



TAMPA BAY YOUTH FOOTBALL LEAGUE

TAMPA BAY'S PREMIERE YOUTH EXPERIENCE EST. 1968

RULE 9 - Playing Rules

All games shall be played under the National Federation of State High School rules with the following exceptions:

9.1) Regulation Game shall consist of **four (4) eight (8) minute quarters.**

9.2) Extra points shall score for **all divisions: Two (2) points for kicking and one (1) point for passing or running.**

The ball shall be put in play from the three (3) yard line for all divisions.

9.3) There shall be no set jersey numbering system.

9.4) As many team captains as designated from both teams shall attend the game ceremonies and instruction at midfield.

9.5) If you wish to provide your own football for your game, it shall be certified by a League Official and the Game Official (as to proper inflation and size) and presented to the Game Official prior to Kick-Off.

The following list represents the current leather footballs allowed in League games:

Pee-Wee: Wilson K2 or its equivalent

Super Midget: Wilson TDJ or its equivalent

Midget: Wilson TDJ or its equivalent

Varsity: Wilson TDY or its equivalent

9.6) Each player shall play a minimum of five (5) plays in a regulation game. Failure to comply with this requirement shall result in: See Misconduct rules.

A play is defined by a snap of the ball or a kick.

A nonscoring opportunity snap (this includes spiking the ball or kneeling the ball) of the ball does not count as a play.

A dead ball foul (penalty) is not considered a play.

Any team found in violation of the minimum play rule will forfeit the game in question including post season games.

If a minimum play rule violation is determined to have occurred in a playoff game, the losing team will be declared the

winner and will advance to the next round or will be declared the Super Bowl winner if the violation is in the Super Bowl game.

For the first violation, the Head Coach will be suspended for 21 days starting the day after the ruling. The organization will receive a \$100 fine.

For the second violation, the Head Coach will be suspended for 1 year starting the day after the ruling.

The organization will receive a \$250 fine and be placed on probation for 1 year.

Each team is required to have one (1) player counter coach as one (1) of the ten allowable field personnel. After the game, each team is required to turn in an official TBYFL League Play Count Sheet to any league official on duty. It must be signed by the head coach, the play-counting coach and must be signed by the league official.

9.7) In the event a team reaches a thirty (30) or more point lead over its opponent the Team behind shall put the ball in play at the opponents forty (40) yard line after the opponents extra point attempt instead of receiving a Kick-off.

The clock shall become continuous as long as the leading team is up by 30 points or

more. The leading team shall **not** be allowed to use time outs as long as there is still at least a 30-point lead. Once a 30-point lead is no longer in place, time-outs will be restored.

The continuous clock rule WILL NOT affect any team's halftime possession / choice (e.g. if the team leading by 30 points is to receive the 2nd half kick off, then they have the right to take the ball).

If the team leading by 30 points or more receives any penalty, then the clock will **STOP** until the start of the next play (e.g. a leading team may not run out the clock by committing penalties).

RULE 10 - PeeWee Exceptions

10.1) There shall be no more than one (1) coach from each team on the playing field while the ball is in play for first five (5) games. After game five (5) no coaches shall be allowed on the field except for timeouts. In the event of a bye week, then the 5th game would be the 6th week for teams that had a bye.

10.2) The Coach on the field shall not be permitted to approach any Game Official at any time unless a player has called a time out. A player must call time-out and the coach on the field or the head coach is then allowed to address the Game Official.

10.3) If, in the judgment of the Game Official, the Coach on the field is abusive to the players or to the Game Officials, the coach shall be removed and will not be permitted on the playing field for the rest of the season.

10.4) Once any player is within 3 yards of the line of scrimmage, the coach cannot say anything, touch any player and must be at least five (5) yards from the nearest player and must be on their team's side of the ball. Any coach violating any of these rules will be given one warning from the Game Official and will then be assessed a Delay of Game five yard penalty for any subsequent violations.

10.5) Play Clock: The teams shall run with a 40 second clock play clock utilizing NFHS rules.

