

NORTHERN CINCINNATI YOUTH FOOTBALL LEAGUE

2023

RULES & REGULATIONS

Last Updated: 8/4/2023

Version 1.1





NCYFL Mission Statement

To provide a Football League that is to benefit children by establishing rules and regulations governing such games, contests, competitions, and exhibitions classifying those who participate therein; determining and defining awards and prizes for winning contest, defining and awarding tokens and insignia of championships, determining and defining breaches and infractions of its rules and regulations, and imposing penalties as set forth in the Bylaws and in accordance with the law.



DEFINITIONS

(Alphabetical order)

Board of Directors – A group of individuals elected by the Governing Panel to conduct the daily business of the NCYFL.

Custodial Parent – Ohio child custody laws and courts recognize sole physical custody as one co-parent holding the day-to-day care responsibilities for the child. This co-parent is referred to as the custodial parent and the primary residence of the child.

League Representative – a representative, one from each Organization, who sits on the Governing Panel.

Field Administrator – an individual designated by an organization to administer NCYFL Rules on Game Days.

School District – refers to a geographical area whose residents are designated to attend a particular High School.

NCYFL – means the "Northern Cincinnati Youth Football Conference".

Governing Panel – the governing committee of the NCYFL, comprised of Organization League Representatives excluding the Board of Directors.

Limited Weight Positions – those positions on Offense for which weight restrictions apply. Legal

Guardian – A documented court appointed guardian of a player participating in the NCYFL.

LOS – means "Line of Scrimmage".

Officials – refers to any Game Officials assigned to officiate NCYFL games.

OHSAA – the Ohio High School Athletic Association.

Open Enrollment – The ability for a School District to accept students from another school district.

Organization – a Youth Organization representing a School District that is an approved member of the NCYFL.

Pod – a Group of teams, typically in grades K1 through 6th, entered for play by an organization.

Unlimited Weight Players - players whose official weight exceeds that allowed for Limited Weight Positions on Offense.



LEAGUE MEMBERSHIP

2023 Inaugural Members – Fairfield Indians, Lakota Tomahawks, Mason Comets, Winton Woods Warriors.

ANNUAL LEAGUE FEES

Each league member is required to pay \$110 per team for up to 12 teams, and an additional \$25 fee for each team over 12.

LEAGUE MEMBER DEPOSITS

All Organizations are required to pay a one-time security deposit which is \$500.

SECTION 1 - PLAYER ELIGIBILITY

1. Player Grade Level:

- 1.1. Teams competing within the NCYFL shall be Grade Level based and shall be solely composed of players entering scholastic grades K1, 2nd, 3rd, 4th, 5th or 6th.
- 1.2. Verification of Grade Level for each player is required. For eligibility purposes, players may attend any public, parochial, private, or charter school, or be homeschooled.
- 1.3. No player may play down a Grade Level. Whenever a team is composed of players of multiple Grade Levels, such teams must compete at the higher Grade Level. EXAMPLE: if a team is composed of 3rd, 4th and 5th graders, it must compete at the 5th Grade Level. However, if an organization must move players down a grade due deficient roster sizes in a grade, the games played by the team with older players shall not be considered for either team as a win or lose, game played, or points value.
- 1.4. Any player, at the discretion of his organization, may play up one or more Grade Levels. However, once game play commences, such player must continue to participate at the assigned Grade Level and shall not be permitted to change Grade Levels or teams during that season.
- 1.5. The player may only play for one grade level per weekend unless a team has fewer than 13 players and playing up will allow teams to avoid a forfeit.
- 1.6. The player may play in their current academic grade the following season.
- 1.7. No player promoted to seventh grade shall play football as a sixth grader if the Player's parents choose to have the Player repeat sixth grade.
- 1.8. As an exception to the rules above, any player moved up a grade by the school district due to scholastic achievement, after playing in the NCYFL one full season, may be granted the ability to continue to play in that grade for their remaining years of eligibility. However, when the player reaches their 7th Grade academic year, they are not permitted to play 6th Grade football.
- 1.9. **All players must meet one of the two following** criteria to play for an organization residing within the official residential boundaries of a School District for which they are registering to play, or attend a school, public or private, located within the Organization's District.
- 1.10. **District Proof** – Must provide one of the following three:
 - 1.10.1. Grade Card - This must have grade, student address and School Name
 - 1.10.2. Current Student ID – with a clear photo
 - 1.10.3. Letter from school administration office on school letterhead the player is registered for the



current fall.

- 1.11. Residency Proof** – One of the following two must be provided as proof:
 - 1.11.1.** Mortgage Statement (Original statement, copy may be kept for team book.)
 - 1.11.1.1.** Must have the parent's name on the statement.
 - 1.11.2.** Current lease agreement AND a current utility bill
 - 1.11.2.1.** Must have the parent's name on agreement and bill.
 - 1.11.3.** If a child resides with someone other than a parent, proof of legal guardianship shall be required.
- 2.** Any other player shall be considered an Exempted Player and must submit a Player Exemption Form to the NCYFL Board.
- 3.** If a player meets the above criteria while playing for an organization, and in a succeeding year no longer meets the criteria, such player shall be considered an exemption.
- 4.** Willful falsification or misrepresentation of player documentation, or willful playing of an ineligible player, may result in any, or all, of the following penalties:
 - 4.1.** Forfeit of all games in which the subject player participated.
 - 4.2.** Termination of the subject player from further NCYFL participation
 - 4.3.** Permanent termination of the Head Coach from the NCYFL
 - 4.4.** Sanctions against the Head Coach and Organization.
- 5.** The NCYFL Board may at any time request additional proof of residency for any reason.
- 6.** The NCYFL Board may use the additional information to judge the player eligible or ineligible.
- 7.** The NCYFL shall establish a date each year on which Team Rosters shall be closed for the current season. Similarly, a date shall be established on which the NCFYL will conduct its process of validating player weights and eligibility. Required documentation may include Player Contract, Photograph, Birth Certificate, Proof of Residence and/or Grade Level Verification.
- 8.** No player may be added to a Team Roster after the date established by the NCYFL to close Team Rosters for the current season unless special relief is provided by a 2/3 majority vote of the NCYFL Board.
- 9.** No player may participate in a NCYFL game until his eligibility is validated and certified by a NCFYL official.
- 10.** No player may participate in the NCYFL while, at any time during the same season, participating in another football program.
- 11.** Each team shall be required to maintain a Field Book containing validated roster records, as may be specified by Rule or Procedure, and any coach's certifications as required by Ohio law, NCYFL or NCYFL bylaws. Each Field Book shall be available for inspection on Game Days. Incomplete or non-validated records for any specific player shall result in disqualification of that player. Failure or refusal to produce the Field Book, on demand pursuant to the Rules established by the NCYFL, shall result in game forfeit.
 - 11.1.** A book check may be requested up to 30 minutes prior to the start of the game.
- 12.** It shall be the responsibility of each Head Coach to gather, verify, organize, and submit a Team Book, as prescribed by the NCYFL, containing the following required documentation for each player on his roster:
 - 12.1.** Player Contract
 - 12.2.** Birth Certificate
 - 12.3.** Registration Info
- 13.** The NCYFL shall establish a date each year on which Team Rosters shall be closed for the current season. Similarly, a date shall be established on which the NCYFL will conduct its process of validating player weights and eligibility. Required documentation may include Player Contract, Photograph, Birth Certificate, Proof of Residence and/or Grade Level Verification.
- 14.** The NCYFL Board may at any time request additional proof of residency for any reason.
- 15.** The NCYFL Board may use the additional information to judge the player eligible or ineligible.



16. Miscellaneous Eligibility Rules:

- 16.1.** All players must participate in the NCYFL Certification and Weigh-In process.
- 16.2.** No player may participate in an NCYFL game until his eligibility is officially Certified.
- 16.3.** No player may be added to a Team Roster after 8:00 PM on Sunday of the second week of NCYFL regular season games.
- 16.4.** No player may play in the NCYFL while, during the same season, participating in another football program. Proof of such activity in another league must be provided which may consist of an official Team Roster and/or confirmation from that team's head coach or organization representative.

