



**NWTYFA FOOTBALL
RULES**

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MISSION STATEMENT

Northwest Texas Youth Football Association is a non-profit, amateur, youth athletic association formed for the betterment of the youth of the Association and its member associations for the purpose of football competition and cheerleading activities. The goals of the Association are to allow every child the opportunity to play competitive football and cheerleading; to teach fundamental football skills; to develop good sportsmanship and character within each player; to create an atmosphere of teamwork, dedication, and a healthy, competitive spirit among the players; to encourage athletic participation in future years; and to have fun while learning. The Association's philosophy is "the child's learning experiences first, the outcome of the game second."

PRIMARY RULES

The Northwest Texas Youth Football Association will follow the Official Football Rules of the NCAA as followed by the Texas University Interscholastic League unless otherwise set forth or altered herein.

Any Flag Football divisions will follow the rules established in the NWTYFA Flag Rules.

STRUCTURE AND GENERAL LEAGUE RULES

AGE SPECIFICATIONS

1. The Northwest Texas Youth Football Association will be an Age Specific League for full contact football with independent division for ages 7U, 8U, 9U, 10U, and 12U. Players in 12U division must be in 6th grade to be eligible. Proof of grade for kids the age of 12 years old must be supplied, i.e., previous years report card from school or current year enrollment from school. Flag football will have one division for 4- and 5-year-olds, and one for 6-year-olds.

2. Age limits on each division are as follows:

- Flag – a player may not be 6 years of age on or before September 1st.
- 6U Flag- a player may not be 7 years of age on or before September 1st.

- 7U- a player may not be 8 years of age on or before September 1st.
- 8U- a player may not be 9 years of age on or before September 1st.
- 9U- a player may not be 10 years of age on or before September 1st.
- 10U- a player may not be 11 years of age on or before September 1st.
- 12U- a player may not be 13 years of age on or before September 1st.

3. A player may “play up” to one age division above his applicable age. Play up form required.

WEIGHT RESTRICTIONS

A player weighed above the following weight restriction for each Grade division, at an Official Association weigh-in, shall be classified as a Restricted Player for the entire season:

- 7U-85.9 pounds
- 8U--95.9 pounds
- 9U-105.9 pounds
- 10U-115.9 pounds
- 12U-135.9 pounds

• (Weight Example: 135.9lbs not restricted / 136lbs restricted)

DATES AND SCHEDULING

1. Member Associations may determine their own registration fees and registration cut off dates if such does not exceed the final cutoff date as determined by the Association and as long as they are submitted to the Association for each Member Association by June 1st.
2. The Association season shall adopt a season calendar each year that sets out: the beginning of the season, not to be before August 1st; the end of the season/playoffs, attempting to be before the Thanksgiving holiday, barring unexpected or special events; the beginning of football related activities/tryouts/draft/practices/games. Such calendar shall be adopted by July 1 of each year, disseminated to the Member Associations; posted on the Association’s website; and may be amended and/or changed at the Association’s discretion.
3. The first official Association Certification/weigh-in shall be held at the member association’s designated location and shall be coordinated by another Member Association as designated by the Association. The first weigh-in shall Be split into a north and a south location. All Executive Board members are required to attend. The second and final official Association weigh-in shall be held at a central location as designated by the Association. There will be a fee of \$50 per player to be processed at the second and final official Association weigh-in. This fee will

be paid by the Member Association for which the player plans to play and may be passed along the player's parent and/or guardian at the discretion of the Member Association. It is at the player's discretion which weigh-in they attend, however each player is only authorized to weigh-in once per season. Every player, flag, and tackle must attend one of the 2 scheduled weigh-in dates. Failure to attend either provided weigh in will make the player ineligible to play in the coming season. No player will be weighed in at any time after the published time of the late weigh in.

4. The Association shall reschedule any game lost, due to act of God and/or too few officials the week following the scheduled game, if possible, but as determined by the Association. This game shall not affect the Association's allowed weekly team events.

5. Games shall be canceled by the Director on Duty at a game site in conjunction with the Head Game Official/Referee. The Director on Duty of each game facility shall have a lightening monitor or always monitor the spark section of the Weather Bug app while on duty and shall consult with the Head Game Official as needed and as requested. All teams shall proceed to scheduled game facility where a decision to play will be made unless made league wide prior. Games once started and then stopped due to weather or other circumstances will continue later and proceed where stopped. The Head Game Official shall make note of the time remaining in the quarter, the score, who had possession, the ball position on the field and the down and distance to go for first down, the number of remaining timeouts per team, and any ejections from game (coach, player or fan.) If a game has completed 3 quarters and has been stopped due to weather or other circumstance, it will be the discretion of the Director on Duty at a game site in conjunction with Head Game Official to call the game final.

