

2019

Bayou State Football Association



RULES

Bayou State Football Association Rules

OBJECTIVE:

To assist in the promotion of little league football as a competition sport, emphasizing proper sportsmanship, player participation, and spirit displayed throughout the league, solely for the physical and mental pleasure, as well as, the social benefits the players and cheerleaders derive, from the activities of the league.

General League Rules

1. **GAME RULES:** The current LHSAA rules of football will govern, except as modified herein.
2. **OFFICIAL TEAM ROSTERS:** Will be turned into the league commissioners, the Monday before the Jamboree game is played. Date each year to be set by BSFA.
 - a. Roster must include the following: player's name, age, date of birth, weight, jersey number, and address. BSFA will supply official blank Roster Form to each area.
 - b. Birth Certificates and weights will be checked and verified, at the time of registration by BSFA directors.
 - c. Rosters will be signed by team coach and area director. One to be kept in team binder and the other to be held by BSFA Secretary.
 - d. Team rosters are limited to (1) One Head Coach, (4) Three Assistant Coaches, and (1) One Team manager.
3. **COACHES:**
 - a. Coaches must wear shirt with their team name or area color. Only coaches for that specific team will be allowed on the sidelines. Coaches names must be submitted no later than the Monday of the first week to practice in full pads (dates subject to change yearly). No new coaches will be allowed to be added to the roster beyond this point. BSFA Board Members are allowed on the sidelines of any game provided they are outside the Coaches Box (for games in which it is not their respective team).
 - b. **ALL FOOTBALL AND CHEER COACHES MUST HAVE A BSFA FOOTBALL ID LANYARD IN ADVANCE IN ORDER TO ENTER THE GAMES FREE AND BE ALLOWED TO STAND ON THE SIDELINES.** All names must be turned in at the mandatory coaches meeting in the preseason so that all ID Lanyards may be printed and are ready to hand out at the Jamboree.

- c. There will also be allowed (2) two CHEERLEADING COACHES to enter the games free of Charge.
- d. **PLAYER'S FATHER:** If a player's father is an established coach in an area (established being defined as coaching and being on the team roster in any area the prior year) other than his own, the player may play in that area.
- e. A coach may only coach in one area per season and a coach may only coach (1) one team per age group.
- f. Park areas will conduct a mid-season and an end-of-season coach evaluation filled out by parents/guardians of participants for BSFA and park area review.

4. **ADMISSIONS:**

Coaches, team members listed on the roster, and cheerleaders in uniforms will not pay admission to games. (2) Two Cheerleading coaches per team must have coaching shirt also.

- a. Admission charge to all Regular Season BSFA Football games is as follows:
 - i. Adults (ages 13 & up) - **\$3.00**
 - ii. Children age 12 years & under - **\$1.00**
 - iii. No family maximum.
- b. Admission charge to all Jamboree, Playoffs, and Championships will be charged:
 - i. Adults (ages 13 & up) - **\$5.00**
 - ii. Children age 12 years & under - **\$1.00**
 - iii. No family maximum.

5. **BOARD OF DIRECTORS:**

The Board of Directors will consist of persons who represent an area affiliated with one of the BSFA area programs. Each Area will have at least (1) one member to represent them on the board. Each area will have (1) one Voting Director and (1) Voting members, and (1) Alternate Voting member that participates in BSFA Football League.

- a. All Executive Board Members will be appointed by the League Executive Director.
- b. Each year the board will review the rules for possible changes to improve the league.
- c. It is mandatory that Area Directors or appointed representatives be present at all board meetings, and/or protest hearings. Failure to comply will result in replacement on the board.

Note: If a Board Member misses (3) three scheduled meetings, he / she and the area they represent will lose their vote for the remainder of the season.

- d. The Executive Board of Directors will serve as the protest committee. Board members whose areas are involved in a protest, will not vote on the solution of the protest, EXCEPT the commissioner, in the event of a deadlock (tie-breaking tie

vote).