2. Player Exemptions

- 2.1.** The NCYFL is a community-based League composed of league members that hold varying values and compete at different levels. Each league member values the contributions of the others and recognizes the various community demographics that contribute to the uniqueness of each organization. With that being said, there is a balance to be established that maintains community-based football while allowing league members to accept youth from outside their organization thereby respecting the values of each Organization.
- 2.2.** Exempted Players are defined above in Player Eligibility.
- 2.3.** All player eligibility exemptions must be filed with the NCYFL no later than the second weigh-in.
- 2.4.** Each league member will be granted one (1) exemption per grade level regardless of how many teams a league member may have competing for a specific grade. There shall be NO exceptions to this rule, unless exemptions have been allowed through the grandfathering process outlined in the Player Eligibility section.
- 2.5.** If an organization has multiple teams in a grade, players are required to continue to play for that team if they are going to continue to play for the Organization in succeeding seasons. If a player wants to switch teams within the Organization, the President of the Organization must petition the Board for approval. The NCYFL Board may approve the move by a majority vote. No player shall be granted more than one move. The intent of this section is to keep an organization from sweeping multiple quality players into one team. This does not apply to a player who does not play for one season and returns to football. Leniency will be given when an organization is creating a new team due to an influx in registrations or eliminating a team due to a decrease in registrations.
- 2.6.** All player exemption requests for all grades will be submitted to the NCYFL Board in writing for approval using the Exemption Form.
- 2.7.** Returning player exemptions should be submitted with required paperwork, and a copy of the previous season's roster to provide proof of registration.
- 2.8.** Every Exempted Player must have a Player Exemption Form completed and signed and stamped by a member of the NCYFL Board. The completed Player Exemption Form will be kept with the rest of the Player's paperwork in the Team Book.
- 2.9.** Unless specified above, no player may play for one Organization and reside in another Organization's district unless the President of the Organization representing the school district where the player resides signs the Player Exemption form.

4. Player Age

- 4.3.** November 15th of each year shall be the "Cut-Off" date to determine maximum age eligibility for each Grade Level participating in the NCYFL, as follows:
 - 4.3.1.** K/1 Grade – cannot turn Age 8 prior to November 15



- 4.3.2. 2nd Grade – cannot turn Age 9 prior to November 15
- 4.3.3. 3rd Grade – cannot turn Age 10 prior to November 15
- 4.3.4. 4th Grade – cannot turn Age 11 prior to November 15
- 4.3.5. 5th Grade – cannot turn Age 12 prior to November 15
- 4.3.6. 6th Grade – cannot turn Age 13 prior to November 15

4.4. Examples:

- 4.4.1. If a K1 player turns Age 8 prior to August 1, player will have to play up at the 2nd Grade level.

5. New League Member Grandfathering of Current Players

- 5.1. Any player who was on a roster for the 2022 season shall be allowed to continue to play with their team until the player ages out of the program.
- 5.2. If a player leaves a team or sits out a season and then chooses to return to play, they must be assigned to the grade level and team based on the current NCYFL Player Grade Level rules.
- 5.3. All players not playing with their grade based on current NCYFL Player Grade Level rules must submit an exemption form to the NCYFL board.

5.4. Special Considerations

5.5. Winton Woods youth football program will be allowed the following schools outside of the Winton Woods City Schools districts at a minimum for their first three years in the NCYFL:

5.5.1. Finneytown Local School District Schools

5.5.1.1. Finneytown Elementary School (K – 6)

5.5.2. Mount Healthy City School District

5.5.2.1. Mt. Healthy North Elementary (K – 6)

5.5.2.2. Mt. Healthy South Elementary (K – 6)

5.5.3. Northwest Local School District

5.5.3.1. Houston Early Learning Center (Kindergarten)

5.5.3.2. Pleasant Run Elementary School (K – 6)

5.5.3.3. Taylor Elementary School (K – 6)

5.5.4. Princeton City School District

5.5.4.1. Springdale Elementary (K – 6)

5.5.5. The special exemption for Winton Woods will be reviewed and then renewed, removed, or adjusted prior to the 2026 season.

5.5.6. In the event Winton Woods fails to reach 150 registered players during the 2023 season, their organization will be allowed to add:

5.4.6.1. North College Hill City School District Schools

5.4.6.1.1. North College Hill Elementary School (K – 4)

5.4.6.1.2. North College Hill Middle School (5 – 6)

5.5. Each team is capped at 35 players, once the 36th player is registered the team will be required to split into an additional team.

SECTION 2 – PLAYER & TEAM CERTIFICATION TEAM BOOKS

1. Player Documentation

1.1. Each Head Coach shall assemble the following documentation for each Player on his team's roster:

1.1.1. Player Agreement – signed by parent or guardian.

1.1.2. Player Photograph attached to Player Agreement – 3” x 3” showing Jersey number.



- 1.1.3. Birth Certificate copy – highlight name & birth date, print jersey # in the upper right corner.
 - 1.1.4. Grade Level Verification – highlight name & grade info, print jersey # in the upper right corner.
 - 1.1.5. Proof of Residency if needed – highlight name and address.
 - 1.1.6. If Required: Exemption form approved and signed by NCYFL Board Member.
 - 1.2. No Player may participate in the NCYFL until certified. Missing or incomplete documentation, until remedied, will result in the Player being ruled ineligible to play.
 - 1.3. Team Roster:
 - 1.1.1. Using a NCYFL prescribed spreadsheet form, each Head Coach shall prepare an accurate and detailed Roster for his team, listing each Player in numeric order by jersey number. Failure to properly complete and present this form at Certification will result in his team being turned-away at Certification.
2. **Certification Procedures**
 - 2.1. The NCYFL shall conduct official "Certification and Weigh-In" dates. The dates and locations shall be determined by the NCYFL Vice President.
 - 2.2. The Certification and Weigh-In will be moderated by members of the NCYFL Board with the assistance of other NCYFL Organizations. All Organizations must provide a reasonable number of representatives to facilitate the process.
 - 2.3. No Organization Representative may take part in a certification or weigh-in process for any player of their own organization.
 - 2.4. Each team must have a minimum of 12 Players on its official roster to be Certified. Less than 12 Players may weigh-in at the first date, but the balance of 12 Players must weigh-in at the second weigh-in.
 - 2.5. Head Coaches shall be provided the location and time to have their team assembled. Players are to be aligned in numerical order (by jersey number).
 - 2.6. The Head Coach must be present at the initial certification and weigh-in.
 - 2.7. Either a Head Coach, Assistant Coach or Team Mom must be present at subsequent weigh-ins for players who missed the initial weigh-in.
 - 2.8. Absent Players cannot be Certified.
 - 2.9. For each Player, assemble documentation in the following order:
 - 2.9.1. NCYFL Player Agreement (on top),
 - 2.9.2. Birth Certificate
 - 2.9.3. Grade Level Verification
 - 2.9.4. If required Exemption form
 - 2.9.5. Proof of Residency, unless included in the Grade Level Verification
 - 2.9.6. Stapled the documents together in the upper left corner. Print Player's jersey number in upper right corner of each document. Be sure to highlight areas as requested (see above).
 - 2.10. Head Coaches shall organize and present Player Documentation in numerical order by jersey number to Organization Representatives. The player agreement, birth certificate, grade level verification and proof of residency will be checked for validation. A distinct mark will be made on the player agreement to notate compliance with the documentation requirement. The Team Roster shall reflect proof that valid documentation was provided.
 - 2.11. Any team whose documentation is not prepared as listed above will be asked to step aside to properly prepare documents. Delays attributable to a disorganized Head Coach may result in a fine.
 - 2.12. Any team whose documentation is not prepared as listed above will be asked to step aside to properly prepare the documents. Delays attributable to a disorganized Head Coach may result in forfeiture of the first NCYFL game.
 - 2.13. A Player Agreement is certified when the Player Agreement is stamped to indicate all documents have been reviewed and are in compliance and there is a seal imprinted onto the picture and Player Agreement.