6. Games must be stopped when lightening is within 8 miles. Thirty minutes must pass from the last strike of lightening within the 8-mile radius before a game may resume. It is at the discretion of the Director on Duty at the game site in conjunction with the Head Game Official/Referee if the game can be restarted or if the game must be rescheduled to another time.

NWTYFA CERTIFICATION/WEIGH-IN PROCEDURES

ACCEPTED DOCUMENTS

All digital rosters must be filled out in jersey number order and sent to NWTYFA Treasurer prior, and teams must be lined up in jersey order to match the roster at certification. Roster needs to have Jersey number, name, and birth date filled out prior to date. All players must have proper documentation to prove date of birth and Full name. No player will be certified or weighed without proper birth documentation. Accepted documentation includes:

- Birth Certificate original or copy
- State ID
- Military ID
- State Test Documentation (STARR test etc.) Passport

Any player who will be 12 on September 1st must also have proof of what grade they are in, in school. A report card, or printout from the school is acceptable.

All birth certificates and/or accepted documents need to be in a binder or folder in the roster order for certifications. Loose documents will not be accepted.

NO DIGITAL DOCUMENTATION WILL BE ACCEPTED

CERTIFICATION/WEIGH IN PROCESS:

- A. Two persons at table to certify and weigh, and one person taking pictures will make the process go fast and smoothly.
- B. Official roster copies will be typed up by towns and sent to Jennifer prior to Certification. They will be available at certification site to certify and weigh players. If roster is not present, players will not be allowed to get certified and weighed in. Players will not be allowed to certify and weigh in without proper documentation.
- C. Ask Player their name, birth date, parents' name etc. to verify their identity. For most kids, the birth date works best. Some flag and 6 yr. old will not know their birth date, so ask for parents' names, middle name, etc. to verify identity. Make sure typed birth date matches the birth certificate exactly. Put your initials in the box next to the birth date on the official roster. At this point flag is finished certification
- D. Tackle players will then need to be weighed. Once a player steps on the scale that is the official weight to be recorded on the triplicate roster. Make sure that if they need to weigh on another

- scale, or remove shoes or any clothing, it is done BEFORE they step on the official scale. If a player declines to weigh, they can do so, but will automatically be a stickered player.
- E. Record weight on scale onto the roster to the 10th (ex.115.7, 62.8) and put a “U” (under) or an “O” (over) next to the weight depending on the weight limit in the specific age group.
 - F. All players must have a picture taken right after they are certified and weighed. Please have player hold an erasable white board, with town, team name, and jersey number to match their identity. Name is not needed; we can match them by jersey number.
 - G. For the first weigh in, please initial next to the last player on the roster after the O/U, so we will know who is added after the first weigh in and print and sign the first signature line at the bottom of the roster. For the second weigh, please draw a line after the last player and initial and print and sign the second line at the bottom of the roster.

GENERAL FOOTBALL RULES

SIDELINES ACCESS

Each team shall be allocated up to ten sideline badges for persons who have been subjected to background checks, as set forth herein, to include, head and all assistant coaches, water person, statistician, photographer, and cheer coaches and assistants. Any person on the sideline who is not a player or cheerleader must have a badge. It is the Head Coach's discretion on which badged individuals they allow on the sidelines during a game. Sideline badges must be visible at all times.

SEASON PASSES

No season passes will be sold for the Association as a whole. Each Member Association may elect to sell season passes for their home games at their discretion. Price to be determined by Association for all league, individual games, and Championship bracket games.

JERSEYS/EQUIPMENT

1. A dominant jersey color must be declared by each Member Association on or before the start of the season for consideration and approval by the Association. The purpose of this rule is to ensure jerseys are distinguishable in each and every Association game. The Association designated home team shall wear its designated dominant colored jersey unless approved by the Association and agreed upon by the visiting team. Game jerseys must have visible numbers on the front and

back. Only last name and initial shall be allowed on the jerseys, as it appears on the official roster. Advertising may be placed only on the front or sleeves of jerseys.

