

GRANBURY FLAG FOOTBALL RULES/REGULATIONS

MISSION:

At the GYFA Flag, we are dedicated to providing every child who wishes to participate in our league with the opportunity to do so, regardless of their previous football experience, athletic ability, size, gender, or race. We are committed to fostering important values such as Sportsmanship, Teamwork, Discipline, Respect, Leadership, Honesty, Integrity, Loyalty, Trust, and Commitment in our young athletes. We believe these qualities play a vital role not only in their growth on the field but also in shaping them into positive, engaged members of our community.

Our goal at GYFA Flag is to teach our athletes the true spirit of competition, celebrating victories, learning from defeats, and understanding the significance of commitment. We also aim to instill a sense of family and community within our league. By providing quality football instruction, we hope to spark a lifelong passion for sport in our youth. These goals are made possible through the dedication and support of our volunteers, parents, local businesses, and corporate sponsors who join us in creating a positive, impactful sports experience.

RULE 1 NUMBER OF PLAYERS:

1. Team Composition

Each team may have a maximum of **eight (8) players** on the field at any time and must always maintain a minimum of five (5) players on the field.

2. Injury and Substitution

If a team experiences an injury and lacks sufficient substitutes, they may continue playing with no fewer than five players. If a team has fewer than the maximum number of players on the field, the opposing coach is encouraged to match their numbers to promote fair play.

3. Forfeiture Due to Insufficient Players

If a team has fewer than **5 players** available, they will be required to **forfeit** the game. Teams may not add pickup players to their roster to compensate for a shortage of players during a game. Only players registered with the team prior to the game, in accordance with league regulations, are eligible to participate.

RULE 2 GAME BALL:

- The **official ball** shall be the **Peewee/K2 or equivalent** for **7U/8U teams**.
- The **official ball** shall be the **TDJ or equivalent** for **9U/10U/11U/12U teams**.

RULE 3 LENGTH OF THE GAME:

1. Game Duration

- **Regular Season and Playoff Games** consist of two (2) 20-minute halves.

- The clock will stop only for **half-time, timeouts, injuries**, and at the **officials' discretion**.
- 2. **Halftime**
Halftime will last **10 minutes**.
- 3. **Play Clock**
Each time the ball is spotted, the offensive team has **45 seconds** to snap the ball.
- 4. **Time-outs**
Each team is allowed **three (3) 30-second timeouts** per half.
- 5. **Official Discretion**
The officials have the authority to stop the clock at their discretion.
- 6. **Injury Time**
In the event of an injury, the clock will stop and will restart once the injured player is removed from the field of play.

RULE 4 FIELD DIMENSIONS:

1. **Field Length & Width:**
The field shall be **45 yards in length**. The playing field shall be narrowed so that the sidelines are established at the furthest hash marks on the field.
2. **Starting Field Position:**
All offensive possessions begin with the ball placed at the **40-yard line**.
3. **Out of Bounds Rule:**
If an offensive player in possession of the football crosses the **45-yard line** during a live play, they shall be ruled **out of bounds**.
The ball will be returned to the **40-yard line**, and a **change of down** will occur for the offensive team.

RULE 5 POSSESSION:

- Before the game begins, the team captains meet at midfield for a coin toss to determine possession. The visiting team calls the toss.
- The winner of the coin toss chooses either to start on offense or defense. To begin the second half, possession is given to the team that started the game on defense.

RULE 6 LINE OF SCRIMMAGE:

1. **Offensive Requirements:**
The offensive team must have a minimum of **four (4) players** set on the LOS at the time of the snap.
Players **in motion** do not count toward the required four players on the LOS.
2. **Neutral Zone & Encroachment:**
Once the **center places their hands on the ball**, no offensive player may enter the **neutral zone**.
After the **ready-for-play whistle** and until a legal snap occurs:
 - No **defensive player** may **encroach, touch the ball, stand in**, or otherwise **interfere** with the offensive team.

3. **Defensive Alignment Rules:**

No defensive player may line up **directly over the center** or in the **A Gap**.

Linebackers must maintain a minimum distance of **three (3) yards** from the LOS if positioned directly in front of the center.

