

North Texas Youth
Football League
Wichita Falls – Bylaws

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Article I – Board of Directors

Section 1.01 North Texas Youth Football League Wichita Falls Board Members and Duties

The North Texas Youth Football League Wichita Falls shall be governed by a Board of Directors responsible for the overall management, operation, and enforcement of league rules, policies, and procedures.

The Board shall consist of the following officers, each serving the purposes outlined below:

1. **President & Commissioner – Brandon Sloan**

The President & Commissioner shall serve as the chief executive officer of the League and shall be responsible for the overall leadership, direction, and administration of the North Texas Youth Football League Wichita Falls. Duties include presiding over Board meetings, enforcing League bylaws and rules, serving as the final authority on league operations, appointing committee members as needed, and representing the League in official matters.

2. **Vice President – Cole Salsman**

The Vice President shall assist the President & Commissioner in all League operations and shall assume the duties of the President & Commissioner in their absence. The Vice President shall oversee league operations as assigned, support disciplinary and administrative functions, and help ensure compliance with League policies and procedures.

3. **Treasurer – Robert Colgan**

The Treasurer shall be responsible for the financial oversight of the League, including maintaining accurate financial records, managing League funds, overseeing budgets, collecting and disbursing funds as authorized, and providing financial reports to the Board. The Treasurer shall ensure transparency, fiscal responsibility, and compliance with all applicable financial regulations.

4. **Secretary – Megan Sloan**

The Secretary shall be responsible for maintaining official League records, including meeting minutes, bylaws, amendments, and correspondence. The Secretary shall handle official communications, maintain accurate documentation of Board actions, and ensure records are properly stored and accessible to the Board.

5. **Public Relations Officer – Kaja Salsman**

The Public Relations Officer shall be responsible for managing the League's public image and communications. Duties include coordinating announcements, maintaining communication with families and the community, managing social media and public-facing platforms, promoting League events, and serving as the primary liaison for

public inquiries and media relations.

Article II – Player Qualifications (Fall Season)

Section 2.01 Special Needs

Any child with special or physical needs **must be brought before the North Texas Youth Football League – Wichita Falls Board of Directors** for approval prior to participation in the program.

Section 2.02 Age Divisions & Weight Limits on Ball Handling (Fall Season)

(a) 6U Division – 7-on-7 Flag Football

- Players must be **more than 5 years old and no older than 6 years old** on or before **September 1** of the current calendar year.
 - Players **must turn 5 years of age by September 1** of the current calendar year.
 - Exceptions must be approved by the **North Texas Youth Football League – Wichita Falls Board**.
 - The 6U Division will play **7-on-7 flag football**.
 - **All players are eligible to advance the ball except the center.**
(See *Addendum for Flag Rules*.)
-

(b) 8U Division – 7 to 8 Years Old

- Player must be **no less than 7 and no more than 8 years old** on or before **September 1** of the current calendar year.

- Ball-handling restricted player weight shall not exceed **100 pounds** at the official Fall weigh-in.
 - The **North Texas Youth Football League – Wichita Falls Board** may approve exceptions for 6U players to play up to 8U after discussion with parents.
-

(c) 10U Division – 9 to 10 Years Old

- Player must be **no less than 9 and no more than 10 years old** on or before **September 1 of the current calendar year**.
 - Ball-handling restricted player weight shall not exceed **125 pounds** at the official Fall weigh-in.
-

(d) 12U Division – 11 to 12 Years Old / 7th Grade

- Players must be **no less than 11 and no more than 12 years old** on or before **September 1 of the current calendar year, or enrolled in 7th grade**.
 - **7th graders are eligible to play as long as they are not playing middle school football.**
 - **8th graders are not permitted** to play in the league, even if they meet the age requirement.
 - The 12U Division has **no ball-handling weight restrictions**.
-

Section 2.03 Age Division Exceptions

(No changes from previous bylaws)

Section 2.04 Age Verification

- Players must submit a **certified original birth certificate** at registration along with a date and time determined by NTYFL WF football Board of Directors. This is usually done at sizing or weigh ins.
- **ONLY exception for a birth certificate is a Passport.**
- Exceptions must be approved by the **President or Vice President of Football.**

Section 2.05 Weight Verification – “Stickered” Players

- Players at official weigh-in shall have their weight certified by league officials prior to the first game.
- Players whose weight exceeds division restrictions will have their helmet labeled as a **“Stickered” player.**
- Only approved positions may handle the ball for **weight-restricted players** (see addendum for Stickered positions).

(a) Penalties for Weight Restriction Violations

- Use of a weight-restricted player in unapproved positions will result in:
 1. **Immediate game ejection** of the head coach.
 2. **Automatic one-game suspension**, which could include playoff or championship games.
 3. **Second offense:** head coach suspended for the remainder of the season.
- The league board will review for additional disciplinary actions as needed.
- In-game penalty: **15-yard unsportsmanlike conduct** and **loss of down.**

Section 2.06 Age Division Exceptions

(i) Playing up an age division

- A player may request to play up in an older age division.
- Parents must submit a written request to the Vice President of Football for the player to be considered.
- The VP of Football or NTYFL – Wichita Falls Commissioner will contact the parent to confirm the request.
- The North Texas Youth Football League – Wichita Falls Board will review and vote to approve or deny the request.
- The final decision will be communicated to the parent via email within seven business days of the request.
- Once a player is approved to play up an age division, they may not move back down to their original age division, unless approved by the Board under special circumstances (e.g., health or safety concerns).

(ii) Playing down an age division

- Playing down is not permitted except for documented health reasons (e.g., autism or other mental or physical disabilities).
- All exceptions must be approved by the NTYFL WF Board.

(a) Weight-Restricted Player Rules

1. General Restrictions

- Weight-restricted players **may not handle or advance the ball** except as outlined below.
- Weight-restricted players **must line up on the line of scrimmage** on both offense and defense at the snap.

2. Weight Verification – “Stickered” Players

- Players at the **official weigh-in** shall have their **weights certified** by **NTYFL – Wichita Falls league officials** prior to the first game.