2. Primary/Secondary jersey colors are as follows:

Burleson (Primary- Silver; Secondary-White); Ferris (Orange) Kennedale (Primary - Green); Lake Worth (Primary – Green, Secondary – Black); LYSA (Primary - Red); Red Oak (red); RYA (red and blue); Saginaw (Multiple Colors, each team is different); Waxahachie (green); Castleberry (white/blue), BBGC (Primary - Red), Ennis (Primary - Maroon), Midlothian (Primary - Blue). During regular season and postseason games, teams must wear contrasting jerseys. Same primary colors cannot be worn by opposing teams during game play. *The home team will wear their primary jersey. An exception to this rule is if the visiting team only has one jersey and that jersey is the color of the home team's primary jersey then the home team shall wear the alternate color jersey.

3. All players are required to practice with and play with safety-approved helmets with appropriate face mask, as determined by Member Association, four-point chin guard, shoulder pads, and football pants equipped with a complete set of hip, thigh, and knee pads.

All players must wear a full mouthpiece that is attached to the helmet or facemask, unless the mouthpiece is doctor prescribed. If such mouthpiece is prescribed, a letter or prescription from a doctor/dentist must be present in the Team Notebook. No metal cleats are allowed.

Metal cleats are considered any metal present in the cleat whatsoever, including but not limited to, tips or studs of the cleats. Replaceable cleats are acceptable as long as they do not have metal in or on them. This is a safety rule. All visors must be clear, no tint per UIL rules.

GAME OFFICIALS/REFEREE

1. A Game Official/Referee organization shall be approved by the Association prior to the start of each season, and from time to time, as needed thereafter. If such Game Official/Referee organization does not require background checks, all officials must be subject to background checks as used by the Association.

2. The official/referee organization chosen to officiate Association games must have a representative present at any and all coach's clinics and/or training as prescribed by the Association and shall understand the Rules of the Association and abide by and officiated by them at all times

3. No official/referee shall be on the Association board, a Member Association board, coaching staff of team and cannot be related, by blood or marriage, to any participant of the game officiating.

4. Association shall schedule 4 officials/referees for each TACKLE game. 5U FLAG games will have 2 referees per game, 6U Flag will have 3 referees per game.

5. No officiating crew shall call more than (6) tackle games per day. All refs that referee for the association must be TASO certified.
6. Playoffs: 7u-12u will have 4 refs on the field and one additional ref on the clock for a total of 5. 5U FLAG games will have 2 referees per game and one additional ref on the clock, 6U Flag will have 3 referees per game and .

INSURANCE

The Association shall provide General Liability Insurance and Excess Accident Medical Insurance with minimum liability requirements of \$1,000,000.00; aggregate of \$2,000,000.00; minimum excess accident requirements of \$25,000.00 per participant-per injury for all Association and Member Association events, with both the Association and the Member Association listed as named insured. Such insurance shall be in place prior to the tryout date for any Member Association.

PRACTICES

A team may practice only once per day. A team may practice 4 times a week in full pads prior to the start of games. Once games begin, a team may practice three times a week in full pads and once a week in a non-padded walk through and participate in one game for a total of 5 practices/games per week. Organized meetings with no physical activity (i.e., film sessions and/or team parties) are not considered a practice or game and are not limited by this rule.

For flag practice guidelines, refer to NWTYFA Flag rules document.

Practice with full pads allowed starting July 17, 2023.

Coaches caught practicing in helmets/pads (anything more than helmet) before the established full practice date, the head coach is suspended for first 3 games of the season and the organization is put on probation for 1 year.

Second violation - the coach is suspended indefinitely and the association is Fined \$1000.

Associations on probation will be evaluated by NWTYFA. Date for full pads will be determined annually and the date updated for the rules.

WEATHER CONDITIONS

Each association is responsible for implementing safety standards for practicing under extreme weather conditions. NWTYFA recommends utilizing the UIL Athletics Health & Safety as a reference for developing safety standards.

PROTESTS

Roster violations are the only NWTYFA rule for which a team can protest the outcome of a game. All other rule issues are determined by the Director on Duty at the game field where the game is played.

