

ATLANTIC COAST YOUTH ATHLETIC ASSOCIATION 2019 FOOTBALL POLICIES & PROCEDURES

Section 1. Divisions

- 1.1 ACYAA football is divided into seven Divisions by player age.
- 1.2 Player age is determined by the player's age on August 1st within the ACYAA season.
- 1.3 ACYAA Division maximum ages for football are shown in Table .
- 1.4 Players are permitted to play in higher divisions. Once verified at a higher division, player may not move down to a lower division, even if a player changes leagues they must stay in the division in which they were verified.

Table 1. Maximum Player Age per Division (Football)

Division	Player Age
Jr. Rookie	7
Rookie	8
Mighty-Mite	9
Pee Wee	10
Bantam	11
Junior	12
Senior	14

Section 2. Team Eligibility

- 2.1 A team must start the ACYAA regular season with a minimum of 14 players unless approved by the BOD on an individual team basis.
- 2.2 A team must have 14 players present at check-in before the scheduled game time unless opposing ACYAA member league president and the ACYAA President have been notified 24 hours before game time. If circumstances warrant, the game may be postponed or rescheduled. It is the responsibility of the home ACYAA member league president to contact the ACYAA President.
- 2.3 An ACYAA member league cannot have more than one team per division.

Section 3. Practices

3.1 ACYAA Season practice shall not begin before July 1st.

3.2 Those leagues must post the camp or clinic on the ACYAA and league's web site for 30 days prior to and be open to all leagues and players in the ACYAA.

3.3 The first three (3) practices or six (6) hours shall be player conditioning only. No equipment is permitted during player conditioning. The next two (2) practices the players will practice in shells only, (i.e. helmets and shoulder pads).

3.4 Practices shall be a maximum of eight (8) hours per week.

3.5 Practices are closed. No coach, player, parent, team support or board member shall observe, film, videotape, photo or otherwise record the practice of an opposing league without the opposing league's consent.

Section 4. Equipment

4.1 Equipment that is purchased must be certified from a certified manufacturer and comply with the ACYAA Football Rule. Helmets must be re-certified no less than every three years. Every helmet must have a stamp with the re-certification date on the inside earflap.

4.2 No plastic or rubberized clothing will be permitted for use by any athlete for the purpose of weight loss. Anyone suspected of using such techniques must be reported to the area tackle football agent who then must report his findings to either the ACYAA President or Director of Tackle for potential discipline by the Executive Board of ACYAA. It is the responsibility of the league Presidents to enforce this rule within their respective leagues.

4.3 Each league must submit a safety certification for all equipment certification to the ACYAA Secretary by August 1st annually.

Section 5. Game Day Check-In

5.1 All football players will be checked in a half-hour before their scheduled game time. There is no early check-ins for any players.

5.2 An official roster and laminated ID cards must be used at check-ins.

5.3 Failure to have a certified roster and ID cards for football players will result in forfeiture of the game. However, should President, or highest-ranking officer agree to play, no appeal shall be heard from outcome of game. Additionally, said missing roster will be sent to the Director of Operations by Monday morning after the game.

5.4 During check-in, all players must be dressed with their jersey on. The name on the back of the jersey does not need to match the ID card, roster or birth certificate. Player does not wear helmet for check in.

5.5 Players are to be checked-in with ID cards are presented in the same order as the official roster lineup (jersey number order).

5.6 Any player not present at check-in shall have a hole punched in his/her ID card and official roster marked.

5.7 It is mandatory that the hosting ACYAA member league will provide a hole-punch for check-ins. All ID cards must be punched. It is everyone's responsibility to punch cards.

Section 6. Football Play Rule

6.1 Each ACYAA member league shall have a play rule for the regular season. It shall be written and enforced within the individual member league with these minimum rules:

6.1.1 Leagues must provide a copy of their play rule to the ACYAA Secretary.

6.1.2 Each player shall play a minimum of four (4) plays per game. Participation on special team plays count toward the minimum play rule with the exception of PAT kick and field goal tries in the JR Rookie and Rookies Divisions where there is no rush.