RULE 7 FUMBLES:

- Fumbles **are not allowed**. If a ball is fumbled, it is immediately ruled a dead ball.
- If the ball is fumbled forward, it will be spotted at the location where the ball carrier lost possession.

RULE 8 BLOCKING:

- Blocking **is permitted**. Players may extend their arms with hands placed below the neck and above the waist while engaging in a block.
- Standard **NCAA holding rules** apply.

RULE 9 OBSTRUCTION OF THE RUNNER:

Defensive players may not impede the runner's progress. Holding, grasping, or any other action that obstructs the forward movement of the runner while attempting to remove their flag is not permitted.

RULE 10 UNIFORMS AND FLAG BELTS:

1. **Mouthguards:**

- Mouthguards are **required** and must be worn at all times during gameplay.

2. **Headwear:**

- Helmets must be worn by all players while participating in games and practices.
- Players are **not allowed** to wear caps, hats, or visors.
- Only prescription clear lens glasses are permitted.
- Sunglasses are not permitted.

3. **Uniform Requirements:**

- All players on a team must wear the **same assigned uniform jersey and shorts** for consistency.
- **Jerseys must be tucked in** and cannot hang over the flag belt.
- Shorts **may not have pockets** to ensure safety and proper gameplay.
- Players must bring their **team jersey and mouthguard** to every game.
- Players are not permitted to wear jewelry, including necklaces or earrings, during play.

4. **Flag Belts & Flag Guarding:**

- Each player must wear a **flag belt with three (3) flags**—one on each side and one on the back.

Flag guarding (using any part of the body or the ball to prevent a defender from pulling the flag) is not allowed.

Footwear:

- Players may wear **athletic shoes or cleats**.
- **Metal cleats are strictly prohibited.**

RULE 11 MOVING THE BALL:**1. Starting Possession**

- Each team shall begin possession at the **40-yard line** and move toward the same end zone while on offense.

2. Field Markers

- Cones or markers shall be placed on the **40, 25, and 10-yard lines** along the sidelines.

3. Downs & Advancing the Ball

- Each team has **three (3) downs** to move the ball to the next zone of downs.
- Example: A team starting at the **40-yard line** has **three plays** to reach the **25-yard line**.
- Inside the 10-yard line or within the red zone, each team is granted four downs to score

4. SNAP

- The center must perform a **legal football snap**, no snapping from the knee.

5. QB Sneaks

- Quarterback sneaks are **not allowed**.

6. Running Restrictions

- All plays must be run **outside the guard position** of the offensive line.
- Ball carriers are **not allowed** to run the ball in the **A-Gap**.
- The **A-Gap** is defined as **one (1) yard** on either side of the ball.

7. Defensive Restrictions

- The defense is **not allowed** to blitz the **A-Gap** at any time.

RULE 12 PASSING:**1. Legal Forward Passes**

- All passes must be thrown with **one (1) hand** from **behind the line of scrimmage**.
- The ball must be released **before crossing** the line of scrimmage.

2. Throwing the Ball Away

- The quarterback may legally **throw the ball away** to avoid a sack.
- The pass must **travel beyond** the line of scrimmage to be considered legal.

RULE 13 RECEIVING:**1. Player Motion**

- Only **one (1) player** is allowed in motion at a time.
- All motion must be **parallel** to the line of scrimmage.

2. Eligible Receivers

- The center, left guard, and right guard are not eligible receivers.
- 3. **Legal Catches**
 - A player must have **at least one (1) foot** or another body part **in bounds**, making first contact with the ground.
- 4. **Simultaneous Possession**
 - If both an offensive and defensive player **gain possession** of the ball at the same time, possession is awarded to the **offense**.
- 5. **Interceptions**
 - All interceptions are **returnable** during **game play and conversions**.
 - If the defense intercepts the ball and returns it to the 40-yard line, the defense is awarded **6 points**.
 - If the defense intercepts the ball during a conversion attempt and returns it to the opponent's 40-yard line, the defense is awarded 2 points.
 - If the defense intercepts the ball during a conversion attempt but the ball carrier's flag is pulled, the offense takes possession at the 40-yard line.
 - If the defense intercepts the ball but their flag is pulled during the return, the play ends, and the offense starts their possession at the **40-yard line**.