Only a head coach may protest a game. Protests must be brought to the attention of the Director on Duty within thirty minutes of the completion of the game. Director on Duty shall complete a protest form as provided by the Association at the request of the protesting coach. Director on Duty must relay the protest form to the Association Rules Committee by 9:00 pm on day of game/Saturday. Association Rules Committee shall review and submit a recommendation to the Association's Board of Directors by 9:00 pm on Sunday evening or the day after the protest. The Association's Board of Directors shall consider the Rules Committees recommendation and render a decision by 9:00 pm on Monday evening or the second day following the protest. All meetings of Committees and Board of Directors, for purposes of consideration of a protest may be conducted by a majority of same via telephone, e-mail, or other electronic communications.

TEAM NOTEBOOKS/ROSTERS

1. Team Notebooks shall consist of completed Roster Form, Team Picture (with player numbers from weigh-in), blank 6 down (tackle) or 8 down (flag) sheets, and insurance forms. Such Team Notebook shall be carried by Head Coach of each team to all games and made available to Director on Duty of facility where the game is played at least 30 minutes prior to each game. The DOD will check your books at least 30 minutes prior to the game and you have 15 minutes after the scheduled/projected start time of the game to get the book to your DOD. Digital copies of the game book will not be accepted. If team does not submit their book in the time allotted, they forfeit the game. Game may still be played but will be counted as a loss by the forfeiting team. If forfeiting team chooses not to play the game, they will be responsible for referee fees for that game. The score for a forfeited game shall be 0 for the forfeiting team and the highest score plus one in the same division that week for the opposing team that was forfeited to. (Example: highest scored game in division 28-12, forfeited game 0-29)
2. All Roster Forms shall be completed by Member Association and turned in by the established date and Team Books completed by designated third party neutral representative and turned into Association before first game.

3. No player shall be added to a roster after the second and final weigh-in unless approved by the Association. Any player approved by the Association after the final weigh in must be a restricted player.

BACKGROUND CHECKS OF ASSOCIATION REPRESENTATIVES

1. Background checks shall be conducted by the Association or the Member Association on every person who will be in continuous contact with players in an official capacity of the Association or a Member Association, including but not limited to, head and assistant football and cheer coaches, water persons, photographers, directors, and officers.
2. No person convicted of a felony violent crime, a sex crime requiring reporting as a sex offender, and/or a crime against a child shall be allowed to be in continuous contact with players in an official capacity of the Association or a Member Association, including but not limited to, head and assistant football and cheer coaches, water persons, photographers, directors, and officers. Felonies will be decided on a case-by-case basis.
3. No person currently on parole and/or probation and/or convicted within the past two years for any assaultive or alcohol related crime or any crime above a class "C" misdemeanor shall be allowed to be in continuous contact with players in an official capacity of the Association or a Member Association, including but not limited to, head and assistant football and cheer coaches, water persons, photographers, directors, and officers.
4. The Association reserves the right to allow or disallow continuous contact with players in an official capacity of the Association or a Member Association, including but not limited to, head and assistant football and cheer coaches, water persons, photographers, directors, and officers, in its sole discretion.
5. Any minor who is in continuous contact with players in an official capacity of the Association or a Member Association, including but not limited to, head and assistant football and cheer coaches, water persons, photographers, directors, and officers, must be continuously supervised by an Association approved adult.

PLAYERS/PARENTS

Player Eligibility

1. Players shall provide valid birth certificate upon registration. If player has played in previous season(s), and birth certificate on file, the same can be used.
2. Players may be signed up from any town that there is not a member association

3. All players sign up forms must designate the public school district in which the player resides or attends and be signed by the players parent and/or legal guardian for determination of eligibility to play for a Member Association.
4. To play for a Member Association in which a player does not reside, a player's parent and/or legal guardian must consent, by signing a NWTYFA request and consent form, and such request and consent must be approved by the home Member Association.
5. Once a player obtains approval to play for a Member Association in which he does not reside or attend public schools, he maintains such approval for that Member Association only. Any change to another Member Association other than the Member Association for which he actually lives and/or attends public schools, must be resubmitted for approval as set out above.
6. If a player has been continuously playing for a Member Association for which he does not reside or attend public schools prior to the formation of this Association, he shall not be required to change but instead shall be granted approval to play for the Member Association he has played in the past but which he does not reside or attend public schools, but proof of such continuous play shall be submitted to the Association by the Member Association as required above. This rule includes siblings of the exempted player as long as they are still continuously playing for the Member Association outside their resident school district.
7. All players, flag, and tackle must attend player certification. Any player that does not attend the first or late/final certification/weigh in, will not be eligible to play in the coming season.
8. Any player competing in NWTYFA is not authorized to play in any other tackle football league during the designated dates from first practice to Superbowl.