6. BIRTH CERTIFICATES:

BSFA Area Directors are responsible, along with the team coach, for checking and verifying a player's birth date. If a protest is filed on a player's age, the head coach will provide a copy of the player's birth certificate at the protest hearing. Failure to provide the birth certificate at the protest hearing, will result in forfeiture of all games in which the player has participated. A COPY OF ALL BIRTH CERTIFICATES WILL BE PLACED ALPHABETICALLY INTO EACH TEAM BINDER.

NOTE: Acceptable Birth Certificate is a notarized copy of birth certificate, school, Baptism, or hospital record.

7. PICTURES WILL BE TAKEN OF EACH TEAM AT WEIGH-INS.

Pictures will be taken of each team at weigh-ins. Each player must be dressed in full uniform, ready to take a team picture one hour prior to scheduled Jamboree game. If a team fails to take the Team Picture with all players present at Weigh-In at the designated time, that team will not be eligible to participate that season. Each player must be dressed in his designated jersey number for the season. Players are not allowed to change jersey numbers after weigh-ins without board approval. Use of jersey numbers other than those shown on pictures taken at weigh-ins will result in a one game suspension for player and coach and forfeit of game.

8. PLAYER PARTICIPATION:

A player may join a BSFA team if they comply with the following – be registered by the last scheduled registration date in the area of their choice.

9. PLAYER REGISTRATION:

Registration dates will be set by BSFA which includes league opening and closing dates. BSFA reserves the right to audit registration records to make sure park areas are compliant with registration dates set.

NO FOOTBALL PLAYER MAY REGISTER AFTER THE DRAFT DATE unless he moves to the area after the draft date, or has been cut from his / her Jr. High team, following the draft date and before Labor Day. It is legal to register until the 40-player limit is reached. It is legal to continue registration after Labor Day for any team in any BSFA area in any age group whose roster is under 17 players. Once they reach 17 players, the team cannot register any more players.

- a. **All players must be registered by Labor Day, unless roster is under 17 players.**
- b. **All late registrations must be approved by a BSFA League Director and weighed in by either BSFA Commissioner or Vice Commissioner.**

10. PLAYER EVALUATIONS:

Player evaluations must take place at each represented park run by the Football Director/Representative and age group coaches.

11. PLAYER DRAFTS:

Players drafts must take place once the age group reaches the team limit size (see Team Size Policy). All drafts must take place before the rosters are submitted to the league.

- a. A Park or BSFA representative must be present during draft selection.
- b. During the draft selection, the head coach will be allowed to retain 6 core players during the draft selection (core players = from previous team coaches). If a head coach does not have a core 6, he will be allowed the 1st 6 draft picks, after the opposing coach announces his core 6.
- c. If neither coach in the draft has a core 6, the draft will be a 1-for-1 pick. The first pick will be determined by a draw/coin flip to see who goes first.

12. AGE GROUPS are as follows:

- 5-6 year olds
 - 7-8 year olds
 - 9-10 year olds
 - 11-12 year olds
- a. Birthday cutoff date is May 1st. The age of the player on this date before the season is the age group he will participate in.
 - b. NO PLAYER may play out of his age group without Board approval. A player may play up in an older age group with the BSFA Board approval.
 - c. UNDER NO CIRCUMSTANCES MAY A PLAYER PLAY IN A LOWER AGE GROUP CLASSIFICATION.

13. TEAM SIZE:

Each team will have a cap of 28 players. If a team has more than 28 players, they must petition the BSFA Board of Directors to determine if they will be required to split.

NOTE: A DRAFT SYSTEM WILL BE UTILIZED, IN EACH AREA, TO KEEP A BALANCE WITH REGARDS TO AGE, WEIGHT, AND ABILITY.

14. INSURANCE:

All players and cheerleaders must be insured through their area program. THIS IS ABSOLUTELY MANDATORY. All Area Directors must provide the Commissioner proof of insurance, as soon as possible, following registration, and before the first practice begins. Each team binder must also hold a copy of the area's Proof of Insurance.

15. MEDICAL EXAMS:

All players must have a medical examination slip from their doctor or a physical examination provided by their program or hospital. A player ABSOLUTELY may not practice or participate in team meetings without a medical clearance, as outlined, on file with their respective Area.

NOTE: EACH AREA MUST KEEP MEDICAL SLIPS ON FILE AND BE ABLE TO PRODUCE THEM AT THE REQUEST OF THE BSFA COMMISSIONER.