RULE 14 RUSHING THE PASSER:

1. **Blocking a Pass**
 - Players rushing the quarterback may attempt to **block a pass**.
 - Any contact with the quarterback, unless ruled **incidental** by the official, will result in a **roughing the passer** penalty.
2. **Sacks**
 - A sack occurs when the **quarterback's flags** are pulled **behind the line of scrimmage**.
 - The ball will be spotted at the **location of the ball** when the flag is pulled.

RULE 15 FLAG PULLING:

1. **Legal Flag Pull**
 - A legal flag pull occurs when the **ball-carrier is in full possession** of the ball.
2. **Defensive Restrictions**
 - Defenders may **dive to pull flags** but **cannot** tackle, hold, or run through the ball-carrier when pulling flags.
 - It is **illegal** to attempt to **strip** or **pull** the ball from the ball-carrier's possession at any time.
3. **Flags Falling Off**
 - If a player's flag **falls off inadvertently** while in possession of the ball, the player is considered **down immediately**, and the play ends.
 - The ball is spotted at the **location where the flag lands**.
4. **Possession Without Flags**
 - If a player with **two (2) or no flags** on their belt gains possession of the ball, the play is **dead at that spot**.

5. Intentional Flag Pulling

- A defensive player **may not** intentionally pull the flag of a player **who does not have possession** of the ball.

6. Flag Guarding

- Flag guarding occurs when the **ball-carrier obstructs a defender's attempt** to pull the flag by:
 - Stiff-arming
 - Dropping the head, hand, arm, or shoulder
 - Intentionally covering the flags with the **football or jersey**

RULE 16 LIVE BALL/DEAD BALL:

- A player is considered **down** when **one of their flags is removed or falls off**.
- If the **runner's knee touches the ground**, the play is blown dead at the spot where the knee touched.
- A player who gains possession of the ball in the air is considered **in bounds** as long as the **first foot or other body part contacts the ground within the field of play**.
- The **defense may not mimic offensive signals** in an attempt to confuse offensive players while the quarterback is calling out signals. This results in an **unsportsmanlike conduct penalty**.
- **Substitutions** may be made on any **dead ball**.
- **Any official** can whistle the play dead.

Play is ruled “dead” when:

1. The **ball hits the ground**.
 - If the ball hits the ground due to a **bad snap**, it is placed at the **spot where it touched the ground**.
2. The **ball-carrier's flag is pulled**.
3. The **ball-carrier steps out of bounds**.
4. A **touchdown, PAT, or safety is scored**.
5. The **ball-carrier's knee or arm touches the ground**.
6. The **ball-carrier's flag falls off**.
7. A **receiver catches the ball while in possession of one or no flags**.
8. An **inadvertent whistle** is blown.

NOTE: There are **no fumbles**. The ball becomes dead immediately. If the ball is **fumbled forward**, it will be spotted at the **point where the ball carrier lost possession**.

Inadvertent Whistle:

- If an **inadvertent whistle** occurs, the offense has two options:
 1. Take possession at the spot where the whistle blew, and the **down is consumed**.
 2. Replay the down from the **original line of scrimmage**.
- If an **inadvertent whistle** occurs on the last play of the **half or game**, the offense will be awarded **one untimed down** and given the same two options.

Questioning an Official's Rule Interpretation:

- A team may use a **timeout** to question an **official's rule interpretation**.
 - If the official's ruling is **correct**, the team is **charged a timeout**.
 - If the rule was **interpreted incorrectly**, the team will **not be charged a timeout**, and the correct ruling will be enforced.
- **Officials should confer** on any **controversial calls** to ensure that each team receives the **full benefit of every ruling**.

**All football rules shall follow University Interscholastic League (UIL) football regulations unless otherwise specified.*

RULE 17 OFFICIALS:

1. **Game Officials**
 - Each game shall be officiated by **two (2) officials**.
2. **Responsibilities**
 - Officials are responsible for:
 - Maintaining the **official score**.
 - Maintaining the **game clock**.
 - Enforcing all **penalties**.
 - Managing the **overall flow and conduct** of the game.