PLAYER RESTRICTIONS

1. A Restricted Player determination shall only be made at an official Association weigh-in. Players are only authorized to attend one weigh-in to record their official weight of the season. Any increase or decrease in weight of a player after the official Association weigh-in shall not cause a player's determination as a Restricted Player. Any player not attending an official weigh in, either first or second and final, shall be automatically considered a Restricted Player.
2. A Restricted Player must be designated with a contrasting colored "X" taped across the top of his helmet or two approved restricted player badges/stickers placed on the rear right and left of the helmet. If an "X" is used, it must be a minimum of three inches in diameter.
3. A Restricted Player may not advance the ball on under any circumstances on offense, be lined up outside the tight end box, be lined up as a receiver, or in the back field as a blocking back, with the exception of advancing an onside kick if such Restricted Player was on the front line of the receiving team. The ball is considered a 'dead ball' at the location the

restricted (stickered) player touches the ball or gains possession. A Restricted Player may kick the ball (i.e., extra point, kick off and / or punt.) On defense a Restricted Player may advance the ball by a pass interception, fumble recovery or recovery of a lateral.) If the punt passes the line of scrimmage and a restricted player touches the ball, it is dead. Offensive Restricted Player gains possession of the football, the ball would be dead.

4. Violation of any Restricted Player rule, including improper designation as set out above, shall result in an unsportsmanlike conduct, 15-yard, dead ball foul, and result in loss of down.

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PLAYERS/PARENTS CODE OF CONDUCT

- REFER TO DISCIPLINE POLICY

COACHES

1. All coaches within the Association shall agree to and accept the background check policy and procedures adopted by the Association, shall agree to a Code of Ethics/Conduct, attached hereto as Exhibit "2" and incorporated herein for all purposes, as adopted by the Association, and shall agree to abide these Association Rules.
2. All Head Coaches and designated First Assistant Coach must attend Association sponsored coaching clinic as offered by Association.
3. Coaches violating any rule(s) of the Association and/or rule(s) of a Member Association and or committing conduct unbecoming an Association representative is subject to discipline from the Association. Discipline for any Member Association representative shall be determined by Association Board after investigation and review of facts and can include suspension or expulsion from the Association as determined by the Association at its full discretion.
4. Ejections of a coach and/or parent of player is to be immediately reported to the Director on Duty of the facility who will report to the Association immediately upon completion of the day's events at the facility. The Association and/or the Member Association, at its discretion, may consider, on a case-by-case basis, further punishment for a first ejection and/or subsequent ejections, including but not limited to, expulsion from the Association activities for an extended period of time, indefinitely or forever. If a person is expelled from a Member Association indefinitely and/or forever, such person may not participate in Association activities for another Member Association.
5. Any coach shall not use alcohol, illegal drugs and/or tobacco while participating in Association activities.

TEAM SIZE/DRAFT

TACKLE TEAM SIZE

1. In any Age Specific tackle division, if 32 players register for any member association, the member association must form two teams (31 players max per team); three teams if 59 players register; four teams if 87 players register; and five teams if 116 players register. No exceptions.
2. If a team falls under 13 players, a team may add a maximum of 3 players through the 5th week of the season. NO players may be added after the 5th week, including playoffs. Any player added to a team after late weigh ins is a 'stickered' player.

DRAFT

1. Draft to be governed by the association. If there is a disagreement, then NWTYFA Officers will step in to complete the draft process per the process outlined below.
 - A. Head coach must present Protected List to Member Association prior to draft to the Member Association Commissioner in charge of his draft and the Director on Duty. Head coach may protect up to six players. Protected Players does include Head Coach's son(s). All players of a Head Coach, within the age group coaching, shall be considered Protected Players. If coach protects a player with a sibling in the same age level, the other sibling becomes a Protected Player as well.
 - B. No dis-requests of coaches shall be allowed.
 - C. Straws will be drawn for draft order (or some other agreeable game of chance.) Once order is determined, draft will proceed as alternating with two teams or "snake"/go 1, 2, 3, 3, 2, 1, 1, 2, 3 . . . with more than two teams. If number of protected players are equal, draft begins in order as determined thereby. If Protected Player numbers are unequal, coach(s) with less Protected Players gets number of picks that will equal to other team(s) protected number. If more than two teams and there is an unequal number of Protected Players between the teams, draft order and procedure as set out above determines order of picks between the teams with unequal Protected Players until they are equal to the other team as to Protected Players. Once teams are equal in numbers of Protected Players to drafted players, the draft begins per the draft order and procedure set out above. If a coach

drafts a player with a sibling in the same age level, the sibling not picked automatically counts as the coach's next pick in order of the draft.