- The official weigh-in shall be held at a **specified time and place designated by the NTYFL – Wichita Falls Board.**
 - The weigh-in shall take place **during the week prior to the first game.**
 - *****Failure to participate** in the weigh-in process will result in a player being classified as a **“Stickered” weight-restricted player.**
 - Any exceptions to the weigh-in process require approval from the **NTYFL – Wichita Falls Board.**
 - Any player whose **weight exceeds the division weight restriction** shall have their **helmet labeled in a conspicuous manner** or “stickered” by the **NTYFL – Wichita Falls Commissioner or Vice President.**
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(b) Approved Ball-Handling Circumstances

Weight-restricted (“Stickered”) players **advance the ball only on:**

- Blocked punts
- Fumbles
- Interceptions
- Stripping the ball carrier
- Kickoff returns **only if the ball is kicked directly to the player**

*Weight-restricted players must be on the **front line** of the kick-return team.*

(c) Approved Weight-Restricted Positions

1. **Offense Line-**
 - Center

- Guards
- Tackles
- Blocking Tight Ends

2. **Defensive Line-**

- Nose Guard
- Guards
- Tackles
- Defensive Ends
- Outside Linebackers aligned **on the line of scrimmage** (not more than 1 foot off LOS)

3. **Special Teams**

- Kicker on kickoff or PAT
- Front line of kickoff return team

✗ Stickered players may NOT punt the ball

✓ Fall Season Division Summary

Division	Age (as of Sept 1)	Ball-Handling Weight Limit	Notes
6U	5–6	None	7-on-7 Flag Football
8U	7–8	100 lbs	Weight-restricted positions only
10U	9–10	125 lbs	Weight-restricted positions only
12U	11–12 or 7th grade	None	7th graders allowed if NOT in middle school football; 8th graders prohibited from this league

Article III – Coach Qualifications

Section 3.01 Coach Definitions

1. Returning Head Coach

- A **returning head coach** is a volunteer who has completed **at least one season** as a head coach within the **North Texas Youth Football League – Wichita Falls** program.
- May return to the **same division** or **move up to the next division** with the same age group previously coached.
- Must have coached during the **previous calendar year**.
- Must **Freeze your own kid**.
- Information must be **accurate and verifiable**.

2. Returning Head Coach – Changing Divisions

- Coaches may move to a new division if their previous players “graduated” or if they want to coach a different age group.

- Priority may be given to returning coaches who are in **good standing** with the league, especially if coaching a division that includes their own child.

3. Pending New Head Coach

- A volunteer expressing interest in becoming a head coach.
- Must attend and complete the **mandatory NTYFL head coaching certification and background check.**
- Upon successful completion, the coach is placed on the **final list of head coaches** for consideration.

4. New Head Coach

- Must complete:
 - Mandatory NTYFL head coaching certification.
 - **USA FOOTBALL Coaching Certification**
 - Complete Background check
- Approved by the **NTYFL – Wichita Falls Football Board.**
- Approval does **not guarantee assignment** to a team; placement is based on a **point system** and board vote.

Section 3.02 Assistant Head Coach

- Volunteer who has completed at least **one season assisting a head coach.**
- Must have **completed all required training and certifications** for head coaching.
- May **freeze their child** if coaching in the child's division.
- Must be prepared to **coach in the absence of the head coach** (practices or games).

1. Assistant Coach

- Volunteer assisting a head coach.
 - Not eligible for head coach or assistant head coach positions until **all coaching requirements are met.**
-

Section 3.03 Coach Approval & Background Requirements

- All head and assistant head coaches must be **approved by the NTYFL Football Board** each season.
 - Must pass a **background check.**
 - All coaches must complete and agree to the **NTYFL Coaches Code of Conduct.**
 - Each team must designate a **Head Coach** before the draft and an **Assistant Head Coach** before the first game.
 - Head coaches must ensure all training, certifications, and freeze requirements are **completed prior to the Draft.**
-

Section 3.04 Coaching Selection Process / Point System

- Head coach selection is based on a **cumulative point system**, including:
 - Past coaching experience (tackle football)
 - Past season performance within NTYFL
 - Parent feedback (referrals or complaints)
 - Game ejections / unsportsmanlike conduct
 - Attendance at NTYFL coaches meetings
 - Completion of required training & certifications

- Volunteer activity
 - Reputation within NTYFL
 - Annual / seasonal background checks
 - Board vote
 - Points:
 - **Head Coach:** 2 points per completed season
 - **Assistant Head Coach:** 1 point per completed season (with recommendation from their Head Coach)
 - **Football Commissioner:** 1 point per season (if not also a head coach)
 - **Board has discretion** to bypass prospective coaches for past poor behavior or other issues.
 - The point system **does not guarantee placement** as a head coach.
-

Section 3.05 Head Coach Responsibilities

- Responsible for the conduct of:
 - Self
 - Assistant coaches
 - Players
 - Player's parents
- Teams may have **1 head coach, 1 assistant head coach, 2 assistant coaches, 1 statistician, and 1 photographer** within designated areas.
- Maximum **2 APPROVED** people for water duty.
- **Head coach** ensures **no unauthorized personnel** are on the field of play.

- Head and assistant coaches must complete up to **8 games of Field Director duty** during the season.
 - Failure may result in **disciplinary action up to suspension**.
-

Section 3.06 Field & Game Conduct

- Head coach ensures no **unauthorized photography, video, or audio** occurs on the field.
 - The field of play includes:
 - Playing surface
 - Area inside fenced barriers
 - Up to 10 yards outside the sidelines or end zones
 - Any **injuries, roster changes, or incidents** must be reported to the **NTYFL Football Commissioner within 24 hours**.
-

Section 3.07 Coaching Multiple Teams

- Head coaches **MAY NOT coach two teams** in the same season, except in **emergency situations approved by the NTYFL Board**.

Section 3.08 Coaching Requirements

1. **Approval**
 - All **Coaches** must be approved by the **NTYFL – Wichita Falls Football Board** and the **North Texas Youth Football League – Wichita Falls Board** each football season.
2. **Background Check**

- All Head and Assistant Head Coaches must **complete and pass a background check** prior to participation.

3. Certification & Membership

- All Head Coaches must be **current members of USA FOOTBALL** and in good standing with the league.
- All Head and Assistant Coaches must complete and agree to the **NTYFL Coaches Code of Conduct**.