RULE 18 SCORING:

1. **Touchdowns**
 - A touchdown is worth **six (6) points**.
2. **Point After Touchdown (PAT)**
 - **1-Point Attempt:** Attempted from the **5-yard line** (pass only).
 - **2-Point Attempt:** Attempted from the **10-yard line** (run or pass).
3. **Defensive Extra Point Return**
 - A defensive team that returns a failed PAT attempt to the opposite end zone is awarded **two (2) points**.
4. **Conversion Attempts**
 - Teams must **declare** their intent to attempt either:
 - A **1-point conversion** from the **5-yard line**.
 - A **2-point conversion** from the **10-yard line**.
 - Once a decision is made, it can only be changed by **calling a timeout**.
 - A decision **cannot** be changed due to a **penalty**.
5. **Forfeits**
 - The final score of a forfeited game is **30-0** in favor of the winning team.

RULE 19 OVERTIME:

1. **Overtime Format**

- If the game is **tied at the end of regulation**, an **overtime period** will be used to determine a winner.
- 2. **Coin Toss & Possession**
 - The **home team** calls the coin toss to decide which team will choose to be on **offense or defense first**.
 - If a **second round** of overtime is required, the team that **lost the initial coin toss** will choose offense or defense.
 - This process **alternates with each round** of overtime.
- 3. **Overtime Scoring**
 - Each team will have **one (1) play** from:
 - The **5-yard line** for **1 point**.
 - The **10-yard line** for **2 points**.
 - The offensive team **chooses** whether to attempt a **1-point** or **2-point** conversion.
 - The team that started on defense then has an opportunity to match or beat the first team's attempt.
- 4. **Example Scenario**
 - **Team A** starts on offense, attempts a **1-point play from the 5-yard line**, and **succeeds**.
 - **Team B** then gets the ball and may choose:
 - A **1-point attempt** from the **5-yard line** to tie the game and force another overtime round.
 - A **2-point attempt** from the **10-yard line** for the win.
 - If the second offensive team **fails to match or beat** the first team's attempt, the first team **wins**.
- 5. **Overtime Progression**
 - **Starting in the 2nd overtime**, both teams **must attempt a 2-point conversion** from the **10-yard line**.
 - **Starting in the 3rd overtime**, each team will have **one (1) play** from the **5-yard line** going outward.
 - The team that gains the **most yards** wins the game.
 - The winning team will be awarded **1 additional point** to their final score.
- 6. **Final Score Recording**
 - The final score will **include all points scored** in overtime.
- 7. **Game Rules & Penalties**
 - All **regulation period rules and penalties** remain **in effect** during overtime.
- 8. **Timeouts**
 - **No timeouts** are allowed in overtime.
- 9. **Interceptions in Overtime**
 - **Interceptions are returnable** in overtime and are worth **2 points** if returned for a score.

RULE 20 PENALTIES:

1. The referee will call all penalties.
2. Referees determine incidental contact that may result from normal run of play.

3. All penalties will be assessed from the line of scrimmage, except as noted (Spot fouls).
4. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players may not question calls.
5. Games or halves may not end on a defensive penalty unless the offense declines it.
6. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
7. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

Defensive Spot Fouls

Infraction	Penalty
Defensive Pass Interference	Automatic First Down
Holding	+5 yards and automatic first down
Stripping	+10 yards and automatic first down

Offensive Spot Fouls

Infraction	Penalty
Flag guarding	-10 yards and loss of down

Defensive Penalties

Infraction	Penalty
Defensive unnecessary roughness	+10 yards and automatic first down
Defensive unsportsmanlike conduct	+10 yards and automatic first down
Offside	+5 yards from line of scrimmage and automatic first down
Illegal flag pull (before the receiver has the ball)	Advance to the next set of downs, or If within the red zone, move the ball half the distance to the goal
Roughing the passer	+5 yards from line of scrimmage and automatic first down
Taunting	+10 yards from line of scrimmage and automatic first down