- D. Registration of new player to league after draft is left to discretion of the Member Association, and team with what would have been the next pick in the draft. The draft order and who would have had the next pick shall be noted by the Director on Duty and Member Association Commissioner at the draft. No returning player shall be permitted to register after the draft to ensure that a holdout is not purposefully done to get a on team of choice.
- E. All teams shall be finalized at the draft, and the drafts shall be monitored closely by the Association and the Member Association and can be excepted to at its discretion keeping in mind the general fairness of the draft system.

GAMES/FACILITIES

- Games for full contact football shall be played on regulation size, striped, football field with visible and properly functioning game clock and scoreboard, adequate parking and stands for home and away fans, concessions, and toilet facilities. Flag football fields may be played on practice fields but shall be regulation size and striped.
- All fields, for full contact football and flag football, shall be submitted to the Association by the Member Association who intends to use such as their home field at least thirty days prior to date of proposed use. The Association reserves the right to disapprove of any proposed field based upon requirements as set out herein.

MINIMUM PLAY RULE

All players must play a minimum of six plays (tackle) or eight plays (flag) per game. Each player must play a minimum of three or four plays a half on offense, defense, special teams, or a combination of all 3. Head coach will provide a signed play sheet to the Director on Duty at halftime and immediately upon completion of each game. Any head coach who is determined to violate this rule more than once is subject to discipline by the Association, including but not limited to, suspension for games and/or season.

- Down sheets are REQUIRED during playoffs and SuperBowl. DOD to follow same process during regular season for checking down sheets.

VIOLATION OF MINIMUM PLAY RULE

Any head coach who is determined to not keep an accurate 6 or 8 down sheet will be suspended for one game to include practice, and second offense will be full season suspension.

GAME BALLS

The official ball of Flag Football, and Age divisions 6u – 9u shall be the brown Wilson K-2 leather/composite, or the Big Game Ball brand equivalent peewee size; Age divisions 10u – 12u shall use the brown Wilson TDJ leather/composite, or the Big Game Ball brand junior size. Member Associations shall provide their Director on Duty with a sufficient number of such official balls to provide the head official for all games at a game field. Visitor team has option to provide Director on Duty, prior to start of game, with alternate material football. Each team maintains the option and right to choose leather or composite football during offensive possession.

The Director on Duty at a game field shall provide the official game ball(s) to the head official prior to the start of each game. No other game ball shall be used other than a ball(s) provided by the Director on Duty.

SPORTSMANSHIP (MERCY RULE)

For the purposes of good sportsmanship, upon a 30-point lead or more by any one team at the beginning of the third quarter, the then losing team's Head Coach can request for the game officials and scoreboard keeper to run a continuous clock. At the point of the request, the Director on Duty shall be notified, and the game will be an official game with the score as it was at the time of the request. Once the clock is running, the 3 down-rule will not be enforced due to time constraints.

For the purposes of good sportsmanship, upon a 30-point lead or more by any one team at the beginning of the fourth quarter, the Director on Duty will notify the game officials and scoreboard keeper to automatically run a continuous clock. The game will be an official game with the score as it was at the time of the request. Once the clock is running, the 3 down-rule will not be enforced due to time constraints.

The Director on Duty shall monitor and report any perceived actions by any team regarding running up the score which will be considered as a potential unsportsmanlike action by the Head Coach as determined by the Association.

GAME CLOCK

Each facility must have a working game clock visible to both teams. The game clock must be run by an adult who first consults with the head referee as to start and stop signals. Director on Duty of the facility will oversee clock functioning. During playoffs, an extra referee will run the game clock.