4. Team Designations

- Each team must have **one individual designated as Head Coach** before the football draft.
- Each team must have **one individual designated as Assistant Head Coach** before the football Draft.
- It is the duty of each team's **Head Coach** to ensure all above requirements are met before the first game for both the Head Coach and Assistant Head Coach to participate.

5. Draft Representation

- Each team may have **two representatives at the draft**, usually the Head Coach and Assistant Head Coach.

Article IV – Player Freeze Rules

Section 4.01 Player Freeze Definitions

1. Frozen Player

- A **frozen player** is a player **guaranteed to play for a specific Head Coach**.
- Frozen players **do not attend grass drills** unless directed by the **NTYFL-WF Board** (e.g., if their coach does not get a team, they would attend the second week of grass drills).

2. Wild Card

- A **Wild Card** is a freeze option for a player **not claimed by a returning Head Coach** and who is **available and willing to be frozen** by a New Head Coach.
 - **Wild Cards cannot be recruited** from an existing team.
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Section 4.02 New Head Coach Freeze Rules

- A **New Head Coach** may freeze a maximum of **2 players**.
 - Freezes must include:
 1. **The Head Coach's son**
 2. **The Assistant Head Coach's son** (if applicable)
 - If the Assistant Head Coach does not have a child playing, the New Head Coach may use **1 Wild Card freezes**, with the Head Coach's son being the second.
 - All frozen players must meet **NTYFL-WF player requirements** for their division.
 - If a New Head Coach has **more than one child playing**, the Assistant Coach's child counts toward freezes, and any additional children are allocated to remaining freeze slots. If no slots remain, these children are **automatically selected in subsequent live draft picks**.
-

Section 4.03 Returning Head Coach Freeze Rules

- A **Returning Head Coach** may freeze a maximum of **2 players**.
- Frozen players must have **played for the Returning Head Coach for at least one season** in the past calendar year or past two consecutive NTYFL-WF seasons.
- If a player is eligible to be frozen by two Head Coaches, the **player/family decides** whether to be frozen or enter the draft.
- Players requested to be frozen may **decline for any reason**.

- Players **not frozen** or who decline a freeze are expected to attend **one of the two grass drill days**.
 - A Returning Head Coach may freeze their son **even if the son did not previously play for him**, but total freezes **cannot exceed 2 players**.
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Section 4.04 Returning Head Coach to a Different Division

- A Returning Head Coach moving to a **different division** (see Article 3.01 Section ii) is allowed **2 freezes**, following the **same rules as a New Head Coach**.
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Section 4.05 Freeze Approval Process

- All frozen player information must be **submitted to the League Commissioner or Vice President of football** for approval.
- The **NTYFL-WF Board** will review and approve the frozen player list **1 week prior to grass drills** each season.
- Once approved, all Head Coaches will be **notified of their frozen players**.
- Frozen player information will be included with each **draft list** provided by the league Commissioner to Head Coaches.

Article V – Grass Drills

Section 5.01 Scheduling

- The **NTYFL – Wichita Falls Football Board** is responsible for scheduling grass drills.
- Drill dates and times shall be posted on **league social media platforms and the league website at least 30 days prior** to the first scheduled drill.

- Grass drills shall be held on **two different Saturdays prior to the draft**.
 - Each division will be assigned a **separate, designated time slot**.
 - Players should arrive **30 minutes prior** to their scheduled drill time for check-in and preparation.
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Section 5.02 Location

- Grass drills will be held at a location designated by the **NTYFL – Wichita Falls Football Board**.
 - If fields are deemed unplayable or restricted by local authorities, the Football Board will arrange an **alternate location** within the approved league area.
 - Coaches and families will be notified of any location changes via **email, social media, and the league website** as soon as possible.
-

Section 5.03 Players

- Players will **check in upon arrival** and be assigned a **draft number**.
 - The draft number must be **clearly visible**, adhered or pinned to the front of the player's shirt.
 - Players will line up in **numerical order** and follow instructions from the Division Commissioner or drill leader.
 - Parents must remain **outside the fenced field area** at all times.
 - Players may leave once **all assigned drills are completed**.
 - **Frozen players** may participate in the **40-yard dash** only after all draft-eligible players have completed their drills, and only if time permits.
-

Section 5.04 Coaches

- Head Coaches and Assistant Coaches may **attend and observe** grass drills on the field.
 - Coaches must **check in** and will be issued a **coach identification badge**, which must be worn at all times while on the field.
 - Coaches may **interview players prior to drills** while players are lined up.
 - If a Head Coach or Assistant Coach cannot attend, they may designate a **representative**, provided the League Commissioner/Vice President is notified **in advance via email or text** with the representative's name.
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Section 5.05 Volunteers

- The Football Board may utilize **volunteers** to assist with planning and execution of grass drills.
- Volunteers may include:
 - Coaches or former coaches
 - Parents
 - Football Board members
 - Middle school, high school, or older students
- Volunteers may assist with **setup, player management, drill assistance, and other tasks** as needed.
- Volunteer hours may qualify for organizations such as **National Honor Society, Green Cord, church programs**, or similar groups.
- Any Football Board member may **sign volunteer service forms**.
- Commissioners and Football Board members should wear **identifying apparel** (e.g., hat, shirt, hoodie) to be easily recognized.

- **Only authorized volunteers, coaches, team representatives, and Football Board members** are permitted on the field during drills.
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Section 5.06 Drills

- The Football Board is responsible for creating and executing drills that best showcase player abilities in an **organized and efficient manner**.
- Drills may include, but are not limited to:
 - Timed run
 - Footwork drills
 - Hitting and tackling
 - Passing and receiving
- Players must wear **weather-appropriate athletic clothing** and **cleats or suitable athletic shoes**.
 - Non-athletic footwear (e.g., boat shoes, dress shoes) is not permitted.
- **No helmets or shoulder pads** are allowed during grass drills.
- The Football Board will ensure the **videographer has a clear, unobstructed view** of players performing drills, free from equipment or personnel interference.

Article VI – Player Allocation

Section 6.01 Draft Day Notification

All Head Coaches will be notified of the **time and location** of the draft. Each age division will conduct its draft at a **separate time**. Due to time constraints, it is possible that not all age division drafts will occur on the same day.