16.PARK COMMITMENT:

All Park Areas must sign a participation commitment contract in order to participate in the BSFA Football League program, which needs to be approved by the BSFA Board.

17.PROTEST:

A protest will be accepted on a rule violation, if it is filed in writing within 72 hours of the game starting time to the BSFA League Commissioner. The game official must be notified at the time of the violation. All written protests must include a \$50.00 protest fee (payable to BSFA). If the protest is won, then the \$50.00 fee will be refunded. If the protest fails the fee remains with BSFA.

- a. **NOTE: All correspondence to the league must be from the Area Directors and not the coaches.**
- b. **All head coaches must keep binders on them at all times. If an opposing head coach, area director, or BSFA board member challenges a player or coach, they must be able to produce proper documents.**
- c. **** PROTESTS ON JUDGEMENT CALLS ARE NOT ACCEPTABLE. ****

18.DIRECTORS AND COACHES CONDUCT:

All Directors and Head Coaches conduct is to be set forth and governed by the BSFA Board. Failure to do so may / will result in termination from the BSFA Football Program.

- a. **In the event a coach allows an Ineligible Player to play in any game or an Ineligible Ball Carrier Player is unstickered for any reason; said Coach will serve a One (1) Year Suspension for any participation or coaching in BSFA.**
- b. **If a coach is found guilty by the BSFA Board of recruiting players from another area, after a review of the evidence presented by the park alleging the recruiting violation; the guilty coach will be banned from coaching in the BSFA for life.**

19.BSFA COACHES CLINIC:

ALL BSFA Head Coaches and Assistant Coaches must be present at the pre-season MANDATORY BSFA Coaches Clinic.

- a. **Any coach not in attendance will not be allowed to receive their Coaches Card until the fine has been paid. All fines in conjunction with not attending must be paid through the Area in which the coaches in associated.**
- b. **Each year, the date of the Mandatory Coaches Clinics will be set by the BSFA Commissioner.**
- c. **All BSFA Head Coaches are recommended to be First Aid / CPR Certified at the start of the season.**

20. PARENTS CONDUCT:

BSFA is a league dedicated to children and providing the best possible experience for them. Parent's behavior and support is a large part of the experience. Just as Director and Coaches have a code of conduct and ethics to follow, so will the parents. Parent's code of conduct, set forth by the BSFA Board, could range from banishment from practices or games for the parent, to dismissal for the parent and the child from BSFA and the area program.

21. GAMES:

BSFA games will be played as scheduled by the BSFA Board. Schedules will be distributed before the beginning of the regular season. Each area will provide a representative to attend and assist in the scheduled meeting. Once schedules are published, there will be no changes made without Board approval.

22. PRACTICES:

No practices will begin before the date set by the BSFA commissioner. There can be no physical contact before physical exams have been done, insurance is paid, and certificates of insurance are filed with the BSFA Commissioner.

- a. Practices may not exceed 2.5 hours.**
- b. Each team may practice up to 3 days/week.**
- c. Only 2 days can be in full pads, and the 3rd day is a "walk-thru"**

23. WEIGH-IN:

Official weigh-in will be held at BSFA Jamboree, and will be monitored by a BSFA Director of another area.

- a. ALL PLAYERS MUST BE WEIGHED IN BEFORE PLAYING THEIR SCHEDULED JAMBOREE GAME.**
- b. Any player who is not weighed in will not be able to play the position of offensive running back, end, or advance the ball under rule #24.**
- c. A date will be set for those players absent from the Jamboree and must be weighed in at such date to be able to play in the regular scheduled games.**
- d. ALL PLAYERS MUST REPORT ONE (1) HOUR BEFORE THE SCHEDULED JAMBOREE GAME TIME.**
- e. Team pictures will be taken at weigh-ins. These will be placed in the team binder along with the birth certificates. **PLEASE SEE RULE # 7 FOR DETAILS****

- f. **ANY PLAYER THAT IS NOT WEIGHED IN BEFORE THE JAMBOREE WILL AUTOMATICALLY BE STICKERED – NO QUESTIONS ASKED FOR THE ENTIRE SEASON.** It is the player's responsibility to make it to any of the scheduled weigh-ins in the event that they miss their scheduled weigh-in appointment; their final opportunity will be before the first game of the regular season.