6.1.3 If a player does not play a minimum of four (4) plays during a game, he/she shall play a minimum of eight (8) plays the next scheduled game.

6.2 Disciplinary action of a player may supersede the play rule and will be at the discretion of the coach and ACYAA member league president. However, the parent/guardian must be notified prior to the game when such disciplinary action is to occur.

6.3 Any attempt to circumvent the play rule will be handled by the ACYAA Director of Operations and Executive Board. Violation of the minimum play rule a second time for the same player will result in the suspension of the Head Coach. Suspension will include First Offense, One (1) game, Second Offense, Three (3) games and Third Offense, remainder of season and entire following season.

6.4 The minimum play rule does not apply in Playoff or Super Bowl games, although ACYAA member leagues may adopt a minimum play rule to include playoffs or Super Bowl.

Section 7. Football Championships & Playoffs

7.1 Teams within each division will be ranked by highest season win/lost percentage (number of games won divided by number of games played), then by head-to-head sweep (the tied team that has defeated all other tied

teams in all games among the tied teams), then by strength of schedule (number of opponent wins divided by the number of opponent games).

7.2 Games that have been forfeited shall be counted with equal weight in the calculation of the win/lost percentage as if the game had been played. Games that have been cancelled by the ACYAA shall be counted in the calculation of the team rankings as if they had never been scheduled.

7.3 A maximum of eight (8) teams shall qualify for the playoffs from each tackle division. Teams will be seeded into the playoffs according to their regular season rankings within their division.

7.3.1 At the end of the regular season, if two teams are tied for the Division Championship or for last place in the playoff seeding, then the winner of a game of regulation length played between the two tied teams shall determine seeding.

7.3.2 At the end of the regular season, if 3 or more teams are tied for the Division Championship or for fewer than the number of available last places in playoff seeding, then the winner(s) of a half game, single elimination playoff among the tied teams will be seeded into the last available places in the playoff. Seeding in this tie breaking playoff will be determined randomly (e.g., by lot) in the presence of representatives of the leagues that are tied and the ACYAA.

7.3.3 At the regular season, any tied teams that will not be eliminated by playoff seeding shall be seeded randomly (including first place).

7.3.4 All tie breaking games shall be played at locations and times determined by the ACYAA Executive Board.

7.4 At the conclusion of the regular season, the highest ranked team in each division shall be the ACYAA Champion for that division.

7.5 The playoff system will be set as follows:

7.5.1 In the first round, the 8th seed will play the 1st seed; the 7th seed will play the 2nd seed; the 6th seed will play the 3rd seed; and the 5th seed will play the 4th seed.

7.5.2 In the second round of the playoffs, the winner of 1st vs. 8th seed game plays winner of 4th vs. 5th Seed game; and the winner of 2nd vs. 7th seed game plays winner of 3rd vs. 6th seed game.

7.6 The first round playoff games will be hosted by four member leagues 1st round of playoffs site will be determined before roster verification. Games played at each field are shown in Table 2.

7.7 The second round playoff games will be hosted by the higher seeded team.

Table 2. Round 1 Playoff Field Games

Field 1	Field 2	Field 3	Field 4
JK 8-1	JK 7-2	JK 5-4	JK 6-3
RK 5-4	RK 6-3	MM 5-4	MM 6-3
RK 8-1	RK 7-2	MM 8-1	MM 7-2
PW 5-4	PW 6-3	JR 5-4	JR 6-3
PW 8-1	PW 7-2	JR 8-1	JR 7-2
BT 5-4	BT 6-3	SR 5-4	SR 6-3
BT 8-1	BT 7-2	SR 8-1	SR 7-2

7.8 The Division Champions receives a Division Championship Trophy.

7.9 The Super Bowl Champions shall receive \$125.00 plus a Super Bowl Championship Trophy.

Section 8. Football Officials

8.1 Referees will be scheduled through the head official referee of the official's organization, who is responsible for their qualification.