Section 6.02 Attendance and Etiquette

- Each Head Coach may bring **one (1) assistant coach** to the draft room.
 - It is preferred that **only the Head Coach** communicates with **North Texas Youth Football League – Wichita Falls** staff during the draft.
 - All coaches and league staff must maintain **professional etiquette** at all times.
 - The NTYFL – Wichita Falls football draft is a **privilege** and should be conducted in a **professional and respectful atmosphere**.
 - Any coach or league staff member who fails to maintain professionalism will be subject to **disciplinary action** under league policy.
 - **Sharing draft order or draft results** with anyone outside the draft room is strictly prohibited.
 - Draft information is **confidential** and will not be released to the public.
-

Section 6.03 Draft Sheets

All Head Coaches will be provided player information **prior to grass drills and prior to the live draft**. Draft sheets provided by the **NTYFL – Wichita Falls Football Commissioner** will include:

1. Player's first and last name (siblings will be identified).
 2. Player's age and date of birth.
 3. Player's height, weight, and 40-yard dash time
 - (Player must attend uniform sizing for this information to be available.)
 4. Frozen player status.
 5. Parent comments provided during registration.
-

Section 6.04 Draft Order

- Draft order will be determined **prior to draft day**, when possible, on the **second day of grass drills**.
 - Head Coaches will draw numbers to determine draft position based on the **seniority points system** outlined in the Coaches Article.
 - The drawing of the draft order will occur **after the next division's grass drills**
 - (Example: 8U coaches draw after 10U drills).
 - Once established, the draft order will be considered **final** unless registration increases or decreases requiring a change in the number of total teams.
 - If player registration increases or decreases and requires the addition or removal of a Head Coach before the draft, **all Head Coaches will re-draw** for draft order either on draft day or at a pre-draft meeting when possible.
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Section 6.05 Draft Process

- When available, **North Texas Youth Football League – Wichita Falls** will utilize a **football draft software system** similar to the NFL Draft.
- A **serpentine draft format** will be used.

Example (8 teams):
1, 2, 3, 4, 5, 6, 7, 8, 8, 7, 6, 5, 4, 3, 2, 1
- This process continues until all available players are allocated.
- Teams may not have equal roster sizes.
- **Frozen players must be selected first** during the draft.
- After frozen players are selected, Head Coaches may choose from the remaining available players.
- Each Head Coach is allowed **one (1) minute** to make a selection.

- If no selection is made within one minute, a **10-second warning** will be issued.
- At the end of the warning period, the **Draft Coordinator** will automatically select the **next available player**, defined as the player with the lowest draft number or highest position on the draft list.
- The draft will continue immediately after the automatic selection.

Section 6.06 Hat Pick Players

- A **Hat Pick Player** is a player who is **unable to attend either of the two scheduled grass drill sessions**.
- A player may be designated as a Hat Pick for a variety of reasons, including but not limited to:
 - The player was **not frozen** by a Head Coach and **did not attend** at least one day of grass drills.
 - The player attended grass drills but was **unable to complete all required drill events**.

(a) Exceptions

- If a player has completed **two (2) seasons** of football in the **North Texas Youth Football League – Wichita Falls**, and **verifiable video exists** of the player, the player **may be entered into the live draft by vote of the league Board**.
- A player who has completed **two (2) NTYFL – Wichita Falls seasons**, and for whom video exists, **may be entered into the draft by a vote of the coaches**, even if the player does not attend grass drills.
- Players designated as **Hat Pick Players** will be included in the draft under the **Hat Pick designation** and allocated according to draft procedures.

(b) Selection Process

1. Timing of Hat Pick Selection

- After **all frozen players and all live draft players** have been selected and allocated to teams, the draft will proceed to the **Hat Pick Player selection process**.

2. Hat Pick List Distribution

- The **NTYFL – Wichita Falls Draft Coordinator** will provide each Head Coach with a list containing the **first and last names of all Hat Pick Players**.
- Each Hat Pick Player will be **numbered sequentially**, beginning with **Number 1**, continuing until all Hat Pick Players are listed.

3. **Additions or Changes**

- After all lists have been distributed, the Draft Coordinator will announce any **additions or changes** to the Hat Pick list.
- If a player registers the **night before the draft**, their name may not appear on the original list.
- It is the **Head Coach's responsibility** to note and record any additions announced by the Draft Coordinator.
- Any player added prior to allocation will be assigned the **next available number** on the Hat Pick list.

4. **Number Selection Method**

- The Draft Coordinator will provide an **appropriate container** holding numbered poker chips or similar markers.
- Each chip or marker will contain **one unique number** corresponding to a Hat Pick Player on the list.

5. **Order of Hat Pick Selection**

- Hat Pick Players will be selected **in the same draft order used for the live draft**.
- The Hat Pick selection **does not restart the serpentine draft**.
- The Head Coach who is **next in order following the final live draft pick** will receive the **first Hat Pick selection**.
- Selection will continue in the **same order** until the round is complete.

6. **Multiple Hat Pick Rounds**

- If additional Hat Pick Players remain after the first round, selection will continue **in the same order, not serpentine.**
- This ensures that **each team receives one Hat Pick before any team receives a second Hat Pick.**

Scenario A

Teams: Team 1 – Team 6
Live Draft Ends in Round 15

Round 15 – End of Live Draft

Team	Pick
Team 1	Live
Team 2	Live
Team 3	Live
Team 4	Hat Pick #1
Team 5	Hat Pick #2
Team 6	Hat Pick #3

Round 16 – Hat Picks Continue (Same Order)

Team	Pick
Team 1	Hat Pick #4
Team 2	Hat Pick #5
Team 3	Hat Pick #6
Team 4	Hat Pick #7
Team 5	Hat Pick #8

(b) Hat Pick Selection Process (continued)

- A Head Coach will only be allowed to draw **one (1) chip at a time**.
- Once a Head Coach draws a chip, the Coach shall **call out the number aloud** so all individuals in the draft room can hear.
- The number drawn will correspond to a number listed on the **Hat Pick Player List**, and the player associated with that number will be assigned to the Head Coach's team.
- This process will continue until **all Hat Pick players have been selected and allocated** to teams.
- Once all Hat Pick players have been allocated, the **live draft process shall be considered complete**.
- A **wait list** may be established for players who contact the league after the completion of the draft.
- Players placed on the wait list may be used to fill roster vacancies due to injury, attrition, or other approved circumstances.