24. RUNNING BACK / OFFENSIVE END WEIGHT LIMITS:

Running back and offensive end weight limits are determined by adding 4 lbs with equipment on to the weight limit of the age group. Players must weigh wearing football cleats, game socks, football pants with pads, and game jersey as the minimum clothing. Players will only have ONE opportunity to weigh-in. Once they step on the scale, the outcome of that weigh-in is final. No second chances will be allowed.

5/6 yr. olds = 74 lbs

7/8 yr. olds = 99 lbs

9/10 yr. olds = 124 lbs

11/12 yr. olds = 149

- a. The above weight registrations, prohibits a player from playing in the backfield or any other position in which he would be an eligible receiver. This includes, but is not limited to, uncovered tackles, guards, and center.
- b. Any player, whose official weight exceeds the running back limit, will have an identifying sticker affixed to his helmet. **IT IS THE COACHES RESPONSIBILTLY TO MAKE SURE THAT OVER THE WEIGHT LIMIT PLAYERS ALWAYS HAVE THE STICKERS AFIXED TO THEIR HELMET.**
- c. Penalty for not having the sticker is forfeiture of the game.
- d. An ineligible ball carrier may advance the ball only on an interception, fumble, recovery, or blocked punt, if the ineligible ball carrier is the first player to take possession of the ball, following one of these (3) three events. On a kickoff, the ball is automatically dead, at the point an ineligible ball carrier takes possession of the ball.

25. AREA AND TEAM JERSEY COLORS:

TO BE DETERMINED

****ALL JERSEYS MUST HAVE PLAYER NUMBERS ON BOTH FRONT AND BACK****

SPECIFIC GAME RULES

1. FIELDS:

ALL GAMES WILL BE PLAYED ON A REGULATION SIZE 100-YARD FIELD.

- a. All fields must be marked - burned, chalked, or painted – including goal line, end zone, and sidelines. Officials must be able to distinguish all lines.
- b. If a field does not have hash marks, the pylons or cones must be placed in the end zone at the proper location.
- c. **PENALTY: VIOLATION OF SECTION A OR B RESULTS IN A FORFEIT OF THE GAME BY THE HOME TEAM.**
- d. Football fields, if not fenced, must have a restraining barrier, or must be roped off a minimum of (3) three feet from the sidelines to keep the spectators off the field. The rope must be 3/8” or larger. Officials may ask coaches to assist in getting spectators, behind the restraining barrier. All coaches are required to assist the officials.
- e. Fans should be able to sit on the same side as their team or at least be able to stand there. Fans are not allowed on sidelines or end zones.
- f. Each BSFA area must have their own BSFA Director **PRESENT**, easily recognized and available to talk with officials.

2. MERCY RULE:

No referee has the authority, or discretion to institute a running clock at any time during a game. The "GOD RULE" does not apply to BSFA League. However, if the two head coaches agree, a running clock can be instituted at any point in a game.

3. GAME TIMES:

- a. The game times will consist of (4) four, (8) eight-minute quarters.
- b. Officials will stop the clock, and notify each coach at the end of the first (1st) and third (3rd) quarters. Time between halves will be (10) ten minutes.
- c. The clock will stop at all regular points of football, according to High School football rules. A (4) FOUR-minute warning will be given if there is no visible clock on the field. If a field has a visible clock, the official will not stop the clock at the (4) FOUR-minute time, or advise the teams of (4) FOUR minute remaining in the game.
- d. Clock operator must be (18) eighteen years or older. The official may shut off the field clock if officials deem necessary.
- e. Double or triple-header games will follow immediately following a prior game, if games are behind schedule. If games are ahead of schedule, a game can begin

early, only if both coaches agree to do so. Otherwise, games will follow their assigned times.

4. OVERTIME:

Each team will have (4) four downs, starting at their opponents (10) ten-yard line, to score. Following a score, or the (4) four downs being completed, without a score the opponent will be given the same opportunity. If neither team scores, they will continue overtime until (1) one team prevails, the winner. Following the score of a touchdown, the offensive team will be given the normal try for the extra points.