Offensive Penalties

Infraction	Penalty
Offensive unnecessary roughness	-10 yards and loss of down
Offensive unsportsmanlike conduct	-10 yards and loss of down
Offside/false start	-5 yards from line of scrimmage and loss of down
Illegal forward pass (Any pass received or lands behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)	-5 yards from line of scrimmage and loss of down
Offensive pass interference	-5 yards from line of scrimmage and loss of down
Illegal motion (more than one person moving)	-5 yards from line of scrimmage and loss of down
Delay of game	-5 yards from line of scrimmage and loss of down
Impeding the rusher	-5 yards from line of scrimmage and loss of down
Illegal Procedure	-5 yards from line of scrimmage and loss of down
Holding	-5 yards from line of scrimmage and loss of down

RULE 21 MINIMUM PLAY:

To promote fairness and ensure all players have an opportunity to participate, the following minimum play rules apply:

- **Regular Season:** Each player must participate in at least four (4) plays per game.
- **Playoffs & Championships:** Each player must participate in at least two (2) plays per game, including special teams.

These requirements serve as the minimum standard, superseding any external league rules unless stricter policies are in place.

Enforcement & Penalties

Head coaches are responsible for ensuring compliance with the minimum play rule. Violations will result in the following disciplinary actions:

- **First Offense:** Suspension for one game, including practices.
- **Second Offense:** Full-season suspension.
- **Playoff & Championship Violations:** Immediate suspension from playoff or championship games, with potential extension into the following season if deemed necessary.

These measures uphold the integrity of the game and ensure equal participation for all players.

RULE 22 SPORTSMANSHIP (MERCY RULE):

If a team leads by 30 or more points at any point in the second half, the game will be declared over. However, if the coaches of the trailing team wish to continue playing, the game may proceed with the score frozen.

RULE 23 ORGANIZED ACTIVITIES:

Flag teams may hold no more than three (3) organized team activities per week, including games. Practices are limited to a maximum duration of 90 minutes.

Non-physical team gatherings, such as film sessions or team parties, are not considered practice or games and are not subject to this limitation.

All practices and organized activities must take place at an approved location or facility for insurance and liability purposes.

RULE 24 LEAGUE OPERATIONS:

Game/Practice Schedules:

The League will proactively develop a comprehensive game and practice schedule in advance and promptly share it with all participants and relevant stakeholders. This schedule will consider key factors such as player availability, field accessibility, and appropriate age divisions.

To uphold a tradition of **respect and unity**, each home game will begin with the **national anthem**, followed by a **moment of prayer**, if possible.

Safety:

GYFL Safety Commitment: The Association is dedicated to ensuring the safety of all participants. It will establish and enforce comprehensive safety guidelines and protocols, including but not limited to equipment standards, field conditions, and emergency procedures.

Heat Index:

All health and safety protocols, including those related to the Heat Index, shall be followed in accordance with GYFA Bylaws

Water breaks are mandatory every 15 minutes, regardless of the Heat Index.

RULE 25 COACHING GUIDELINES & FIELD CONDUCT:

All coaches are expected to uphold the league's philosophies, coaching guidelines, and code of conduct.

On-Field & Sideline Conduct

- A maximum of **two (2) coaches** per team is allowed on the field for **7U/8U**, **one (1) coach** for **9U/10U**, and **zero (0) coaches** for **11U/12U** at any given time
- Additional coaches are permitted to coach from the sideline.
- All **team photographers, managers, position coaches, team moms, and fans** must remain a **respectable distance** from the field, or as directed by GYFA board members or referees.
- Coaches are responsible for ensuring that all team-associated members, including fans, remain in designated areas.

Coaching Position and Communication Guidelines:

1. **Offensive Coaches:** Must remain at least 10 yards behind the line of scrimmage when the ball is snapped. No verbal or physical communication is allowed once the ball is snapped, i.e., after the play has started.
2. **Defensive Coaches:** Must position themselves at least 5 yards behind the deepest defensive player when the ball is snapped.
3. **Penalties for Violations:**
 - **1st Offense:** Warning.
 - **2nd Offense:** 5-yard penalty (pre-snap).
 - **3rd Offense:** 5-yard penalty and the coach will be replaced on the field for the remainder of the game. The coach may remain on the sidelines but is prohibited from being on the field.