- All roster additions from the wait list must be **approved by the North Texas Youth Football League – Wichita Falls Football Board** and shall be **selected randomly** from the wait list.
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(c) Player Trades

- Upon completion of the player draft and all player allocations, each Head Coach will be provided **one (1) opportunity** to initiate a trade involving **one (1) player** with another Head Coach.
- The **existing draft order** shall be used to determine the order in which Head Coaches are allowed to initiate a trade.
- During trade discussions, **only the two Head Coaches involved** may speak. All other coaches, commissioners, and league officials must refrain from making comments regarding a player's talent or value.
- Any discussion regarding the talent level of Hat Pick players must occur **prior to entering the draft room**.
- When it is a Head Coach's turn, the Coach will be allowed **up to two (2) minutes** to negotiate a trade with one other Head Coach.
- Once a trade decision is made, the decision shall be **final**.
- If a Head Coach does not wish to initiate a trade when it is their turn, the Head Coach shall state "**pass.**"
- The trade process will continue until **each Head Coach has been given one opportunity** to initiate a trade.

Article VII. Game Schedules

Section 7.01 General Information

- Game schedules will be set **based on the draft order**.
- Each division will use the **same procedure** for determining its schedule.

- Each Head Coach will know their **opponents for all games** at the time of the draft.
- **Game times will not be provided** on the day of the draft and/or player allocation.
- Division Commissioners and the Vice President will be allowed adequate time to coordinate schedules with **field availability**.
- Game times will be posted to the **North Texas Youth Football League – Wichita Falls website** as soon as they are finalized.
- Division Commissioners and the Vice President may select their team's game times when possible in order to accommodate their **required volunteer duties**.
- If both **natural grass fields and artificial turf fields** are used during the season, all teams will be scheduled to play on **both field types**, when feasible based on scheduling constraints.

Article VIII. Player Participation

Section 8.01 Game Attendance

A. Every player shall participate in every game in which he or she is in attendance, **except as outlined below**.

B. Each team is expected to participate with a **full team** in each regular-season game.

- Any **organized or intentional forfeits** may result in expulsion from the playoffs or a reduction in playoff seeding.
- This policy exists to maintain the integrity of league competition and ensure that all teams are able to play a full regular season (8-10 games).

Section 8.02 Injured or Ill Players

- A. A player who is injured or ill and in attendance at a game may remain in the bench area and **will not be required to play**, provided the player is **not in full pads**.

Section 8.03 Minimum Play Requirement

- **A.** Each player must participate in a **minimum of five (5) plays per half**, for a total of **ten (10) plays per game**, in every game in which the player is in attendance.
- **B.** The following **do not count** toward the minimum play requirement:
 - Kickoffs and kickoff return teams
 - Declared extra points (PATs)
 - Plays in which a dead-ball penalty occurs (false start, offsides, illegal formation, delay of game, etc.)
 - Kneel-down plays
- **C.** Teams are required to make every effort to maintain an accurate play sheet (see Section 8.04).

Section 8.04 Statistic Sheet / Play Sheet Requirements

- **A.** Each team must use the **North Texas Youth Football League – Wichita Falls approved statistic (play) sheet**.
- **B.** The play sheet must record:
 - Player name
 - Game and date
 - Number of plays per player (up to five per half)
 - Signature of the team statistician or Head Coach
- **C.** League Field Directors may **randomly check** play sheets during or after games.
- **D.** Completed play sheets must be placed in the designated mailbox or turned in to a Commissioner or Field Director **immediately after the game**, with the final score written at the top.
- **E.** If a player is found not to have received the required minimum plays:

- The Head Coach will receive a **minimum one-game suspension**.
- **F.** The minimum play sheet must be maintained regardless of roster size **unless the team has eleven (11) or fewer available players**.
- **G.** Play sheets:
 - Must **never be pre-marked**
 - Must be updated **as plays occur**
 - Must remain on the **sideline**, not in the stands
 - Must be available for inspection by Commissioners or Field Directors during the game
- **H.** Any **intentional manipulation** of the play sheet may result in:
 - Up to a **three-game suspension** for a first offense
 - A **season-long suspension**, including playoffs, for a second offense
- **I.** Play sheet manipulation during playoff or championship games may result in:
 - One or more **15-yard unsportsmanlike conduct penalties**, assessed when the infraction is discovered
 - Head coach's immediate ejection from the game and possible expulsion from the league after board investigation
- **J.** Field duty personnel and/or Commissioner/Vice President have authority to assess penalties and report violations to the game officials.

Article IX. North Texas Youth Football League Wichita Falls Game Rules

Section 9.01 UIL Rules

- All games shall be played in accordance with **current UIL football rules**, with the following exceptions:

- UIL jersey numbering rules **do not apply** (ineligible numbers are allowed unless otherwise stated in these bylaws).
 - For league purposes, the **line of scrimmage** is defined as **one (1) yard on either side of the ball**.
-

Section 9.02 Game Duration

- **A.** Each game will consist of **four (4) quarters**.
 - **B.** Each quarter will be **ten (10) minutes** in length for **10U AND 12U divisions**.
 - **C.** Each quarter will be **eight (8) minutes** in length for **8U division**.
 - **D.** **6U will play 2 twenty (20) minute halves**.
 - **E.** Halftime will be **five (8) minutes** for **EVERY age division**.
-

Section 9.03 Game Clock

- **A.** The game clock will run per UIL Rules:
- **B.** During the final **two (2) minutes of the 2nd and 4th quarters**, the clock will stop for:
 - Incomplete passes
 - Out-of-bounds plays
 - Timeouts
 - Any event requiring a clock stoppage under UIL rules
- **C.** Officials will stop the clock at the **two-minute mark** (or at the end of a play in progress), signaling regulation clock operation.
 - This **two-minute warning is not a timeout**.
 - Coaches and trainers may not enter the field unless a timeout is called.