2.14. The Team Roster shall remain at the site of the Certification and Weigh-In. Rosters will be distributed to teams after the Exempted Player calculation is done and the NCYFL imprinted seal is applied.

2.15. Organization Representatives shall have access to all Team Rosters.

3. Weigh-in Policy

3.1. Upon completing the above process, players will be weighed in. No Player will be weighed if documentation is missing or incomplete.

3.2. Only a scale approved by the NCYFL shall be used.

3.3. Organization Representatives will verify the Player pictured on the Player Agreement is the player stepping on the scale. If so, the Organization Representative will use a stamp that partially leave an impression on the picture and partially leaves an impression on the player agreement.

3.4. Players will be allowed only ONE opportunity to weigh-in. The recorded weight will become official. No secondary pre-season weigh-ins shall be permitted.

3.5. The player's weight shall be recorded on the Player Agreement and Team Roster.

3.6. Roster Players not certified on either official date for Certification and Weigh-In, regardless of reason, will be ruled ineligible to play "Limited Weight Positions", as defined in these rules, for the entire season. The Player's apparent size will have no bearing on this ruling, and no subsequent weigh-in shall be permitted.

4. Limited Weight Positions – Defined

4.1. "Limited Weight Positions" apply to Offense only, and shall include all Backfield positions, plus any Wing, Flanker, Slot Back, Wide Receiver, Split End, Punter, Kicker, or Holder positions.

4.2. There shall be no "Limited Weight Positions" or weight restrictions for Defense.

4.3. The maximum weight, per grade level, for "Limited Weight Positions" shall be as follows:

4.3.1. Grade K1 – 80 pounds

4.3.2. 2nd Grade – 90 pounds

4.3.3. 3rd Grade – 105 pounds

4.3.4. 4th Grade – 120 pounds

4.3.5. 5th Grade – 135 pounds

4.3.6. 6th Grade – Unlimited

5. Unlimited Weight Players

5.1. Defined: "Unlimited Weight Players" are those players whose official recorded weight exceeds the maximum allowed to play the "Limited Weight Backfield Positions", for their grade level, as defined above.

5.2. Participation Restrictions on Offense:

5.2.1. May not play, align in, motion to, or shift to that of any "Limited Weight Backfield Position".

5.2.1.1. Must align on the Line of Scrimmage as an Offensive Lineman or Tight End, and with a split (or separation) no more than two yards from the alignment of the nearest Lineman to either side.

5.2.1.2. Are not permitted to advance any ball when possession results in a handoff. The play shall be blown dead at the spot of possession.

5.2.1.3. A Tight End may catch a forward pass beyond the line of scrimmage and advance the ball.

5.2.1.3.1. A Tight End must line up on the line of scrimmage and within 1 yard of the offensive tackle.

5.2.1.4. May possess or advance a loose ball, but only if the ball first touches the ground.

5.2.1.5. May not line up as a punter and/or attempt to punt the ball.



5.3. Participation Restrictions on Defense:

5.3.1. There are no restrictions for Unlimited Weight Players on Defense.

5.4. Violations of Weight Restriction Rules:

5.4.1. Illegal Offensive participation by an "Unlimited Weight Player", that is inadvertent in nature, shall be ruled as "Illegal Participation" and penalized by "5 Yards" from the spot of the foul.

5.4.2. Illegal Offensive participation by an "Unlimited Weight Player", that is deemed "intentional", as evidenced by play design, player alignment, or by the repetitive nature of inadvertent participation fouls, shall be ruled as "Unsportsmanlike Conduct" against the Head Coach and penalized by "15 Yards" from the previous spot.

5.4.3. Willful violations of a fraudulent nature, or by attempting to conceal an "Unlimited Weight Player", will result in game forfeiture and/or the suspension, or termination, of the offending player and/or the Head Coach, as determined by the Executive Board of the NCYFL. The Sanction imposed by the NCYFL Board can be appealed to the Executive Board whose decision shall be final.

7. Team Books

7.1. Each Head Coach is required to maintain a Team Book containing team records, assembled as follows:

7.1.1. First Page – a copy of the certified team roster, listed in numerical order by jersey number. The roster shall include the Player's jersey number, name, grade, and High School District.

7.1.2. **Section 1** – a separate sheet protector for each player in numerical order by jersey number containing the following documents in the order listed:

7.1.2.1. Certified NCYFL Player Agreement (on top),

7.1.2.2. Birth Certificate

7.1.2.3. Grade Level Verification

7.1.2.4. Proof of Residency, unless included in the Grade Level Verification

7.1.2.5. Copies of any special Medical Authorization Clearances for Player participation.

7.1.2.5.1. Required if Player must wear a special orthodontic mouth guard

7.1.2.5.2. Required if Player is wearing a cast or similar protective device, per OHSAAspecifications.

7.1.2.5.3. Required when Player resumes participation per Ohio Concussion return to play protocols.

7.1.3. **Section 2** – a sheet protector with the NCYFL Coach Roster and a letter from the Organization President certifying that each coach has passed a background check followed by a separate sheet protector for each coach containing copies of the USA Football Youth Tackle Certification, Concussion Certifications, and Lindsay's Law Certifications for all football coaches.

7.1.4. **Section 3** – one sheet protector for all Cheer Coaches containing the background check, concussion certification and Lindsay's Law Certification. A Coach Roster shall be the first page. If Football and Cheer Programs are not administered by one Organization, each Head Cheer Coach must keep this paperwork with them just as each football team must have their book with them.

7.1.5. Team Books should be a ringed binder with contents inserted into sheet protectors. The outer cover shall clearly identify your Organization and Team, in the event it is misplaced.

7.2. Inspections



- 7.2.1. Team Books must be available for inspection on Game Days, no exceptions!
- 7.2.2. Incomplete, or non-certified, documentation for any Player will result in disqualification of that Player.
- 7.2.3. Failure, or refusal, to produce the Team Book, on demand, shall result in automatic Game Forfeit.
- 7.2.4. A book check must be requested 30 minutes prior to the official game start time on that day.

SECTION 3 – PRACTICES & COACHING STANDARDS

1. Practices

- 1.1. The official NCYFL start date to begin practices is **July 10, 2023**.
- 1.2. All NCYFL coaches must complete the USA Football Youth Tackle Certification prior to coaching.
- 1.3. The first 3 practices after July 10, 2023, must be in shorts and helmet only. No contact is permitted.
- 1.4. The first 3 practices after July 10, 2023, must fall on separate days. Two-a-days will not count for 2 of the 3 required practices.
- 1.5. The following forms of football instruction are the only ones that may occur in the off season.
 - 1.5.1. Flag football teams,
 - 1.5.2. 7 on 7 games
 - 1.5.3. Organizational Combines and similar pre-season activities hosted by an organization.
 - 1.5.4. High School camps
 - 1.5.5. Practices with a 7:1 player to coach ratio
 - 1.5.6. Violations of this section shall result in the forfeit of the first regular season game(s) by the offending team and/or Organization at a minimum.

1. Coaching Standards

- 1.1. All football coaches, within the NCYFL must possess the following up to date certifications:
 - 1.1.1. USA Football Youth Tackle Certification – Once it is completed it is good up through the 6th grade year.
 - 1.1.2. Concussion Certification from an OHSAA recognized organization.
 - 1.1.2.1. National Federation of State High School Associations.
 - 1.1.2.2. National Alliance for Youth Sports
 - 1.1.2.3. Centers for Disease Control and Prevention
 - 1.1.3. Lindsay’s Law Certification from an OHSAA recognized organization.
- 1.2. All cheer coaches, within the NCYFL must possess the following up to date certifications:
 - 1.2.1. Concussion Certification from an OHSAA recognized organization.
 - 1.2.1.1. National Federation of State High School Associations.
 - 1.2.1.2. National Alliance for Youth Sports
 - 1.2.1.3. Centers for Disease Control and Prevention
 - 1.2.2. Lindsay’s Law Certification from an OHSAA recognized organization
- 1.3. All Coaches shall have a bi-annual background check conducted. The following organizations are recommended for use to complete the background check but are not required or mandatory:
 - 1.3.1. National Center for Safety Initiatives (Sports Engine)
 - 1.3.2. Identity Innovations (Keith Becker)
 - 1.3.3. Protect Youth Sports (Veritas)
 - 1.3.4. USA Football (USA Football)
- 1.4. Organization Presidents shall write and sign a letter for each team book certifying that each coach,



listed by name, for that team has passed a background check that met the League's minimum criteria. If requested by the Board, the Organization President shall present the actual background check results to the League President for review.

