

GYAA JUNIOR FOOTBALL RULES 2008

All Rules originate from TSSAA rules. Exceptions and clarifications are noted. Where not specifically addressed, TSSAA rules apply.

TEAM

1. ELEVEN (11) players will constitute a team. Teams may play with one less player without having to forfeit. GAME TIME IS FORFEIT TIME.
2. Offensive team must have at least 7 players on line of scrimmage at all snaps.
3. VISITORS will always call flip of the coin starting every game.

FIELD

1. 40 yards wide
80 yards long (goal line to goal line)
8 yards for first downs

FIRST DOWNS

First downs are designated by chain only.

GAME TIME

1. **ALL** games will be four 8 minute quarters, with a 10-minute halftime.
2. Standard clock rules apply. Clock does not stop except for:
 - A. Touchdown
 - B. PAT
 - C. Time-outs
 - D. Injuries (requires player to leave the field for one play)
 - E. Incomplete passes
 - F Out of Bounds
 - G. Movement of chains
 - H. Change of possession
4. A team is allowed 2 one minute time-outs per half. These timeouts do not carry to overtime. One timeout will be awarded for each overtime.
5. A team has 30 seconds from officials signal to put the ball in play.

SCORING

1. A touchdown counts 6 points.
2. Points after a touchdown. TWO OPTIONS:
 - A. 1 point from the 2 yard line
 - B. 2 points from the 3 yard line

Offense must declare to official PRIOR to huddle. Points may be made by passing or running. Kicking of 1 point extra point is allowed. This is a no rush kick and the ball cannot be advanced except by kick. If the holder has to change position to retrieve the ball, it becomes a dead ball.

3. Safety counts 2 points.
4. Tie games will use "Sudden Death" play-off system. Flip of coin for choice of Offense or Defense. 4 downs each from the 10 yard line with extra points attempted for two iterations. On third iteration, the team that advances the ball closest to the goal is the winner.
5. If a team is more than 21 points behind in the **second half** the clock will continuously run as it does in TSSAA Games. If the team behind gets the score inside of 14 points in the second half the clock will be run normal.

PENALTIES

All TSSAA Penalties apply, inclusive of:

- A. Off sides
- B. Illegal motion
- C. Holding
- D. Pass interference
- E. Clipping
- F. Facemask
- G. Personal Foul
- H. Roughing the passer
- I. Delay of game
- J. Illegal Substitution
- K. Unsportsmanlike conduct (second incidence is mandatory ejection from the game and suspension from next game)
- L. Fighting/Kicking even without contact is ejection from the game.

BLOCKING

1. TSSAA blocking rules apply, inclusive of:
 - A. NO chop blocks outside of the neutral zone.
 - B. No Pick plays
 - C. No crack back blocks

KICK OFFS AND PUNTING

1. Kick-offs are based on TSSAA guidelines, including balls kicked out of bounds.
2. Live punts are allowed. After completion of third down, offensive coach must declare that they will either punt or go for it on the 4th down. Play clock is enforced.
3. Field goals are not allowed

FUMBLES

1. Fumbles are live balls and can be advanced by any eligible player (under 110 pounds).
2. Interceptions can be advanced by the defense if intercepted by a weight eligible player.

Weight

No Player shall weigh more than 160 lbs during weigh in or no running backs shall weigh more than 110 lbs at the beginning of the year. All players must be weighed by 11:00 AM on the final day of evaluation.

Also, their will be a mid-year weigh in. Players will be allowed a 10 lb sliding scale at the mid year weigh in. If a player cannot meet the weight he will be ruled ineligible to run the ball or ineligible to play due to

weight. This shall be determined by the directors of each league. If a player weighs more than 110 pounds and he is on the end of the line that player must be covered up by a player that weighs less than 110 lbs.

EQUIPMENT

1. Every player must wear proper equipment and mouthpieces.
2. **Junior** TDY footballs are used for games.
3. Shirt-tails completely tucked in or properly hemmed.
4. Mouth pieces must be worn, both practice and games...no exceptions
5. Players ineligible to advance the ball (over 110 pounds at weigh in) must have a 2 inch piece of black tape on the rear of their helmet.

GENERAL GYAA RULES

1. **Head** Coach is responsible for actions of players and spectators. Team can be penalized for their actions.
2. OFFICIALS CALLS ARE FINAL. NO PROTEST.
3. **All** uniforms must be GYAA issued or approved.
4. Coaches and parents should address any problems to your Commissioner.
5. Football shoes should be worn. NO METAL.
6. Nothing may be worn that can cause injury to another player.
7. Taunting by players, coaches or fans WILL NOT BE TOLERATED.
8. Consistent belligerent behavior by any player will lead to disqualification from game and possibly season.
9. First Game of the Day
 - A. Home team sets up orange markers. Home team is listed first on schedule.
 - B. Home team assigns chain-gang
 - C. Home team is always on the side closest to the Concession Stand (west side)
10. Visiting team of last game of the day puts away all equipment.

11. Sportsmanship, skill development and player communication by the Coaches and Assistant Coaches are the most important factors of the program. Any ejection of Coach, Assistant Coach, spectator or player will result in next game suspension.
12. All practices must be at Germanton Parks Facilities approved by the Board or Commissioners.
13. No teams are allowed to scrimmage teams outside of GYAA unless approved by GYAA Director.
14. If a player weighs more than 110 pounds and he is on the end of the line that player must be covered up by a player that weighs less than 110 lbs. The player cannot be an eligible receiver and must be covered up by a tight end.

PRACTICE TIME POLICY

1. Teams can practice for 5 days a week for the first two weeks of the season. Thereafter, teams will be allowed up to 5 hours of practice times per week, of which 4 hours can be in pads. A Wednesday game is not part of the 4 hours. NO SUNDAY PRACTICES. NO SATURDAY AFTERNOON PRACTICES. If practices are cancelled by the league you are not allowed to practice anywhere. Practice infractions will result in 1 game suspension for Head coach. 2nd offense coaches will be suspended indefinite.
2. Players shall demonstrate proper behavior and respect for the coaching staff and other players during practices and games. Unruly, disruptive, or absent (from practices and games) players may be docked playing time as determined by the head coach.
3. All players will play a minimum of 10 plays, including kick-offs or special teams.
4. Players can be docked playing time as per rule 2 above. Absence for illness, travel or other reason are still subject to docking of time by the head coach. Any reduction in playing time must be communicated to the league commissioner, in writing, prior to the game.

5. Withholding playing time by a head coach without approved reason can result in disciplinary action.

6. All teams must be completed with practice and off of the fields by 8:00

PM. This does not mean to finish practice at 8:00 PM and then leave.

INFRACTIONS

Any Coach, player or parent guilty of a rule infraction shall be

subject to the following sanctions:

- A. First infraction will result in a verbal warning.
- B. Second infraction will result in a mandatory 1 game suspension.
- C. Third is expelled from coaching in the league.

2. NOTE

ALTHOUGH WE BELIEVE IN ALLOWING COACHES WIDE LATITUDE IN COACHING THEIR TEAM, WE ALSO ENCOURAGE THE COACHES, PLAYERS AND THE PARENTS TO RECOGNIZE THAT OUR PRIMARY OBJECTIVE IS SERVICE TO THE YOUTH OF GERMANTOWN AND THAT RULES ARE DESIGNED TO MEET THOSE NEEDS. AS A RESULT, RULES WILL BE STRICTLY ENFORCED.