- **D.** In the 3rd and 4th quarters, **two consecutive delay-of-game penalties** will:
 - Stop the game clock
 - Result in a **15-yard unsportsmanlike conduct penalty** against the offending team
 - Restart the clock on the next snap

 - **E.** Quarter length may be shortened at any time **by mutual consent of both Head Coaches.**
-

Section 9.04 Kickoffs

- **A.** Kickoffs will follow UIL rules **with the following exceptions:**

6U Division

- No kickoffs or kickoff returns.
- Possession will begin at the **40-yard line:**
 - To start the game
 - To start the second half
 - Following any score

All Other Divisions

- The kicking team may choose to:
 - Kick the ball
- This option applies:
 - At the start of each half

- After any score
 - After a safety, possession and kickoff may be advanced:
 - **Take over at the 40 yard line** for younger divisions
 - **Kickoff from own 20 yard line** for older divisions
-

Section 9.05 Coaches on the Field

- **A.** Coaches are **not allowed on the field during live play**, except as noted below.

6U Division Exception

- Two coaches (**one offensive, one defensive — one at a time**) may be on the field to assist players.
 - 6U Coaches must:
 - Remain at least **ten (10) yards behind the deepest player**
 - Cease all communication once the offense breaks the huddle
-

Section 9.06 Bench Area & Commissioner Timeout

- **A.** The bench area is restricted to **players and coaches only**.
- **B.** Each Head Coach may request **one (1) Commissioner Timeout per game** to clarify league bylaws.
 - This timeout **cannot be used to challenge an official's judgment call**.
 - The timeout results in a clock stoppage.
 - The ruling of the Field Commissioner is **FINAL**.

Section 9.07 Punting Rules

8U & 10U Divisions

- The offense may choose:
 - An **automatic punt advancement of twenty-five (25) yards**, or
 - A **live punt** under full rush
- Automatic punt placement:
 - From goal line to opponent's 40-yard line → advance 25 yards
 - From anywhere inside opponent's 40-yard line → half the distance
 - Inside opponent's 20-yard line → touchback (ball at the 20)
- Live punts follow UIL rules and are under full rush.

12U Division

- All punts follow **UIL rules** with full rush.
- Live punts **count toward minimum play requirements**.

Section 9.08 Game Winner Determination & Overtime

- **A.** The team scoring the most points in regulation time is the winner.
- **B.** There are **no tie games** in North Texas Youth Football League – Wichita Falls.
- **C.** Tied games will proceed to **overtime under NCAA rules**, with the following provisions:
 - Two-minute break before overtime for water

- Each team is allowed **one (1) timeout total** during overtime
- **D.** A team forfeit results in a **2–0 score**.

Section 9.09 Kickoffs and Extra Points

(a) Kickoff Rules

- Kickoffs will follow **UIL rules** with these additional options:
 - Teams may choose to **run or pass the ball** from the **3-yard line for one point**, or from the **5-yard line for two points**.
 - **Coin Toss Procedure:**
 - Five (5) minutes before the scheduled start, the referee will **toss a coin at midfield**.
 - Maximum of **four field captains per team** plus one other official may attend.
 - The visiting team captain calls the toss first.
 - Before the start of the second half, coaches meet with the referee to **select second-half options**.
 - Coin toss options follow **UIL rules** (receive, kick, defer, etc.).
 - Cheerleaders may participate in the toss, but **no more than four combined players/cheerleaders**.
-

(b) Extra Point Kick Attempts (PAT)

PAT attempts may be **Declared or Undeclared**:

1. Declared PAT Kick

- The coach or team captain must inform the referee **before breaking the huddle**.
- Referee announces the declared kick to the opposing team and coaches.

- Rules for the play:
 - The kicker **must attempt the kick**; defense may not rush the kicker.
 - The ball **may not be advanced** by the kicking team.
 - The snap must be a **shotgun snap** from center to holder, with the holder **starting on one knee**.
 - Kicker must execute the try **within 3 seconds** of the ball being set; failure = kick no good.
 - If the ball is **fumbled or touches the ground**, the attempt is no good.
 - Defense may **raise hands or jump straight up**, but may not rush.
 - **Weight-restricted players** may kick or hold.
 - **Fake kicks are prohibited** on declared attempts.

2. Undeclared PAT Kick and Field Goal Attempts

- Undeclared PAT attempts and all **field goal attempts** are under **full rush**.
- Undeclared PAT attempts are worth **2 points**.
 - **12U** may only use undeclared attempts for **1 point**.
- Both teams must have **seven players on the line of scrimmage**.
- A missed or blocked field goal may be **returned by the defense** if the ball remains in play.

3. Scoring Values

- **Successful Declared PAT Conversion** = 1 point
 - **Successful Undeclared PAT Conversion** = 2 points
 - **Field Goal** = 3 points
-

Section 9.10 Safety / Free Kick

- Follows standard UIL rules (not detailed in your text but applies to league games).

Section 9.11 Point Spread & Overtime Rules

(a) Point Spread Rule

- If at any time during regulation play a team is leading by **32 points or more**, the game clock will **run continuously** and **will not stop**, except for the following:
 - The trailing team **calls a timeout**. The official will stop the clock.
 - The **5-play minimum rule** for each player remains in effect.
-

(b) Overtime Procedures

- After the conclusion of the **fourth quarter**, officials will:
 - Instruct both teams to return to their **respective team areas for 2-minute break**.
 - Assemble at the **50-yard line** to review **overtime procedures**.
 - Escort the coaches to the **center of the field** for a coin toss.

Coin Toss Options

- The winner of the coin toss chooses **one** of the following:
 - Offense or defense, with offense starting at the **opponent's 25-yard line**.
 - Which end of the field will be used for both series of that overtime period.
 - **Note:** The winner **cannot defer** their choice.
- The loser of the toss exercises the **remaining option** for the first extra period and will have **first choice** of the two options for subsequent **even-numbered extra periods**.

Extra Period Structure

- Each **extra period** consists of **two series**, with each team putting the ball in play **by snap on the designated 25-yard line**, which becomes the **opponent's 25-yard line**.

- **Second OT will be same as first OT except each team must go for 2 point conversion from 5 yard line**

- **Team Series Rules:**
 - Each team keeps the ball until they **score** or **fail to make a first down**.
 - This continues until **one team scores** and the **other team fails to score** after having a possession.
 - Both teams will always get **an equal number of possessions**.