- 1.5. All coaches within the NCYFL shall be held to the highest standards regarding conduct and sportsmanship.
- 1.6. Failure to adhere to the rules of the NCYFL, or to those of the OHSAA, shall bring stiff consequences, which may include reprimand, forfeit, probation, suspension, or termination.
- 1.7. For any coach, including Cheer (except as noted above) to be on the sidelines as a coach and get into games free of charge, each coach must provide proof that the above certifications were obtained, and a successful background check was completed. The NCYFL Coach Rosters will be available to all Organizations. Host Organizations may print a roster on game days and require coaches and team administrators to provide proof of identification prior to entering to be granted free entry.
- 1.8. Coach Rosters must be readily available to show to any Field Administrator, Host Organization Board Member, member of the NCYFL Board when requested.

2. Head Coaches

- 2.1. Shall be held accountable for the appropriate conduct of their players, staff and spectators.
- 2.2. Shall assure that their team follows all Game Day procedures for the various NCYFL game sites.
- 2.3. Shall assure that his/her team is staged and ready to take the field 10 minutes prior to scheduled game start.
- 2.4. Shall assure that his Field Book is complete and available for inspection on all Game Days.

3. Football Sideline Staff

- 3.1. The intent of rules related to sideline and cheer staff are to eliminate the presence of unnecessary people on the sidelines. It is understandable that there are circumstances that will necessitate more personnel on the sidelines at certain times such as extremely hot days and large cheer teams in younger grades. The Field Administrator has the final decision with regards to this subject but should consider the intent of the rule when making a decision.
- 3.2. A maximum of eight (8) football coaches may be on a sideline, or within the team box.
- 3.3. Each team may have one trainer on the sidelines. The trainer in no way shall be permitted to coach unless the trainer is registered as one of eight football coaches.
- 3.4. Each team may have one person to help with water on hot days. The person is in no way permitted to coach unless the person is registered as one of eight registered football coaches.
- 3.5. Each team may have one (1) person on their sideline to take pictures.
- 3.6. No other persons shall be permitted on the sideline or within the team box. Excess personnel shall be given one notice to relocate to the spectator area.
- 3.7. After one warning, violations of the above rules shall result in a 15-yard Unsportsmanlike Conduct penalty.

4. Cheer Staff

- 4.1. A maximum of two (2) Cheer Coaches may be staged with their cheer squads. Other people may assist the Cheer Coaches as necessary.
- 4.2. Cheer coaches shall position their squads in the designated area at each venue.

5. Ejections

- 5.1. Officials and Field Administrators shall have full authority to enforce the rules of the NCYFL and the OHSAA.
- 5.2. Any coach, upon receiving his second Unsportsmanlike Penalty within a game, shall be Ejected.
- 5.3. Any coach ejected from a game shall immediately leave the playing field and vacate the game site



premises. The coach is automatically suspended from the following game.\

5.4. Any coach ejected shall have his actions reviewed by the NCYFL Vice President. If the NCYFL Board finds that the ejection was valid, the Board shall take the following action:

5.4.1. Place the coach on Probation for the remainder of the season. If the offense occurs during post-season play, the coach will remain on Probation through the following season.

5.4.2. Assess a fine of \$100 to be paid to the league. The coach may only return if the fine has been paid.

5.4.3. A second ejection occurring within the same season shall result in a permanent suspension of all coaching privileges for the balance of the season. If the offense occurs during post- season play, the coach shall be suspended for the following season.

6. Suspensions and Terminations

6.1. Any willful or intentional violation of rules pertaining to player eligibility, or any act of gross misconduct with respect to Sportsmanship or the rules of the NCYFL, shall result in suspension for the remainder of the season; and, upon review by the Board of Directors, may result in the permanent termination of the offending party and/or the Head Coach.

6.2. Any intentional illegal participation by an ineligible player at a "Limited Weight Position" shall result in game Forfeit and suspension of the Head Coach for the remainder of the season.

6.3. Any coach facing season suspension or termination may request, and shall be granted, a hearing to present mitigating circumstances to the Board. The decision of the Board shall be final.

7. Coaches on the Playing Field

7.1. Coaches shall be permitted on the Playing Field to advise and assist younger players, as follows:

7.1.1. K1 and 2nd Grade can have two on-field Coaches per team.

7.1.2. 3rd Grade can have one on-field Coach per team.

7.1.3. 4th thru 6th Grade may not have a coach on the field.

7.2. On-Field Coaches shall adhere to the following special sportsmanship and conduct rules:

7.2.1. On-Field Coaches must cease all player communication, including alignment adjustments, when the Quarterback moves under Center or, if in a Shotgun formation, moves to his pre- snap alignment.

7.2.2. On-Field Coaches must move to a minimum of 10 yards beyond the deepest player at the time the quarterback is set.

7.2.3. On-Field Coaches may not communicate to players, once the quarterback is under center or starts their cadence, in any way, while a play is in progress.

7.2.4. On-Field Coaches may not interfere with the movement of the ball, or of any player.

7.3. The following penalties shall apply to On-Field Coach conduct violations of Section 7.2, above:

7.3.1. Violation of 7.2.1 ... Delay of Game ... one warning | 5-yard Penalty thereafter | loss of On- Field coaching privileges with third occurrence.

7.3.2. Violation of 7.2.2 ... Illegal Formation ... one warning | 5-yard Penalty thereafter | loss of On- Field coaching privileges with third occurrence.

7.3.3. Violation of 7.2.3 ... Unsportsmanlike Conduct ... one warning | 15-yard Penalty and loss of On- Field coaching privileges with second occurrence.

7.3.4. Violation of 7.2.4 ... Interference ... no warning - 15-yard Penalty | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.

7.4. On-Field Coaches who become belligerent or argumentative with Officials, or opposing coaches, may be relocated to the sideline for the remainder of the game by the Official.

7.5. Sideline Coaches shall not be constrained, or restricted, from communicating to players on the field prior to the snap or while a play is in progress.

7.6. On field coaches may carry water bottles for their team to use between downs.



SECTION 4 – GAME DAY PROCEDURES

1. Team Uniforms

- 1.1.** Each Team Pod of an Organization, and all teams within such Pod, shall wear uniforms which are representative of its Organizational colors. Organizations shall submit jersey designs to Board to ensure there is enough contrast between the base color of the jersey and the numbers.
- 1.2.** Teams may wear alternate jerseys if all players have the same number as listed on the Team Roster and the jersey is approved by the Board.
- 1.3.** If the jersey has a name, it shall be the last name of the player. An identifying initial may be used if two players have the same name.
- 1.4.** Two players from the same team cannot have the same number and be on the field at the same time unless the conflict arises from playing Supplemental Players pursuant to the Rules.

2. Player Equipment

- 2.1.** No player may participate in a NCYFL game wearing a uniform void of the following equipment:
- 2.2.** Helmet with substantial face mask and chin strap connected at four points.
- 2.3.** Shoulder pads.
- 2.4.** Football pants containing substantial knee and thigh pads.
- 2.5.** Football pants, or girdle, containing substantial tail and hip pads.
- 2.6.** Adequate gym shoes, turf shoes or football cleats.
- 2.7.** Football Cleats: metal tips and visible metal are strictly prohibited.
- 2.8.** Guardian Caps, protective helmet covers, are approved for wear in NCYFL games, on an individual basis.
- 2.9.** Mouth Guards: must be substantial and colored. Solid white and clear mouthpieces are prohibited.
- 2.10.** Prohibited Equipment includes jewelry, watches, rubber wrist or arm bands and tinted face or eye shields.
- 2.11.** Face shields clear and colored eye shields are prohibited.