Coaching Requirements & Certification

To promote player safety and coaching excellence, all **coaches and volunteers** must:

- Undergo a **background check**.
- Obtain **CPR/First Aid certification**.
- Attend a **league sponsored hands-on coaching clinic** led by certified instructors.

These guidelines ensure a safe and structured environment for all participants.

Rule 26 UNSPORTSMANLIKE CONDUCT:**Player Conduct**

- Any act of **intentional tackling, elbowing, cheap shots, blocking, or unsportsmanlike behavior** will result in an **immediate ejection** from the game. The **referee has sole discretion**, and no appeals will be considered. **Foul play will not be tolerated!**
- **Offensive or confrontational language** is prohibited. The **officials determine what is offensive** and will issue **one warning**. Continued violations will result in ejection.
- Players may **not physically or verbally abuse** opponents, coaches, or officials.
- **Ball carriers must make an effort to avoid defenders** with an established position.
- **Defenders must allow free releases** off the line of scrimmage and may **not run through** the ball carrier when pulling flags. **Rough play will not be tolerated!**

Player Ejections and Appeal Process:

1. **Player Ejections:** Any player ejected from a game for any reason will be suspended from their team's next scheduled game following the ejection. This suspension will be enforced by the member associations. Any violation of this suspension will result in further disciplinary action by the GYFA Flag Committee.
2. **Appeal Process:**
 - (A) A player ejected from a game may submit a written appeal through their head coach to their association's Board of Directors. Until the GYFA Executive Committee has made a determination regarding the appeal, the player must comply with the suspension.
3. **Appeal Fee:** All player ejection appeals require a \$150.00 deposit. If the appeal is successful and the violation is not upheld, the deposit will be refunded to the appealing party.

Fan Conduct

Fans must demonstrate **good sportsmanship**:

1. Cheer **to support players**, not to harass officials or other teams.
 2. Keep all **comments clean and profanity-free**.
 3. **Encourage all players**, not just one child or team.
- Fans must also help maintain a **safe and kid-friendly environment**:
 1. Keep younger children and equipment (coolers, chairs, tents) at a respectable distance from the field, or as directed by GYFA board members or referees.
 2. Dispose of **all trash** in designated trash cans.

RULE 27 GAME CLOCK:

The game clock will be maintained by the referees.

GATE ADMISSIONS:**General Admission**

GYFA is permitted to collect gate fees for all **GYFA games**. Gate fees are determined annually based on hosting costs for the year.

Single Ticket Prices (Maximum Rates):

- **Adults (18 and older):** \$8.00
- **Seniors (60 and older):** \$5.00
- **Children & Students (17 & under):** Free

Championship & Super Bowl Games

The **hosting Member Association** is responsible for ticket sales. Revenue, after official payments, will go to the host organization.

Ticket Prices:

- **Adults:** \$10.00
- **Children & Students (Grades 1-12):** Free

PROTECTED PLAYER/SAVES:

1. Each team is allowed to **protect/save up to three (3) players** per roster.
2. **Head Coaches and Assistant Coaches** must **protect/save their own child(ren)** if they are participating in the same division.
3. If a **coach protects/saves a player with a sibling in the same grade level, the sibling automatically becomes a Protected/Saved Player as well.**
4. If a coach drafts or saves a player with a sibling in the same grade level and has no remaining saves, the sibling will automatically be the coach's next pick in the draft order.
5. A **parent of a Protected/Saved Player is not required** to serve as an **Assistant Coach or sideline volunteer.**
6. A **Save Form must be completed and submitted by the designated deadline before the draft**, and once submitted, **no changes to the Protected/Saved Player list** will be allowed until **Draft Day**

DRAFT PROCEDURES:

1. **Team Size**
 - **Team rosters will ideally consist of 12 players** but may be adjusted based on the number of registered participants.
2. **Draft Oversight & Order:**

