extra points**
1. Field goals and kicking extra points are attempted like a punt. Both teams must take a knee. Ball will be kicked from 7 yards behind the line of scrimmage.
 2. Field goal is worth 3 points.
 3. Kicking an extra point is worth 1 point.
 4. If the kick is no good, there will be no returns.
- XIX. Centers**
1. The defense must line up in the gap, not head up over the center.
 2. Any defensive player that hits a center head on in a down or set position or "bull rushes" the center on the snap will be issued an unsportsmanlike penalty and a warning.
 3. If this happens twice in the same game, the offending player will be ejected.
 4. Center cannot snap ball and remain in a down position to try to draw a flag.
- XX. Coaches on the field**
1. 8U and 10U are allowed one coach on the field on offense and defense. Once team is lined up, coaches must be 10 yards back from deepest man.
 2. 11U & 12U - No coaches on the field.
 3. All coaches on the field cannot talk to players once they line up (quarterback goes under center or is ready to take snap from shotgun).
 4. Non-verbal signals may be used.
 5. No talking during the play.
 6. One warning will be given to each team and then a 5 yard penalty will be enforced.
- XXI. Extra Points**
1. Running ball for a successful PAT will count as 1 point.
 2. A pass that is caught in the end zone for a successful PAT will count as 2 points.
 3. A pass caught outside the end zone and carried beyond the goal line is considered a run and worth 1 point.
 4. Kicking the ball for a PAT is worth 1 point. Kick will be taken from 7 yards behind the line of scrimmage.



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XXII. Practice Time

1. No team shall practice or play over 6 hours per week.
2. Warm up, scrimmages and games against non BCYFA teams are all included.

XXIII. Conduct

1. Any player, coach or parent who displays any act of violence or makes any derogatory remark toward the opposing team members or referees will be warned by the referee and the team penalized accordingly. The referee has the right to ask violators to leave the field or stadium if needed. If the violator refuses to leave, the game will be stopped until the request is fulfilled.
2. Any violators may also be suspended from future games by the BCYFA for as long as the BCYFA deems necessary.
3. No coach shall speak to an opposing player or coach in a negative way.
4. The BCYFA and its referees will not tolerate a coach who continually berates his players. Two warnings and the coach must leave the field.
5. Any parent showing any act of violent behavior or verbal abuse to any coach, player, referee or another parent will be asked to leave the field. No warnings are necessary. The BCYFA may request permanent suspension.
6. Any player that portrays verbal abuse to any other player before or after a play will receive an unsportsmanlike penalty. If he does it twice in the same game, he will be ejected.
7. Any player that portrays an act of violence to opposing players (fighting) will be ejected from the game as well as an unsportsmanlike penalty.
8. No showboating in the end zone after a touchdown. (Warning and 5 yard penalty on extra point)

XXIV. Disputes

1. Only head coaches will handle on field disputes during any game and should be the only one to talk to or approach an official.
2. The coach who goes out for the coin flip is considered head coach by officials.
3. Discussions will not be held in presence of assistant coaches, players or parents.

XXV. Sidelines

1. No one is permitted on the sidelines except coaches and chain crew. Coaches and players must stay within the 25 yard lines.
2. No spectators are allowed in the coach's box or on the field.
3. Maximum of 6 coaches are allowed on sidelines. Coaches and officials will help enforce this rule.

XXVI. Substitutions

1. Free substitution can be used throughout the game.
2. No coach can exchange players on 4th down if a team is punting or receiving unless there was an injury on 3rd down.

XXVII. Ejections

1. Any coach, assistant coach or player ejected from a game will be suspended for the team's next game (regular season or playoffs).
2. The BCYFA may increase penalties for serious offenses with a vote of league representatives.

XXVIII. Protests

1. Protests may be filed regarding player eligibility, player participation and rule interpretations.
2. Cannot protest a referee's judgment call.
3. Protest must be filed by 3rd day following the game in question or before either team's next game (whichever comes first).
4. Protest must be accompanied by \$150. If protest is upheld, money will be returned. If protest is denied, money will go into league account.
5. Protest can only be presented by a league representative. Coach should contact their league representative and league representative will notify board of protest.

XXIX. Player participation

1. Teams with 20 and fewer players, each player must play a minimum of 12 plays.
2. Teams with 21 or more players, each player must play a minimum of 8 plays.
3. It is the responsibility of each participating city and each head coach to enforce this rule.
4. The participation rule does apply to the playoffs.

XXX. Super Bowl

- a. Super Bowl host site will rotate each year. Rotation kept by BCYFA board.
- b. Super Bowl will be held at host park's high school stadium.



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***Exceptions to Player Participation Rule

A player may have his required playing time cut by 50 % for one game based on the following reasons:

1. Player violates team rules and/or greatly disrespects his coaches or teammates.
2. Player misses 50% of practices due to unexcused absences in the week prior to team's next scheduled game.

Excused absences:

1. Player illness or injury
2. Family emergency/business (injury, illness, death of relative)
3. Scheduled school event that player is obligated to attend.
4. Does not include inability of player to have transportation to practice/games.

If a player has his playing time cut by 50% for one game per the conditions above, significant notice will be given to the player and his parent(s) in writing prior to the next scheduled team game. Minimum notice of 24 hours prior to the kickoff to the player and his parent(s) required. Written notice will also be sent to your league representative, BCYFA head officials and the opposing team's head coach.

***Coach Training and Safety Requirement

The BCYFA requires all head coaches and requests that all assistant coaches complete an annual Training & Safety Seminar hosted by the BCYFA. The BCYFA will coordinate with facilitators and secure a host site/date/time for the Training & Safety Seminar. The leagues will be given ample notification of when, where and time of training.

*** Coach Background Check

All coaches in the BCYFA league are required to complete a background check with their park representative. It will be the responsibility for each representative to review their coaches' background checks to determine participation in the league.

***Homecoming Festivities

All parks wishing to have homecoming festivities shall have such festivities at halftime of the game(s). The host park should notify the league at least 2 days prior to games and should also notify officials prior to the first games of that day. Festivities should be kept to a maximum of 15 minutes during halftime of each game(s). Officials will work with the host park to make the festivities successful, but not unnecessarily delay the games.