3. Casts and Injury Protective Equipment

- 3.1.** All casts and similar protective equipment must conform to OHSAA rule specifications.
- 3.2.** Casts may only be worn during game play if they are below the elbow.
- 3.3.** No metal braces may be worn on the arms or legs.
- 3.4.** All such protective devices must be inspected by Game Officials prior to the beginning of the game and the opposing coach is to be notified prior to the game beginning.
- 3.5.** A Medical Authorization clearing a Player to participate must be in the Team Book and presented to Game Officials.
- 3.6.** The player may not run the ball with a cast.

4. Team Procedures on Game Day

- 4.1.** All players, cheerleaders and coaches must enter the game site via the admission gate or gate approved by the home team field administrator.
- 4.2.** Teams may bring in coolers with water, water bottles and granola bars or similar snacks to be consumed by players as necessary during games.
- 4.3.** Teams may bring in a post-game snack and drink to be consumed by the players after the game.
- 4.4.** Teams must warm-up in areas designated by each site; check with the Field Administrator for instructions.
- 4.5.** Teams must be staged, ready to take the field 10 minutes prior to scheduled game start.
- 4.6.** The Field Administrator shall be available for the Official's use as needed upon request for a copy



of the NCYFL Rules created by the League.

5. Team Procedures on Game Day

- 5.1.** All players, cheerleaders and coaches must enter the game site via the admission gate or gate approved by the home team field administrator.
- 5.2.** Team Books must be ready and available for inspection by the Field Administrator, and the opposing Head Coach or representative.
- 5.3.** Any coach wishing to complete an inspection, shall declare intent to inspect a book at least 30 minutes prior to the start of the game. The declaration shall be made to the opposing Head Coach or Field Administrator. The inspection will occur 30 minutes before the start of the game.
- 5.4.** Players should be assembled in numerical order, with helmets in hand, for validation.
- 5.5.** Typically, a comparison of the photo in the book to the player presented will be satisfactory.
- 5.6.** If there is a question concerning the identity of the player, the Field Administrator may ask the player for their full name, address, school, grade or birthdate. Individuals conducting an inspection should keep in mind the age of the child being questioned.
- 5.7.** If there is a discrepancy, the opposing Head Coach shall bring the discrepancy to the attention of the Field Administrator who shall try to resolve the matter. If the matter cannot be resolved, either the player does not play the game, or the game can be played under protest for the matter to be reviewed by the NCYFL Board.
- 5.8.** Failure to have your Team Book available for inspection shall result in a Forfeit.

6. Supplemental Players

- 6.1.** Not Enough Players on Hand:
 - 6.1.1.** No game may commence if a team has fewer than 11 "eligible" players. The game shall be ruled a Forfeit.
 - 6.1.2.** No scheduled game start may be delayed, without penalty, while waiting for Players to arrive.
 - 6.1.3.** If a team falls below 11 players after Relegation Play commences, the game may continue without penalty.
- 6.2.** Temporary Drafting of Supplemental Players
 - 6.2.1.** Upon realizing a Player shortage, regardless of team size, the Head Coach shall advise the Field Administrator and opposing team. In order to play the game, Supplemental Players may be drafted from the next "youngest" Grade Level team from the same Pod.
 - 6.2.2.** Supplemental Players must be presented to the Field Administrator for validation.
 - 6.2.3.** Supplemental players may not play a Limited Weight Position.
 - 6.2.4.** Any team that adds players, and has at least 11 players, shall not have the game ruled a Forfeit.

SECTION 5 – GAME SITE RULES

1. Site Standards

- 1.1.** The playing field must be a regulation size football field, properly lined and allowing for Team Boxes.
- 1.2.** There shall be water accessible for team water bottles to be filled and ice or ice packs for injuries.
- 1.3.** There shall be an operational game clock.
- 1.4.** A public-address system is preferred, but not required.
- 1.5.** There shall be adequate restroom facilities.
- 1.6.** There shall be a designated spectator area parallel to at least one sideline. If a stadium or other



facility is used to play the game with the ability to place spectators from opposing teams on opposing sidelines, spectators from opposing teams shall be placed on opposing sides. The home and visitor spectator areas shall be designated with signage.

- 1.7. Spectator areas shall be separate from the Team Box.
- 1.8. There shall be a designated area sufficient for Cheer squads to perform.

2. Gate Admissions

- 2.1. For all NCYFL Regular Season and Playoff games:
 - 2.1.1. Adult Admission: \$6
 - 2.1.2. Student and Senior (62 and older) Admission: \$3
 - 2.1.3. Age 12 and Under: Free
- 2.2. For NCYFL playoffs and final Championship games:
 - 2.2.1. Adult Admission: \$7
 - 2.2.2. Student, and Senior (62 and older) Admission: \$4
 - 2.2.3. Age 12 and Under: Free
- 2.3. For NCYFL Finals and Championship games:
 - 2.3.1. Adult Admission: \$8
 - 2.3.2. Student, and Senior (62 and older) Admission: \$5
 - 2.3.3. Age 12 and Under: Free
- 2.4. Players, Cheerleaders, Officials, Football Team Managers and Football and Cheer Coaches (subject to coaching roster requirements) shall not be required to pay a gate admission.
- 2.5. Organizations shall pay Game Officials directly from daily receipts.

3. Game Site Rules

- 3.1. No alcohol, or use of tobacco products, shall be permitted.
- 3.2. No pets, whether leashed or not, shall be permitted, unless they are certified service animals.
- 3.3. Drones are prohibited at the facility.
- 3.4. Concessions are an integral component of an organization's finances. Your patronage is appreciated!
- 3.5. Organizations hosting games are required to have a Field Book which at a minimum shall include the following:
 - 3.5.1. NCYFL By-Laws
 - 3.5.2. NCYFL Rules
 - 3.5.3. NCFYL Ejection Report
 - 3.5.4. Officials Sign-in Form

4. Chain Operators

- 4.1. Three chain operators must be furnished by the Home Team.
- 4.2. Operators must be age 16 or older.
- 4.3. Chains shall be positioned opposite the press box.
- 4.4. A delay of game penalty may be assessed if the chain crew is not present to begin the game or resume the game after half-time.

5. Scouting

- 5.1. Scouting, including video scouting, is permitted.
- 5.2. Any person Scouting shall wear a shirt with their Organization's logo and notify the Field Administrator they are present.



- 5.3. The Field Administrator shall promptly notify the Head Coach of each team which organization is currently scouting the game.
- 5.4. Any coach listed on a Coaching Roster with all stamps next to their name will be granted free admission.
- 5.5. No scouting is permitted at a team's practices.

SECTION 6 – FIELD ADMINISTRATION & OFFICIATING

1. Field Administration

- 1.1. Each league member shall designate a qualified person to be Field Administrator whenever hosting games.
- 1.2. All Field Administrators should have a fluid knowledge of these NCYFL rules and a working knowledge of OHSAA rules and the game of football.
- 1.3. The duties and responsibilities of Field Administrators shall include the following:
 - 1.3.1. Assuring the Game Site is prepared and ready for play.
 - 1.3.2. Monitoring the conduct of all participants and spectators for conformity to NCYFL rules.
 - 1.3.3. Assisting Game Officials in the interpretation and administration of NCYFL rules.
 - 1.3.4. Collaborating with Game Officials in the event of bad weather, relative to the suspension of game play.
 - 1.3.5. Inspection of Field Books and validation of team rosters 30 minutes prior to the beginning of each game as requested.
 - 1.3.6. Submitting a report to the NCYFL detailing any Forfeits, Ejections, Postponements, or other events.
 - 1.3.7. Submitting game results and scores to the NCYFL Statistician at the end of the day.
 - 1.3.8. Enter scores for games played at their site on the NCYFL website if permissible.
- 1.4. Field Administrators should always have a copy of these NCYFL Rules & Regulations available for reference.
- 1.5. Field Administrators shall immediately notify the NCYFL President of any Postponed or Cancelled game.