- The draft will be **monitored by the GYFA Board President or the Grade-Level Commissioner.**
 - The **draft order** will be determined by a mutually agreed-upon game of chance.
 - Once the order is set, the draft will proceed in a **"snake" format** (e.g., 1,2,3,3,2,1,1,2,3...) when there are more than two teams.
3. **Draft Room Access:**
- Only the **Head Coach and one additional person** are allowed in the draft room.
 - **Board Members** who have a player in that grade and are **not the Head Coach or designated assistant** must exit the draft room.
4. **Protected Players & Draft Adjustments:**
- If teams have an **equal number of protected players**, the draft proceeds according to the determined order.
 - If teams have an **unequal number of protected players**, the team(s) with fewer protected players will receive **additional picks** until all teams are equal.
 - When there are **more than two teams** with an **unequal number of protected players**, the draft order follows the established procedure to ensure fairness.
5. **Parent Requests:**
- If a parent requests that their child **not be placed on a specific coach's team**, the request **does not have to be honored** but will be shared with the Head Coach for consideration. This ensures transparency while maintaining the integrity and fairness of the draft process.
6. **Siblings Rule:**
- If a coach drafts or saves a player who has a **sibling in the same grade level**, the **sibling automatically becomes the coach's next pick** in the draft order.
7. **Player Retention & Late Registrations:**
- **No player shall be cut from a team** after being selected in the draft.
 - The **GYFA Board** has the discretion to **place newly registered players** after the draft.
 - Placement will follow the **original draft order**, ensuring fairness.
 - **Returning players may not register after the draft** to prevent intentional holdouts for team selection.
8. **Finalizing the Draft:**
- **All teams must be finalized at the draft**, and the process will be closely monitored by the **GYFA Board**.
 - The **Board retains authority** to make necessary adjustments to maintain fairness.
 - **Coaches and the Grade-Level Commissioner must sign the official GYFA draft form** upon completion.
 - **Trades are allowed** but must be **finalized before the draft concludes**.

*There will be **zero exceptions** to the draft/save rules as outlined, including but not limited to situations involving ride-shares.*

AGE DIVISIONS:

Player eligibility for each division is determined by age as of **September 1st of the current season:**

- **7U/8U Division:** Players must be **8 years old or younger**.
- **9U/10U Division:** Players must be **10 years old or younger**.
- **11U/12U Division:** Players must be **12 years old or younger**. **7th-grade players are not eligible.**

Playing Up

Players may request to "**play up**" one age division above their eligible level. A **Play Up Form** must be completed and submitted for approval by the **GYFA Flag Board** during the certification process.

****In the event of any discrepancies including but not limited rules, and code of conduct, the matter will be referred to the GYFA Flag board for consideration. The board will make the final decision.***

****In the event that an age division does not have enough players to meet GYFA Flag Football rules, the GYFA Board may adopt additional rules at its discretion to ensure all age divisions are able to have a season. For example, NFL Flag Football rules may be implemented.***

GO GENERALS!

Appendix A **Rules of Conduct**

Coaches Code of Conduct:

Coaches are expected to abide by the following Code of Conduct as set forth:

With regard to my players:

- I believe that my role as a coach is to contribute to overall success, physical, and athletic growth of the player through participation in football.
- I will endeavor to be a good instructor and a positive role model for my players.
- I believe that the score of a game comes second to the safety and welfare of all my players.
- I will endeavor to put winning in its proper perspective.
- I am responsible for understanding and competing within the letter and the spirit of the rules of the game.
- I will teach my players to understand and play within the letter and spirit of the rules, as well.

With regard to opposing teams:

- I believe that the way my team conducts itself can also have an influence, for better or worse, on those we compete against.
- I will endeavor to make my team a positive role model.
- I will not coach, nor allow my players to play, with intent to cause injury to opposing players.
- Neither I nor my players and spectators will display hostile behavior towards opposing players.
- Neither I nor my players and spectators will speak in a negative manner toward any member or spectator from the opposing team.
- I will emphasize winning without boasting and losing without bitterness.