GAME SCORING

Touchdown is 6 points

Field Goal is 3 points

Safety is 2 points

Conversion is 2 points

Field goal extra point is 1 point

DIRECTOR ON DUTY

1. Each game field shall have at least 2 Directors on Duty at the field whose home field/ Member Association the game field belongs. If 2 DODs are not present, one warning will be issued to the hosting organization. The host organization that failed to provide at least 2 DODs must have the issue resolved before next home game. After the one game warning, there will be a \$50 fine per game assessed to the home organization for each subsequent incidence. Only 1 warning per season will be issued. The Director on Duty shall be a background checked (with a badge) representative of the Member Association, shall wear an Association designated and provided Director on Duty shirt for recognition purposes, and must have attended an Association coach's clinic.
2. The Director on Duty shall be responsible for Association issues that may arise at the game field on that day, including but not limited to: pregame check of Team Notebook and players present; Game Officials/Referees; rules violations; expulsions of players, coaches, parents and/or fans; documentation of any issues that arise for immediate reporting to the Association; protests; completing a Final Game Report to be given to Association no later than game day, at midnight; and any other official Association business, as needed.
3. The Director on Duty shall be the final decision maker at the game field for all Association business, including but not limited to, postponement and/or cancellation due to inclement weather, and rules decisions, after consultation with head referee.

DIRECTOR ON DUTY PROCEDURES

1. At least 2 DODs are required for every NWTYFA home game. All DODs are required to be background checked and wearing badge and official DOD shirt or Executive Board polo (if executive board member) while they are acting as DOD. Please make sure all DODs sign the Game Report and what games they worked. DOD sign-in sheet will be included in field book and will need to be uploaded with game report.
2. Every home field must have a binder with current football rules, current flag rules, extra 8 down sheets, a game report, and extra helmet stickers for restricted players.
3. DODs are responsible for checking in teams, clarifying NWTYFA rules for game play, checking 6 down sheets before halftime and before end of game, and taking up 6 down sheets at end of game, getting names and signatures of referees on Game Report, and recording game scores at end of game onto Game Report. Some DODs may have additional responsibilities assigned to them by the home association as well.
4. Both on Duty DODs must be present at the coin toss at the beginning of each and every game.
5. Checking down sheets:
 - Any tackle player wearing a helmet or shoulder pads within the sideline or bench area will be considered an active player and must have 3 (tackle) or 4 (flag) downs per half.
 - Down sheets need to be checked at the final two-minute mark of each half, this will help coaches remember to make sure and get all players their 3 (tackle) or 4 (flag) plays per half. DODs must take the 6 (tackle) or 8 (flag) down-play sheets at the end of each game and maintained within the hosting organizations until the season is completed.
6. Checking in Teams:

DOD must ask both head coaches if they would like to attend the opposing teams check in. DODs checking in team should check in the visiting team first to help facilitate this. Have the players line up in jersey number order to match the roster. Have all the players take off their helmets as you call out their jersey number, have player say their first and last name, check their face to match their picture, and if they are a restricted player, make sure they have two “NWTYFA” stickers placed just below the earhole and toward the back of the

helmet that is visible from both sides of the helmet. Once a player has been checked in, they can leave the line and get back to warming up for the game. If a player is missing and the coach tells you they are a dropped player, please pull the sheet out of the book and write DROPPED across the picture and info of the player. If a player is absent, please make sure the coach makes a note of it on their 6-down sheet. If a player is running late, make sure the coach knows that the player CANNOT play in game until they are checked in, so when player arrives, it is the coach's duty to get a DOD to check in the player before they go onto the field.

PARENT/SPECTATOR/COACHING ISSUES

It is the DOD's job to keep things calm and keep the games and day flowing. If there are issues with spectators etc. it works much better for the DOD to talk to the Head Coach and ask him to calm his fans down. Our goal is to keep everyone calm and to de-escalate situations.

EJECTIONS/INJURIES/ISSUES

Please record any issues on game report, including the name, jersey number is applicable, and reason for specifics of given situation, whether ejection, injury, or any other issue.

MISCELLANEOUS FOOTBALL RULES

1. Only the head coach or coach on the field may communicate with game officials during a game.
2. 7u division, may have one coach on the field during the game. The coach must stay ten yards behind the behind the QB And Defensive coach 10 behind the defense remain quiet once the QB starts is cadence or gets under center.
3. 6u and 7u can have an option to a 15-yard walk off punt, but not if the punting team is within the 20-yard Red Zone of the defending team. In the 4th quarter, a 7u walk-off punt will be a 10 second runoff of the clock.
4. 8u division, may have one coach on the field during the first game of the season only. The coach must stay ten yards behind the QB And Defensive coach 10 behind the defense remain quiet once the QB starts is cadence or gets under center.
5. If any team arrives at their scheduled facility with 15 or more minutes after the game time, the game shall be considered a forfeit.
6. Players shall not wear any jewelry during games.
7. Team fees are \$125 per tackle team and \$100 per flag team
8. Cheer Team Fees \$50 per team

9. New associations will pay a \$1500 deposit which will be credited back to their town dues/ fees on their second year.
10. The playoff gate income, after field and referee fees, while be sent to NWTYFA to cover costs of playoffs, including trophies, rings, and medallions etc.
11. If a member town does not communicate in any way for 3 months, they may be voted out of NWTYFA.
12. If a member town joins another member town for a season, they will not have voting privileges.