8.2 All referees will belong to one or more of the following official's organizations:

The Mid-Coast Officials Association

The Treasure Coast Officials Association

The Mid-Atlantic Officials

The Indian River Official Association

The American Sports Officials Inc.

8.3 The host site ACYAA member league is responsible for paying the officials.

8.4 If two teams are scheduled to play at a neutral site, the member organizations playing in the game will split the cost of the official's fees.

8.5 Any Member League not in good standing with payment of the Officials prior to their next home game, they will not host said home game or any other games until payment is made in full.

Section 9. Rules

9.1 Unless otherwise specified in these rules, game rules shall be in accordance with National Federation of High Schools (NFHS) Rules. There will be no protest of an official's ruling, on the field.

9.2 All proposed rule changes will be voted on by the ACYAA Board of Directors. Proposed changes to rules are to be circulated by the Secretary to all ACYAA member leagues, via their Board of Director member.

9.3 When the ball is snapped five (5) or more yards the defense cannot engage the center until he can protect himself.

Section 10. Facilities

10.1 Each member league shall provide a safe, suitable playing field. Fields will be 53 1/3 yards wide by 120 yards long, consisting of a 100-yard playing field and two 10-yard end zones. Each field will have two goal posts, one at each end zone, a working scoreboard with a clock and lights for night games. Each field shall be appropriately marked in white lines including hash marks.

10.2 Each field shall have a coaches' box from the 25-yard line to the 25-yard line as far back as possible but no further than two yards back.

Section 11. Football Size

11.1 Official Ball sizes are: Pee Wee; Junior- 9 1/2" X 8 3/4"; Youth—11" X 6 1/2"

11.2 The Jr. Rookies, Rookie, Mighty Mite, and Pee Wee teams have the option of using the Pee Wee or larger size football. Bantam and Junior teams have the option of using the junior or larger size football. Senior teams have the option of using the Youth or larger size football

11.3 All balls must be leather or composite balls only. No rubber balls are allowed.

Section 12. Scoring

12.1 **Junior Rookies, Rookies, Mighty Mites and Pee Wee divisions**, a touchdown is six (6) points. The try for an extra point if completed shall be one (1) point for run or pass. Two (2) points are awarded for successful kick after a touchdown. A field goal is three (3) Points.

12.2 **Bantam, Juniors and Senior divisions**, a touchdown is six (6) points. The try for an extra point if completed shall be two (2) points for run or pass. One (1) point is awarded for successful kick after a touchdown. A field goal is three (3) Points.

Section 13. Kickoff

13.1 All divisions shall kick-off from the 40-yard line.

13.2 Touchbacks will result in the ball being placed on the offensive team's 25-yard line.

13.3 Safeties will result in the kicking team from their own 20-yard line.

13.4 In Pee Wee through Bantam divisions, the offense shall have 30 seconds to commence play. In Jr Rookie, Rookies and Mighty Mite the offense will have 40 seconds.

13.5 A free kick, including a kickoff, shall not be kicked out of bounds

between the goal lines untouched inbounds by the receiving team. If it is, the receiving team has the following choices:

- Accept a 5-yard penalty from the previous spot and have the kicking team re-kick.
- Put the ball in play 30 yards beyond the previous spot. (i.e., the spot where the ball was kicked.
- Decline the penalty and put the ball in-play at the inbounds spot where the ball went out of bounds.

13.6 The Junior Rookies can have one (1) coaches [KB1] on the field for the entire game. Rookies can have one (1) coaches on the field for kickoff and kickoff return for games one (1) thru three (3).

Section 14. Ties

14.1 All ties at the end of regulation play will be decided by "Kansas City Tie Breaker". Team Captains will flip a coin to see who gets the ball first, the ball will be placed on the ten (10) yard line, and each team will have four (4) downs to score. A team cannot run the ball back on any turnover, the ball just changes possession.

Section 15. Coaches

15.1 Coaching areas are restricted to between the twenty-five yard lines. ONLY the League badged coaches, League President, League Director of Tackle and badged ACYAA Administrative Board are permitted.