With regard to Referees:

- I believe that Referees, just as coaches and players, are attempting to do their best.
- I will instill in my players and spectators respect for that fact.
- I understand that my attitude can influence my players and spectators.
- I will display a controlled and undemonstrative attitude toward Referees at all times.
- Neither I nor my players and spectators will address a Referee before, during or

after the game in a demeaning fashion.

- Coaches are responsible for the conduct of their players and the spectators on their side of the field, specifically as it relates to the referees, coaches, players, and spectators on the other team. Verbal and/or physical abuse will not be tolerated.

Any coach showing this type of behavior may be suspended for a minimum of one (1) game.

- If players and/or coaches conduct is not in the spirit of recreational football the referee and/or league commissioner can have the player and/or coach leave the game for a cooling off period. The same conduct rule applies to spectators. If the cooling off period does not resolve the problem, the person(s) may be asked to leave the field and/or grounds.

- Coaches should avoid approaching a referee or stepping on to the field to challenge a call in a demeaning way. They may be asked to leave the game and the incident will be presented to the board to be reviewed.

Coaches' failure to abide by this Code of Conduct may result in disciplinary action by the league which may include but is not limited to game suspension and/or my rights to participate as a coach for Granbury Youth Football Association.

Parent and Spectator Code of Conduct:

GYFA strives to provide a safe, fun learning environment for our youth football players. We will do our best to create an opportunity for kids to work together as a team toward common goals. We emphasize sportsmanship, teamwork, responsibility, commitment, and respect. Our focus is on developing and teaching proper, safe football skills, and core life values through the sport of football.

GYFA will not tolerate verbal or physical abuse of its volunteer coaches, referees, or players from any Parent, Player, or Spectator.

Parent or Guardian Code of Conduct:

- I will encourage good sportsmanship by demonstrating positive support for all participants, coaches, officials, board members, and staff at all league events.
- I will encourage a balanced lifestyle for my child between sports, education, and other interests.
- I will place the emotional, psychological, and physical well-being of my child, and any other child in the league ahead of any personal desires I may have.
- I will support all coaches, board members, and others working with my child, in order to encourage a positive and enjoyable experience for all.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a game.
- I will teach my child that doing one's best is more important than winning so that my child will never feel defeated by the outcome of a game.
- I will remember that children participate to have fun and that the game is for them, not adults.
- I will ask my child to treat other participants, coaches, board members, parents, and

spectators with respect, regardless of race, sex, creed, or ability.

- I will, along with any guest of mine, refrain from any vulgar, lewd, or obscene language or gestures while participating in or watching any league events.
- I will respect the coach's right to coach. I will not interfere whatsoever during the course of practice or games. Should I have a concern, I will wait for the appropriate time in which to consult with the coach, or turn my attention to the Commissioner, to express my concerns.
- I understand that only coaches, registered players and approved volunteers are allowed on the field during all practices, games, and league events. Parents or Guardians are encouraged to attend all practices, games, and league events, but must observe from an area designated for spectators.

Parents understand that if they do not adhere to this Code of Conduct, they may be removed from attending games for a period of time (to be determined by the GYFA board). As a result of any suspension, they may be required to meet with the GYFA board prior to being reinstated.

Player Code of Conduct

It is the responsibility of the parent to ensure your child agrees to the Player Code of Conduct outlined below:

- I will always demonstrate good sportsmanship and respect for other players, coaches, officials, and parents.
- I will do my best to listen and learn from my coaches.
- I deserve to have fun during my football experience and will alert parents or coaches if it stops being fun.
- I will attend and be on time for every practice and game that I can and will notify my coach if I cannot.
- I understand that an unexcused absence may result in reduced playing time.
- I will do my best in school and understand that school will always come before sports.
- I will not use profanity or taunt others.
- I will never purposely engage in an act to physically hurt another.
- I will always do my best to practice and play the game of football within the rules.
- I will always be a good teammate that will show support and never criticize others.

Players understand that if they do not adhere to this Code of Conduct, they may be suspended for a period of time (to be determined by the GYFA board). As a result of any suspension, they may be required to meet with the GYFA board prior to being reinstated.

END