NWTYFA TACKLE OVERTIME RULE:

- Regular Season: All overtimes will follow NCAA rules.
- Regular Season: After the 3rd overtime the game will end on a draw. opportunity to attempt an extra point just as in regular play. Ball is LIVE and RETURNABLE during extra point attempts.
- Playoffs/Superbowl: Follow NCAA rules. Overtime will continue until a winner is determined.

PLAYOFFS

Classification: Internal



PLAYOFF STRUCTURE

CONFERENCES/DIVISIONS

Classification: Internal



<i>American Conference</i>
<i>Lake Worth</i>
<i>Saginaw</i>
<i>LYSA</i>
<i>RYA</i>
<i>BYA</i>
<i>BBGC</i>

<i>National Conference</i>
<i>Kennedale</i>
<i>Midlothian</i>
<i>Waxahachie</i>
<i>Red Oak</i>
<i>Ennis</i>
<i>Ferris</i>

* In the event a town does not field a team in an age group, that spot will be filled by an organization that has a second team in that age group. Priority would be given to the towns in the conference first to allow for continuity of geographical alignment. In the event no towns in the conference have a second team, the spot would be filled by the second team in the other conference that is closest geographically.

SEEDING

- Seeding per conference determined by 1) in conference (division) win/loss record; 2) head-to-head if two team ties; 3) average points against.

GENERAL RULES

- Superbowl will be bid on by towns that choose to host. No town's bid is chosen to host will be allowed to host for the next two years. Turf, Scoreboard, access to both sides of field, and concessions must be available in the bid.

Super Bowl Bids must be placed by September 30, 2023.

- Down sheets are REQUIRED during playoffs and SuperBowl. DOD to follow same process during regular season for checking down sheets.
- During Super Bowl game all NWTYFA board members will be present to assist with games. A DOD schedule will be finalized and sent out the week of the Super Bowl by the President. There will be (2) NWTYFA DODs on each sideline. There will be (2) NWTYFA DODs to make trophy presentations.

RULES CHANGES/AMENDMENTS/ CONFLICTS

1. Every Member Association and its participants, by acceptance as a Member Association, hereby agrees that any legal action by a Member Association or its participants against the Association which seeks to interpret a rule, change, or overturn an Association decision and/or hinder the schedule or any games of the Association, including but not limited to playoff games, may result in expulsion of the Member Association by the Association or any other discipline, at the discretion of the Association.
2. Any Football and General Rule changes are to be reviewed in their entirety every two years (even years), starting in 2022. On the odd years, requests for motions must be submitted in writing (on Band) 1 week prior to the 'Rules' meeting for the season. Motions not submitted in writing will be accepted during the 'Rules' meeting.
3. Abstains - If a vote is abstained, it is allowed to be brought back to the table for reconsideration/vote by the association(s) that abstained the original vote.
 - The association that abstained must notify the officers that they would like to bring the abstained item back to the executive board for review. This must be completed within 30 days from the abstain to be discussed at the next meeting.
4. If there is an incumbent team that would like to Join NWTYF but there is an existing team from that same town there would be a 2-year vetting process. That process would go as follows:
 - A. Incumbent town Must be able to field Teams in every age group if not there is no need for two towns.
 - B. Organization must have played 2 seasons with another League "Like a NWTYA"
 - C. Incumbent town would have to meet with existing Towns Leadership and come to agreed terms for a one-year trial with no voting rights only to be able to play. Those terms could be as follows:
 - A) Merger
 - B) Hosting Games together
 - C) Communication agreement on if Kids are allowed to from Team to Team Example: " Elks to Raiders"

If any agreements are made between the two teams in the same town it must be presented to the NWTYF for League approval. If 1 and 2 are good then the Existing town would present to the League the approval for a one-year trial to be voted on.

- After the One-year trial the Existing Team would approve that all agreements were met by the incumbent team and would propose to NWTYF allowing official status in the League with Voting rights to the incumbent.