15.2 Only coaches with ACYAA certified badges (laminated photo identification card), League President, League Director of Tackle and ACYAA Administrative Board are permitted on the sidelines between the 25-yard lines.

15.2.1 At any point during the game, the game officials or opposing head coach may call for an official time out if more than nine (9) authorized adults are in the sideline box. The game official shall request presentation of the nine (9) laminated photo ID cards. Unauthorized persons will have one (1) minute to leave the box. If a sideline violation (unauthorized persons on sideline) occurs, the official shall impose a 5-yard delay of game penalty.

15.2.2 If unauthorized persons do not leave within the one-minute period, the official shall give the team an additional one minute warning period and impose an additional 15-yard unsportsmanlike conduct penalty.

15.2.3 Failure of all unauthorized persons to leave the sideline

box after both one-minute warnings will result in the immediate forfeiture of the game.

15.3 All coaches will be on a volunteer (unpaid) basis. No one coaching a team, etc. in the ACYAA will be compensated in any way.

15.4 All head coaches will be given a copy of the ACYAA Bylaws, Tackle Football Rules, and Operations Manual by their member league.

Section 16. Games Times

16.1 Games times during the week shall be at the discretion of the ACYAA President, with every consideration of age and travel time.

16.2 All tackle divisions shall play ten (10) minute quarters.

16.3 All tackle football half times are ten (10) minutes.

Section 17. Uniforms

17.1 ACYAA Executive Board must vote on any changes to colors or change in design from the previous year of any member league. No league shall alter, change or modify their colors or uniform unilaterally.

Section 18. Point Spread

18.1 If a Rookie through Senior team is ahead by thirty-five (35) points in the second half, the referee shall instruct the clock operator to use a running clock for the remainder of the game. Once started the running clock can only be stopped for injury of a player. Losing team may request a time out at the end of a quarter to stop the clock. **CLOCK WILL STOP ONLY FOR THE AFOREMENTIONED REASONS.**

19.2 Once the running clock has started, there will be no onside kicks by the leading team at kickoff.

19.3 An investigation will take place if a game ends with a score differential of forty-nine (49) points or more, he/she will be suspended for one game pending an investigation. The ACYAA Director of Tackle will complete an investigation within 72 hours of the game at issue.

Section 20. Junior Rookie

20.1 The offense shall have forty (40) seconds to commence play.

20.2 The offensive coach and one defensive coach may be on the field to provide field instructions until the offensive breaks the huddle. Upon the break of the offensive huddle both, the offensive and defensive coach must move twenty (20) yards from the line of scrimmage. Instruction stops when the huddle is broken. Failure to abide by this rule will result in a 5-yard penalty, second offense, unsportsman like conduct 15-yard penalty, third offense the team will lose the coach from the field for the rest of the game.

20.3 If the offense declares a free kick (punt, extra point, or field goal) neither team may cross the line of scrimmage until the ball is kicked. There are no fake kicks. The kicking team is required to drop kick the ball on punts and place kick the ball on extra points or field goals. Ten (10) seconds are

allowed between the snap of the ball and the kick.

20.4 The receiving team may advance the punted ball to the line of scrimmage from which the ball was punted. The ball remains in play while it is inbounds until it stops moving on its own or the kicking team touches it without being touched by the receiving team. The ball becomes live when touched by the receiving team and if it is fumbled or muffed either team may recover it. The kicking team may not advance a recovered fumble or muff. Fair catches are allowed. A kicked ball that fails to pass the line of scrimmage is dead where the ball hits the ground. The practice of advancing the ball twenty (20) yards in lieu of punting is not allowed in the tackle divisions.

Section 21. Data Transmitting/Taping Equipment

21.1 No electronic devices. No coach, Player, team support, chain crew, media or any other person may use an electronic device; Cell phone, headset or any other transmitting device when on the field or the sidelines when a game is in progress. Exceptions are the ACYAA Administrative Board or league president or their Designee while conducting official league business. Anyone found to be in use of electronic devices will be asked to leave the field/sidelines and reported it to the ACYAA board and they will lose their privileges to be on the sideline for the next scheduled game.