2. Game Officials and Officiating

- 2.1. Officials shall sign in prior to officiating or receiving payment.
- 2.2. The NCYFL shall adopt the Ohio High School Athletic Association (OHSAA) rules for Football, as they may be amended from season to season, as its guide for game rules and their interpretation.
- 2.3. Provided they are not less restrictive and intended to enhance safety or quality of youth play, the NCYFL may adopt modifications or changes to the OHSAA rules, as provided herein.
- 2.4. The NCYFL shall endeavor to employ the most qualified Game Officials to officiate NCYFL contests. In so doing, the NCYFL shall demand utmost professionalism in the fairness and interpretation of all rules.
- 2.5. Game Officials shall be prepared and have a thorough understanding of NCYFL and OHSAA rules.
- 2.6. A monitoring system may be used to monitor the effectiveness of officials.
 - 2.6.1. Coaches shall have the ability to provide feedback regarding officials.
 - 2.6.2. Officials shall sign in at the gate upon arrival at the field or prior to collecting payment.
- 2.7. Officials shall be OHSAA certified.
- 2.8. The number of Officials to be employed per game shall be as follows:
 - 2.8.1. for Kindergarten & 1st Grade games: 2 Officials.
 - 2.8.2. for 2nd thru 6th Grade games: 3 Officials.
 - 2.8.3. for Championship games (all grades): 4 Officials.



3. Game Delays Due to Officials

- 3.1. In the event one or more Game Officials are absent, or late for a scheduled start:
 - 3.1.1. K1 – 6th Grade ... game shall begin and may be officiated with two Officials.
 - 3.1.2. Championships ... game shall begin and may be officiated with three Officials.
- 3.2. No game start shall be delayed for more than 15 minutes to wait on Officials. The game shall be postponed and rescheduled by the Competition Committee if less than two officials are present.

SECTION 7 – GAME RULES

1. MINIMUM Number of Players:

- 1.1. Including those needed for “Limited Weight Positions”, all teams must have a minimum of 11 eligible players to begin a game.
- 1.2. If a team is reduced to fewer than 11 eligible players, the game may be played without penalty.

2. Game Scheduling, Starts & Delays:

- 2.1. During the Regular Season, Team Pods will be scheduled to "host" or "travel" as a group whenever possible. Maintaining such Pod conformity will not apply to the scheduling of postseason Playoff games.
- 2.2. Games may be scheduled for Saturday or Sunday, and, whenever possible, commencing at the following times:
 - 2.2.1. Kindergarten Scrimmage – 9:00 AM
 - 2.2.2. Grade K1 – 10:00 AM
 - 2.2.3. 2nd Grade – 11:20 AM
 - 2.2.4. 3rd Grade – 12:40 PM
 - 2.2.5. 4th Grade – 2:00 PM
 - 2.2.6. 5th Grade – 3:20 PM
 - 2.2.7. 6th Grade – 4:40 PM
- 2.3. All games shall commence at their scheduled starting times, unless delayed by weather or other uncontrollable circumstances, as determined by the Officials or Field Administrator.
- 2.4. No game shall begin prior to its scheduled start time unless mutually agreed upon by both Head Coaches, the Field Administrator, and the Game Officials.
- 2.5. If a team’s Captains are not present for the coin toss within 5 minutes after the scheduled start of the game, the game shall be ruled a forfeit.
- 2.6. No team may intentionally delay its game start when it has 11 eligible players available.
- 2.7. If, for any reason, a team is unable, or refuses, to timely take the field to begin its game:
 - 2.7.1. Officials may impose a Delay of Game Penalty for the initial ball spot.
 - 2.7.2. After a 5-minute delay, impose an additional Unsportsmanlike Penalty of 15 yards.
 - 2.7.3. After a 15-minute delay, the game shall be ruled a Forfeit. If the aggrieved coach agrees to play the game and it can subsequently begin, it shall be played with a "running clock", but the Forfeit ruling shall stand.

3. Game Length

- 3.1. All Kindergarten games shall consist of two 20-minute halves, running clock, with a 5 minute half time break. Kindergarten games may be ended early by the Field Administrator in order to begin the K1 game on time.
- 3.2. All games, for grades K1-6, shall consist of four 8 minute quarters, regulation clock, with a half time break not to exceed 8 minutes. The half time break may be shortened to 5 minutes if games are behind schedule.



3.3. Under certain situations, games may be played, or completed, using a "Running Clock" format.

4. Game Ball - Specifications

4.1. Game balls shall be of leather or leather composite.

4.2. Full composite balls (rubber balls) shall not be permitted.

4.3. The following ball sizes are approved:

4.3.1. K1 thru 4th Grade ... the ball size shall be a pee-wee model.

4.3.2. 5th and 6th Grades ... the ball size shall be a junior model.

4.4. Each team shall furnish its own game ball(s) and be allowed to substitute its ball into play when on offense.

4.5. Officials may reject any ball that does not conform to the defined specifications.

5. Point Scoring

5.1. Touchdown – 6 points

5.2. PAT conversion from the 3-yard line (kick, run, pass) – 1 point

5.3. PAT conversion from the 7-yard line (run, pass) – 2 point

5.4. Field Goal - 3 points

5.5. Safety – 2 points

6. Spotting the Ball

6.1. No live kickoff plays shall be permitted in the NCYFL

6.2. The Ball shall be spotted at the 35-yard-line of the Offensive team for each of the following:

6.2.1. To begin a game.

6.2.2. To begin the second half of a game.

6.2.3. After the opposing team has scored a Touchdown.

6.2.4. After the opposing team has scored a Field Goal.

6.3. After a Touchback, the Ball shall be spotted at the 20-yard-line of the Offensive team.

6.4. For a PAT attempt, the Ball shall be spotted at the 3-yard-line of the Defensive team.

6.5. After a Safety, the Ball shall be spotted at the 50-yard-line.

7. Blitzing

7.2. K, 1st and 2nd Grade

7.3. Inside Linebackers must be 3 yards off the LOS (line of scrimmage) when the ball is snapped.

7.3.1. All interior defensive players must be in a 3 or 4-point stance if aligned on the LOS.

7.3.2. This rule does not apply to Defensive Ends who are aligned outside the Tackles.

7.3.3. A violation of this rule may result in a 5-yard encroachment penalty.

7.4. 3rd thru 6th Grade

7.5. There is no limitation on blitzing.

8. Punting

8.2. K1 thru 3rd Grade

8.2.1. A "walk-off" punt of 25 Yards may be declared, as follows:

8.2.1.1. The offense shall advise an Official of its intent to Punt.

8.2.1.2. Once the punt is declared, Officials shall walk off a 25- yard punt while running 15 seconds off the clock. After 15 seconds elapse, the clock will be stopped.

8.2.1.3. No walk-off punt shall go beyond the opponent's 25-yard line.

8.2.1.4. After the change of possession, the clock shall start again with the snap.



8.3. 4th Grade

- 8.3.1.** A modified punt is used as a transitional period between the walk-off punt in 3rd Grade and the live punt in 5th Grade. The following rules apply to the modified punt:
- 8.2.2.** The offense shall advise an Official of its intent to Punt.
- 8.2.3.** Once the punt is declared, Officials shall notify the defense.
- 8.2.4.** A fake punt is prohibited.
- 8.2.5.** Only the center, punter and returner(s) may move. The returner may only move for the purpose of catching the ball. He may not return it.
- 8.2.6.** The kick must occur between the tight ends.
- 8.2.7.** If the snap is muffed, the punter may pick it up and kick it unless he puts his knee down unless he is otherwise declared down.
- 8.2.8.** The defense will take possession of the ball where it stops moving. There shall be no return.
- 8.2.9.** All defensive players except the returners shall take a knee. If any defender advances, the defense shall be assessed a 5-yard penalty.
- 8.2.10.** Fifteen seconds shall be run off the clock from the time of the snap regardless of how long the Play takes.
- 8.2.11.** If the player kicks it backwards into the endzone, the play shall be ruled a Safety and all rules pertaining to a Safety shall apply.