Subsequent Overtime Rules

- If overtime reaches a **third extra period**, Both Teams must attempt **two-point conversions from the 5 yard line**.

- If **neither team scores** on the first overtime attempt:
 - They then start a **second overtime period**.
 - If still no score after both teams possess the ball in 2 OT's, the ball moves to the **5** for a **one-play scenario** in the third and subsequent OT periods.

- This routine repeats until **one team scores** and the other fails to score with **equal possessions**.

- **North Texas Youth Football Commissioners** may **alter the rule in game** to facilitate game completion, provided **both teams travel the same distance** during the extra period.

Article X – North Texas Youth Football League Wichita Falls “Four Event” Rule

Section 10.01 Event Rule

There shall be no more than four (4) events per team in any given week, unless prior approval is granted by the North Texas Youth Football League Wichita Falls Board.

A. Definition of an Event

An “event” is defined as any practice, game, or any combination of practices and/or games.

B. Film Study

A film study session constitutes a practice and shall count toward the four (4) permitted weekly events.

C. Exceptions

Any exception to the four (4) event limit must receive prior approval from the North Texas Youth Football League Wichita Falls Board.

D. Violations and Penalties

Violation of this rule may result in:

1. A one (1) game suspension of the head coach; and/or
2. The head coach being required to appear before the North Texas Youth Football League Wichita Falls Disciplinary Committee/Board of Directors for further action.

Article XI – Football Rules

Section 11.01 Prohibited Equipment

The following equipment and items are prohibited:

1. Metal spiked shoes.
 2. Hard metal or any other hard substance on a player’s clothing or person.
 3. Sticky substances such as grease or glue on a player’s clothing, body, or equipment.
 4. Tinted or dark glasses or face shields.
 5. Any electronic equipment attached to a player’s body or equipment, including but not limited to cameras, radios, or communication devices.
 6. Any equipment which, in the opinion of the referee, endangers or confuses players.
-

Section 11.02 Game Uniform

1. All team members must wear the same color jersey.
 2. All jerseys must be numbered on the front and back for proper identification by officials and statisticians.
 3. Only football pants may be worn during games.
 4. A player who forgets their jersey may participate only if wearing a similar-colored jersey, and only after notification and approval by the coaches, referees, and Field Director prior to the start of the game.
-

Section 11.03 Playing Field

1. The field shall be a standard football field measuring one hundred (100) yards in length, including two (2) end zones of ten (10) yards each.
 2. The field shall be fifty-three and one-third ($53 \frac{1}{3}$) yards wide.
 3. Every attempt will be made to paint hash marks according to high school measurements.
 4. If no goal posts are present on the playing field, all conversions must be attempted by running or passing only.
 5. A conversion line shall be marked equally from each sideline:
 - Three (3) yards from the goal line for one-point attempts and PAT kick attempts
 - Five (5) yards from the goal line for two-point attempts
-

Section 11.04 Football Size & Required Equipment

1. The game ball shall be provided by, or approved by, the NTYFL WF official on site.
2. Approved football sizes by division:
 - 6U and 8U Division: **“Pee Wee” size ball**

- 10U Division: **“Junior” size ball**
 - 12U Division: **“Youth” size ball**
3. Mouthpieces are mandatory for all participants in tackle divisions.
 4. All helmet face shields must be clear. Tinted or colored face shields, goggles, or glasses are prohibited.
-

Section 11.05 Players and Rosters

1. A game may be played with a minimum of nine (9) players per team.
 2. If one team drops below eleven (11) players, both teams must play with the same number of players.
 3. A team with only eight (8) available players will forfeit the game.
 4. Team rosters must consist of, unless otherwise approved by the Board:
 - A minimum of fifteen (15) players to start the season
 - A maximum of twenty (20) players to start the season
 5. Only players listed on the official NTYFL WF team roster are eligible to participate.
-

Section 11.06 Formations and Game Administration

1. The offensive team must have seven (7) players on the line of scrimmage at the start of every play.
2. The defensive team may use any formation except during kicking formations.
3. The offensive team has thirty (30) seconds to put the ball in play after the referee's ready-for-play signal.

Section 11.07 Referees

1. A minimum of three (3) referees shall officiate each game.
 2. A third referee will be scheduled for all games. Only in emergency situations will games be officiated with two (2) referees.
 3. Each game official shall carry a red or yellow handkerchief and shall drop it when an infraction occurs.
-

Section 11.08 Safety Rules

1. 8U Division – Defensive Alignment

- The Nose Guard may not line up directly over the center.
- The Nose Guard may not engage in direct head-to-head contact with the center at the snap of the ball.

2. Spearing (All Divisions)

- Spearing is defined as intentional head-to-head contact at the snap of the ball.
 - Any spearing of the center will result in a fifteen (15) yard unnecessary roughness penalty.
 - No warnings will be given.
 - A second infraction by the same player will result in ejection.
-

Section 11.09 Time

1. Games shall consist of four (4) 8(8U & 10U) or 10(12U)-minute quarters.
2. The clock shall stop only for:
 - Change of possession
 - Per UIL Rules
 - After each touchdown

- Penalties occurring within the final two (2) minutes of each half
 - Team time-outs
 - At the referee's discretion
3. The clock shall be kept in regulation time during the two (2) minute warning.
 4. Each team is allowed three (3) time-outs per half.
 5. Halftime shall be five (8) minutes in duration.
-

Section 11.10 Substitution Rules

1. Free substitution is always in effect.
 2. A player may enter the game at any time when the ball is dead.
 3. If the offense substitutes the defense will be allowed time to substitute with the ref holding up the center.
-

Section 11.11 Downs

1. Each team shall have four (4) consecutive downs to advance the ball ten (10) yards or score a touchdown.
2. Upon advancing the ball ten (10) yards, a first down is awarded and a new series of downs begins.
3. A team failing to advance the ball ten (10) yards within four downs shall lose possession.
4. The opposing team shall take possession at the spot where the ball is declared dead and begin its offensive series.
5. The forward-most point of the ball touching any line shall be used in determining first downs.