10.6) Penalties shall be based on the National Federation of State High School rules with the following exceptions:

Five (5) yard penalties:

- a. Delay of game (includes coach on the field touching a player)
- b. Offside, when contact is made
- c. Offside, when the ball is snapped
- d. Delay of game, twenty-five (25) second clock
- e. Equipment foul (mouthpiece, chin strap)

Ten (10) yard penalties:

- f. Clipping
- g. Facemask
- h. Illegal block
- i. Unsportsmanlike conduct
- j. Spearing or face tackling
- k. Holding

10.7) Offensive team shall be permitted to elect to kick on any down; this shall be a free PUNT. The defensive team shall have at least six (6) players on the line of scrimmage during the kick. Neither team shall cross the neutral zone until the ball is kicked. The offensive team shall kick after it notifies the Game Officials of its intention to do so.

NOTE: If the clock is stopped on a free kick, it will not start until the ball is kicked. If the clock is not stopped, they have 10 seconds to kick the ball from the free snap. A violation will incur a 5 yard delay of game penalty and a re-kick will occur with the clock NOT running until the ball is kicked

10.8) If the offensive team elects to try for a field goal or kick a point-after attempt, the National Federation of State High School rules shall apply and the defensive team IS allowed to rush the field goal or extra point attempt.

10.9) ALL players within two players directly to the left and two players directly to the right of the center and within one (1) yard of the line of scrimmage must be in a three (3) or four (4) point stance.

RULE 13 - Games

13.1) Each team shall play according to the official TBYFL schedule.

13.2) All games shall be played to completion except under such circumstances where the welfare of the players shall be adversely affected. The Head Game Official shall determine the shortening of any game due to bad weather.

13.3) In order to assure adequate time for proper player conditioning, warm-ups, Game Officials' instruction, and introductions of team captains, etc., a minimum of ten (10) minutes shall elapse between the end of one game and the beginning Kick-Off of the following game during which time team introductions shall be made.

When the regular scheduled starting time allows ten (10) minutes or more between games, the game shall proceed as scheduled. **However, ten (10) minutes between games shall be allowed regardless of the scheduled starting times of any games.** Picture identification cards shall be checked as the teams enter or reenter the field.

13.4) No game shall start early unless agreed upon by the two (2) participating Head Coaches and League Officials.

13.5) No other teams shall be allowed inside the restraining fences while a game is in progress without the permission of the League officer on duty.

13.6) Halftime of a scheduled game shall be ten (10) minutes.

Any Homecoming-type event shall be scheduled with the League and the other organization at least two (2) weeks in advance and shall not exceed fifteen (15) minutes.

During halftime, no one is allowed on the field except for the performing cheerleading squads or halftime activities.

Ball playing is not allowed on the field or in the end zones during any halftime activities.

13.7) In the event that a severe weather condition, field condition, or other unusual circumstances exist which shall present health or safety hazards to the players, a game shall be postponed. The head Game Official or a League Official will make the decision.

Under these circumstances, the judgment of the Game Official or the League Official shall not be subject to question.

The League shall reschedule any postponed game(s). Reference rule #6 for player eligibility.

13.8) During the regular scheduled playing season, no team shall play more than one game per week, unless deemed necessary by the League. Controlled scrimmages shall be permitted with any team with TBYFL approval.

Each scrimmage shall be considered as a practice session. Scrimmages must be between teams within the same age

and weight brackets. EX: Super midgets vs. Super midgets and NOT Super midgets vs. Midget.

All scrimmages must be approved by the Conference Vice President or President. League and County approved functions are excluded from this rule.

Overtime Rules

13.9) In the event of a tie game at the end of regulation, there will be overtime play to determine a winner. Each team will get four(4) consecutive plays from the short five(5) yard line. Each offensive score counts as one point. Each defensive recovery resulting in a turnover counts as a half a point. The team with the most scores will be the winner.

If after two(2) overtime periods there is no winner, the teams will then go to a one play rotation each until a winner prevails.

Each over time period will have a coin toss to determine first choice of offense or defense.

Only one coin toss will be done if the overtime goes to the one play rotation.

The end zone to be used will be determined by the TBYFL officials assigned to the field at which the games are played.

For a full listing of the Bylaws and rules, go to the TBYFL website at: <https://tbyfl.com/bylaws/>