8.3. 5th and 6th Grades

- 8.3.2.** There shall be no walk-off punt option.
- 8.3.3.** All Punts shall be considered Live plays, including the Rush and Return:
- 8.3.4.** There may be no direct defensive contact with the Center on the punt snap if the center's head is down.
- 8.3.5.** A Quick Punt or Punt Fake is allowed; however, no Punt Fake may occur if the "30-Point Mercy Rule" is in effect.
- 8.3.6.** The punter is a Limited Weight position.

8.4. Field Goal or PAT Kick

8.4.2. K1 thru 3rd Grades

- 8.4.2.1.** There is no kicking allowed in K1 thru 3rd Grade.

8.4.3. 4th Grade

- 8.4.4.** A modified kick is used as a transitional period between not kicking in 3rd Grade and the live kick in 5th Grade. The following rules apply to the modified kick:
- 8.4.5.** The offense shall advise an Official of their intent to kick.
 - 8.4.5.1.** Once the kick is declared, Officials shall notify the defense.
 - 8.4.5.2.** A fake kick is prohibited.
 - 8.4.5.3.** Only the center, placeholder and kicker may move.
 - 8.4.5.4.** The holder may utilize a kicking block to elevate the ball a maximum of 2".
 - 8.4.5.5.** No kick fake, by run or pass, shall be permitted. The play shall be blown dead.
 - 8.4.5.6.** The play shall be immediately blown dead if the ball becomes loose and placed at the location where it was to be held for the kick.
 - 8.4.5.7.** All defensive players shall take a knee. If any defender advances, the defense shall be assessed a 5-yard penalty.

8.4.6. 5th and 6th Grades

- 8.4.6.1.** All kick attempts shall be considered live plays, per OHSAA rules.
- 8.4.6.2.** The holder may utilize a kicking block to elevate the ball a maximum of 2".



- 8.4.6.3. The center position is off limits and may not be contacted during the play if the center is hit inadvertently or on purpose the result will be a 5-yard penalty.

8.5. Mercy Rule

- 8.5.2. The purpose of the Mercy Rule is to promote sportsmanship.
- 8.5.3. When a 30-point differential is reached in the second half of play, a running clock shall commence. The clock can only be stopped by an official for an Official's injury time out or a Coach's time out.
- 8.5.4. Any team that wins by a differential of more than 36 points will be assessed a fine as follows:
 - 8.5.4.1. First offense: \$100 fine
 - 8.5.4.2. Second offense: \$250 fine
 - 8.5.4.3. Third offense and each subsequent offense: \$250 fine and one game suspension of the head coach
 - 8.5.4.4. The Head Coach may not attend games until the fine is paid.
- 8.5.5. A fine will not be assessed if 36 points is exceeded with the scoring of a defensive touchdown as the last scoring play.
- 8.5.6. An appeal to the NCYFL Board by the winning coach or his organization on his behalf may be made. Efforts to do the right thing may be taken into consideration when considering the appeal.

8.6. Ties and Overtime Rules

- 8.6.2. No games may end regulation play in a tie. No games may end regulation play in a tie. All tied games (all Grades) shall proceed into Overtime and be played in accordance with OHSAA overtime rules, with the following specifications:
 - 8.6.2.1. Each team shall be allowed one timeout per Overtime period. Unused timeouts shall not carryover from regulation play, or from prior Overtime periods.
 - 8.6.2.2. Each team shall be allowed one Offensive possession per Overtime period. The game shall be final when a tie no longer exists at the conclusion of an Overtime period.

8.6.3. Spotting the Ball

- 8.6.3.1. K1 thru 3rd Grade
 - 8.6.3.1.1. For the first overtime period, the initial ball spot shall be the 10-yard-line.
 - 8.6.3.1.2. For each subsequent overtime period, the initial ball spot shall be the 5-yard-line.
- 8.6.3.2. 4th thru 6th Grade
 - 8.6.3.2.1. For the first overtime period, the initial ball spot shall be the 20-yard-line.
 - 8.6.3.2.2. For a second overtime period, the initial ball spot shall be the 10-yard-line.
 - 8.6.3.2.3. For each subsequent overtime period, the initial ball spot shall be the 5-yard-line.

8.7. Running Clock Format

- 8.7.2. Certain situations exist where the Game Clock will change to a "running clock" format. In such cases, the game clock may be stopped only for the following events:
 - 8.7.2.1. A typical Team Timeout, per normal OHSAA rules.
 - 8.7.2.2. An Official's Timeout to address an injury on the field.
 - 8.7.2.3. Once a running clock has commenced, the rest of the game shall be played with a running clock.

8.8. Delayed, Suspended or Postponed Games

- 8.8.2. Game Officials, or the Field Administrator, shall be empowered to delay, suspend, or postpone game play due to weather, diminished light, or other uncontrollable circumstances.



- 8.8.3.** A Suspended or Delayed game does not need to be resumed when the Head Coaches and Field Administrators agree the likely game outcome has been determined. Victory shall be awarded to the team leading at the time play was suspended and the score shall become final.
- 8.8.4.** For any game that is to be resumed, the score, quarter, game clock, possession, ball spot, and the down and distance to gain shall be recorded and applied when play resumes.
- 8.8.5. Definitions**
- 8.8.5.1.** Delayed games – teams shall remain at the game site until play is ordered resumed. Teams shall be allowed a 10-minute warm-up period prior to resumption of play.
- 8.8.5.2.** Suspended game – play has commenced but will not continue the same day.
- 8.8.5.3.** Postponed game – play has not commenced and shall be rescheduled.
- 8.8.6.** When a game must be rescheduled for Suspended or Postponed games, the Competition Committee shall reschedule the game. Every effort will be made to schedule the game at the original hosting site. If not completed prior to the final weekend of the regular season. The NCYFL Board shall declare one of the following for each such game:
- 8.8.6.1.** A victory to the team who was leading at the time play was suspended.
- 8.8.6.2.** A tie is awarded.
- 8.8.7. Communication Devices**
- 8.8.7.1.** No electronic communication device is permitted to be used to communicate with players on the field of play including electronic signage to signal plays or information from the sideline.
- 8.8.7.2.** Special consideration will be made for players who may require special hearing devices.
- 8.8.7.3.** At a minimum, a violation of this rule shall result in the forfeit of the game and a one game suspension of the Head Coach.

SECTION 9 – DIVISIONS, PLAYOFFS, AND CHAMPIONSHIPS

1. Division, Playoffs, and Championships

1.1. Playoffs

- 1.1.1.** All teams will qualify for postseason playoffs.
- 1.1.2.** Each division will be assigned a playoff bracket.
- 1.1.3.** There will be two Championships:
- 1.1.3.1.** NCYFL Championship – The Challenge for the Crown
- 1.1.3.2.** Super Bowl

1.2. Seedings

- 1.2.1.** Teams will be seeded by the Competition Committee for each of the playoff brackets.
- 1.2.2.** The Competition Committee will share their method and analysis for seeding teams in each playoff bracket if requested by any league member in good standing.
- 1.2.3.** Brackets will be created based on the number of teams in the bracket in the following fashion.
- 1.2.3.1.** 4 teams – NCYFL Championship “The Challenge for the Crown” playoffs.
- 1.2.3.2.** 2-8 teams – Normal Super Bowl bracket.
- 1.2.3.3.** 9 teams – teams #8 and #9 will play Saturday morning and the winner plays #1 on Sunday evening.
- 1.2.3.4.** No weight or value shall be given to the margin of victory, or to shutout.

1.2.4. Tie Breakers

- 1.2.4.1.** In the event of a tie, the tie breakers shall be considered in order below:



- 1.2.4.1.1.** Each team's record.
- 1.2.4.1.2.** Results of a head-to-head matchup
- 1.2.4.1.3.** Record against similar opponents
- 1.2.4.1.4.** If the teams remain tied, a coin flip or the drawing of straws shall determine the ranking.