Article XII – Scoring and Game Management

Section 12.01 Scoring Values

1. **Touchdown:** Six (6) points
 2. **Safety:** Two (2) points
 3. **Point After Touchdown (PAT):**
 - i. Passing or running from the three (3) yard line: **One (1) point**
 - ii. Passing or running from the five (5) yard line: **Two (2) points**
 - iii. Undeclared PAT kicking attempt: **Two (2) points**
 - iv. Declared PAT kicking attempt: **One (1) point**
 4. **Field Goal:** Three (3) points
 5. **Forfeit:** The offended team shall be awarded a win by a score of **2–0**.
-

Section 12.02 Game Acceleration

The Commissioner reserves the right to accelerate the game clock at any time in the interest of time management, field availability, or weather conditions.

Article XIII – Miscellaneous Rules and Discipline

Section 13.01 Injured Players

Once a player is removed from a game due to injury, the player must sit out a minimum of one (1) down or the team must use one (1) charged timeout.

Section 13.02 Pullover / Replacement Jerseys

If, in the opinion of the game officials or the NTYFL WF Field Director, the jersey colors of the two teams are too similar, the visiting team shall be responsible for wearing pullover or replacement jerseys of a non-conflicting color.

Section 13.03 Unsportsmanlike Conduct

1. Two (2) unsportsmanlike conduct penalties against any player or coach shall result in automatic ejection.
 2. Unsportsmanlike conduct penalties against any coach will include a fifteen (15) yard penalty and may result in ejection.
 3. Upon a coach's second unsportsmanlike conduct infraction, the official **must eject** the coach.
 - This second infraction results in ejection only, plus a separate fifteen (15) yard team penalty.
 - Game Officials and NTYFL WF officials reserve the right to eject a player, fan, or coach for anything they see fit that helps maintain gameday experience
 - Further disciplinary action may be taking if reviewed and investigated by NTYFL WF Board.
-

Section 13.04 Game Ejections and Suspensions

1. Any player or coach ejected shall be suspended for the remainder of that game and the first half of the next scheduled game.
2. If a player throws a punch or kick, that player shall be suspended for the remainder of that game and the **entire** following week's game.
3. Exceptions or modifications to suspensions may be made by the NTYFL WF Board.
4. Referees and/or the NTYFL WF Commissioner/Vice President or Field Director have the authority to suspend players or coaches for behavior deemed to endanger participants.
5. All ejections must be reported to the NTYFL WF Field Director on duty and documented using the designated field or online incident form.
6. An investigation shall be conducted by the Division Commissioner, and additional penalties may apply.
7. All unsportsmanlike conduct penalties and ejections will be reviewed by the NTYFL WF Board.
 - At the Board's discretion, and with clear video evidence, a suspension may be overturned following discussion with the President/Vice President of Football, the

Head of Officiating, and the official who made the call.

Section 13.05 Penalties

1. The 100-yard field shall utilize five (5) and ten (10) yard penalties.
 2. Personal conduct penalties may be assessed at fifteen (15) yards.
 3. The offended team shall always have the option to accept or decline a penalty.
 4. If a penalty is declined, the down shall remain the same as if no infraction occurred.
 5. If the penalty distance exceeds the distance to the goal line, the penalty shall be enforced as half the distance to the goal line.
-

Section 13.06 Mandatory Play Rule

1. All players must participate in a minimum of five (5) plays per half.
 2. Failure to comply may result in the Head Coach receiving a one (1) to three (3) game suspension.
 3. A second violation will result in a season-long suspension.
-

Section 13.07 Officials' Conduct

1. Excessive running of the game clock by officials may result in refusal of game payment.
 - The offending official must be warned prior to refusal of payment.
2. Officials are required to conduct themselves in a professional manner at all times.
3. Any official deemed to be goading a coach shall be removed immediately at the discretion of the Field Director.

Section 13.08 Conduct Toward League Officials

Any coach, parent, or individual confronting a league commissioner or official in a disrespectful manner may be removed immediately from the event by a NTYFL WF Football Commissioner/Vice President and may be subject to the maximum penalties allowable by the NTYFL WF Board.

Article XIV – Playoff Tie-Breakers and Super Bowls

Section 14.01 Playoff Tie-Breaker Seeding

In the event of a regular season record tie, the following criteria shall be used in order:

a. Head-to-Head Competition

- If tied teams did not play each other, proceed to Strength of Schedule.
- In three-way ties where teams played more than once, only the most recent matchup is considered.

b. Strength of Schedule

c. Points Allowed Against Common Opponents

d. Best Two (2) out of Three (3) Coin Toss

e. Three-Way Circular Tie

- If each team defeated one another, point differential between those teams shall be used, capped at seventeen (17) points for one game.
-

Section 14.02 Super Bowls

Super Bowl games will be conducted based on the number of teams per division each season:

1. Divisions with four (4) teams:

- One Super Bowl with top 2 teams only making the playoffs
- 2. Divisions with five (5) to eight (8) teams:
 - 4 teams make the playoffs
- 3. Divisions with nine (9) to twelve (12) teams:
 - 6 team playoff with seed 1 and seed 2 having a bye week
- 4. Available field space may limit certain brackets to a single game.

Article XV – Bylaws Review and Amendments

During the final week of each Fall and Spring football season, an email shall be sent to all registered NTYGFL WF Football families and NTYFL WF Football coaches to provide an opportunity to address concerns or suggestions regarding NTYFL WF Rules and Procedures.

Section 15.01 Feedback and Survey Process

1. The email respondents may reply and submit issues, concerns, or recommendations.
2. All submitted feedback will be organized, reviewed, and evaluated by the NTYFL WF Football Board.

Section 15.02 Review and Rule Amendments

1. The NTYFL WF Board shall review all meeting notes and submitted feedback.
 2. Proposed changes to rules or procedures shall be discussed and voted upon by the NTYFL WF Board.
 3. Any approved changes shall be incorporated into updated Rules and Procedures, which will be published by NTYFL WF as necessary.
-

Section 15.03 Rule Approval and Ongoing Suggestions

These rules were edited and updated by **NTYFL WF Football President Brandon Sloan and Vice President Cole Salsman** and approved by the **NTYFL WF Football Board**.

Ongoing suggestions, comments, or proposed amendments may be submitted at any time through the comment or email form available on the **www.wfyouthfootball.com** website.

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