2. Facility Requirements

- 2.1.** All Championship games shall be played on turf fields with permanently mounted lights.
- 2.2.** Second round games shall be played on turf fields with permanently mounted lights.
- 2.3.** If all requirements herein are met, first round games may be played at any site. However, sites without permanently mounted lights must start at 9:00 AM.
- 2.4.** The playing field must be a regulation size football field, properly lined and allowing for Team Boxes.
- 2.5.** There shall be an operational game clock.
- 2.6.** A play clock is preferred for the Championship games, but not required.
- 2.7.** A public-address system is preferred, but not required.

3. Site Selection

- 3.1.** Championship Game Sites will be selected based on the Alphabetical Order of the Inaugural Members. New League Members will be added to the rotation of hosting Organizations consistent with the chronological order of membership status. Two organizations granted Organization status at the same meeting shall be ranked in alphabetical order. No Organization voted in shall host a Championship game in their first year of membership. Once the rotation is complete, the NCYFL Board shall determine where all new Organizations rank.
- 3.2.** A document will be posted on the NCYFL Website and updated annually which provides information related to each organization and when they are eligible to host playoff and championship round games.
- 3.3.** The League Members eligible to host the Championship games based on the preceding paragraph will be randomly drawn for assignment of a Championship series except in the league's inaugural year. The first name drawn will host the NCYFL Championship Challenge for the Crown, and the second name drawn will host the regular Super Bowl game. Organizations may trade hosting the entire series of Championship games, after the drawing, upon mutual agreement of the league members making the trade.
- 3.4.** Playoff games will be granted to League Members who meet the criteria based on a random draw. No team hosting Championship games may host Playoff games unless all interested Organizations have hosted one series of games already and a second drawing will occur. Then, the league members hosting Championship games may be entered in the drawing for the second round of selections.

4. Championship Game Awards

- 4.1.** Awards will be selected by the NCYFL Board. Awards for all levels of championships will be similar in stature.
- 4.2.** Awards shall be purchased by the NCYFL Board.
- 4.3.** Championship trophies will be substantial in size to reflect the NCYFL and shall be issued to both teams in every Championship Game. (NCYFL Bracket Championship, and Super Bowl bracket)
- 4.4.** Players and Cheerleaders from both teams in all Championship Games shall receive a medal. The medal shall be at least 2" in diameter and placed on a ribbon.



SECTION 10 – SPORTSMANSHIP, DISCIPLINARY ACTIONS, AND PROTEST

1. Sportsmanship

- 1.1. The NCYFL shall strive to be family friendly, promoting a safe and healthy environment for all participants and spectators. All participants are encouraged to invite family and friends to be supportive fans of NCYFL football.
- 1.2. Accordingly, all players, cheerleaders, coaches, parents, and spectators shall be held to the highest standards of positive Sportsmanship at all NCYFL events and game sites.
- 1.3. No person may consume alcohol, or be in an intoxicated state, at any NCYFL event.
- 1.4. All persons shall obey the instructions given by Field Administrators or persons tasked with such authority.
- 1.5. No person shall become unruly, disorderly, belligerent or display obnoxious behavior, including any remarks to harass, intimidate or ridicule opposing coaches, players, cheerleaders, their spectators, or Game Officials.
- 1.6. If offensive behavior persists, or becomes physically threatening or violent, or is perceived to be intoxicated, the offender shall be asked to vacate the game site.
- 1.7. Any person "ejected" by a Game Official or Field Administrator shall immediately vacate the game site.
- 1.8. Any spectator ejected from a game site may be suspended from attending all NCYFL events and games for the remainder of the season at the Discretion of the NCYFL.
- 1.9. If, in their sole opinion, their ability to control and manage a game is threatened, Game Officials shall have the authority to halt the game and/or award the game to the offended team by Forfeit.

2. Disciplinary Actions

- 2.1. These Rules & Regulations, together with the By-Laws of the NCYFL, identify various rule violations, events, situations, or conditions for which, in the event of their occurrence, shall result in penalty or Disciplinary Action taken against an offending Organization, team, coach, participant, parent and/or other persons involved.
- 2.2. The extent of any penalty or Disciplinary Action may include, but shall not be limited to, verbal or written warnings, in-game yardage assessments, game ejection, game forfeit, probation, suspension, fines, or termination.
- 2.3. The harshest of Disciplinary Actions shall apply to the participation of ineligible players, the blatant disregard of NCYFL rules and/or gross misconduct with respect to Sportsmanship.
- 2.4. An organization found in violation by the NCYFL Board may be subject to sanctions, which may include suspension of game hosting privileges, game forfeitures, suspension from playoff participation, probation, fines, or termination.
- 2.5. Any person or Organization may request, and shall be granted, a hearing to present mitigating circumstances. The decision of the NCYFL Board shall be final.
- 2.6. Any Organization placed on Probation as a disciplinary action is ineligible to host a Championship or Playoff game and shall not have a vote in any matter related to the NCYFL. Probation shall be for a period of six to twelve months as determined by the NCYFL Board from the date of the decision. The NCYFL Board may review Probationary term and determine what probationary requirements must be met.
- 2.7. Any fines shall be paid by cash, check, or proof of electronic transfer to the NCYFL Treasurer prior to commencement of the next game unless the issue is still under review by the NCYFL Board.

3. Protest



- 3.1.** The correct procedure for playing a game under protest for a non-judgment call will be as follows:
- 3.1.1.** If the infraction occurs before the game begins, the Field Administrator will be advised of the Protest. The opposing Head Coach and Officials will be notified prior to the start of the game by the Field Administrator or other Hosting Site Representative. If the Protest can be resolved prior to the start of the game, without delay, the game shall commence without penalty. If the issue cannot be resolved and the Head Coach wishes to continue with a Protest, a fee of \$50 will be assessed to the Head Coach and payable to the NCYFL Board.
 - 3.1.2.** If the infraction occurs during the game, the Head Coach shall notify the Official of the intent to Protest. The Official will call an Officials Time Out. Efforts will be made to notify the Field Administrator or other Hosting Site Representative as well but if unavailable, the Field Administrator will be notified upon completion of the game. The Officials and/or the Field Administrator and both Head Coaches will be brought to the center of the field and informed that the game is being played under protest. A fee of \$50 will be assessed to the protesting Head Coach. If the Officials feel that it would not be in the best interest of sportsmanship for the Head Coaches to meet, the Officials will relay the cause for the protest to the other coach.
 - 3.1.3.** Excessive delays in the game by either team will be cause for a delay of game penalty.
 - 3.1.4.** The Field Administrator shall email the Vice President of the NCYFL Board of any Protest by midnight, the day of the Protest. The Vice President shall forward the email to the NCYFL, each organization's President, and both Head Coaches.
 - 3.1.5.** Within 12 hours of the scheduled start of the game, the Head Coach filing the Protest will email their organization's President and opposing Head Coach with the details of the Protest. It is the responsibility of the organization's President to forward the email to the NCYFL Board and to ensure the opposing coach received the email. The opposing Head Coach will have 24 hours from the time of the Protesting Coach's email to file a response. The NCYFL Board will have 48 hours from the time of the Opposing Coach's email to make a decision. The following actions can be taken:
 - 3.1.5.1.** Uphold the Protest and the opposing team forfeits.
 - 3.1.5.2.** Deny the Protest and the outcome of the game is unchanged.
 - 3.1.5.3.** Make a recommendation to the NCYFL Board and Rules Committee for a rule change.
 - 3.1.6.** If either side disagrees with the decision by the NCYFL Board, within 24 hours of the email notification by the NCYFL Board, the side in disagreement must email the President the NCYFL who will immediately forward the email to the NCYFL Board. The NCYFL Executive Board must vote within 24 hours of the President's email to uphold or overturn the decision of the NCYFL Board. Their decision will be final. The NCYFL Executive Board will decide to let the game stand or be replayed from the point of Protest.
 - 3.1.7.** It is the responsibility of the person sending an email to ensure the recipient received it.
 - 3.1.8.** Any Protest Fee shall be paid by cash, check, or proof of electronic transfer to any NCYFL Board member prior to commencement of the next game.



Version History

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2. Ratified for the 2023 Season: 8/4/2023