5. PLAYOFFS:

All teams will qualify for the playoffs using a single elimination seeded bracket. Ties in league standing will be decided as follows:

- a. Head to Head Competition
- b. Record against Common Opponents
- c. Points Allowed against Common Opponents
- d. Points scored against Common Opponents
- e. Coin Toss.

****THE BSFA BOARD WILL DESIGNATE LOCATION AND TIMES****

NOTE: If any team is pulled from the field for any reasons, other than injuries, that team cannot go to the playoffs.

- 6. A director from each area MUST be present for the entire day and at all jamboree, play-off games and championship games.**

7. COACHES ON THE FIELD:

Coaches will not be allowed on the field during play, EXCEPT:

- a. 7/8-year-old games, (1) one coach (with BSFA Lanyard) will be allowed in the huddle or behind the offense or defense
- b. 5/6 year-old-games, (2) two coaches (with BSFA Lanyard) will be allowed in the huddle or behind the offense or defense.

****NOTE:** Coaches can only have a clipboard, towel, or playbook with them. They must be (5) five yards behind the deepest player after the huddle breaks. **PENALTY WILL BE FIRST A WARNING FOR TEAM, THEN SUBSEQUENT (5) FIVE-YARD PENALTIES, FOR EACH OFFENSE.**

- c. Coach is not allowed to talk once offensive signals have started and until the whistle blows the play dead.
STRICTLY ENFORCED --- (5) FIVE YARD PENALTY.
- d. Coaches on the field must be silent during kickoffs and while ball is in play.

8. PLAYER TIME RULES

- a. Ages 5/6 and 7/8 will have a 10-Play minimum play rule. All players must play a minimum of 10 plays (Excluding Special Teams) per game. Head Coaches will be responsible for all players' participation.
- b. Ages 9/10 and 11/12 will have a 5-play minimum play rule. All players must play a minimum of 5 plays (Excluding Special Teams) per game. Head Coaches will be responsible for all players' participation.

9. KICKING AND PUNTING:

- a. For kickoffs, the offensive team will kick from the 50-yard line.
- b. For punts, transfers of possession will be a (25) twenty five yard walk off by the referee or a dead ball punt will be executed
 - i. Punt declaration: The offensive Head Coach must declare whether or not he will march off 25 yards or, execute a dead ball punt before the start of the game.
 1. 11/12 year-old age group will play by Jr. High School Rules.
 2. 9/10 year old's have the option to mark off punts (25) twenty five yards.
 3. 7/8 year old's have the option to mark off punts of 25 yards but no further than opponents 25 yard line or elect for a dead ball punt that will be downed by first contact with the ball. See punt declaration rule.
 4. 5/6 year old's will mark off punts of 25 yards but no further than opponent's 25 yard line.
 - ii. A dead ball punt, no return, no rush or contact with the center.
 - iii. No fake punts, if there is a bad snap or goes over the punters head. The punter must punt the ball, behind the line of scrimmage. He/she is not permitted to run.
 - iv. The officials will run 15 seconds off the clock, in the same manner as if the team elects not to punt the ball.
- c. The receiving team will be at an advantage to try to catch the ball. As they will be given the option of putting the ball in play from first touching the ball, or where the ball comes to rest. The receiving team cannot lose possession of the ball on a muffed catch.

10. TEAMS IN ALL AGE GROUPS WILL CHANGE ENDS OF THE FIELD ONLY AT HALF TIME.

11. OFFENSIVE RULES

ALL OFFENSIVE RULES ARE GOVERNED BY THE "NFHS" FOOTBALL RULE BOOK FOR ALL AGE GROUPS.

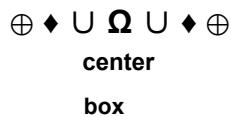
DEFENSIVE RULES

12. DEFENSIVE CENTER BOX:

- a. For ages 5/6 & 7/8's – No defenders are allowed to align on or over the center OR in the center / guard gaps. (This gap is represented by the symbol in the below illustration.) The closest a defensive lineman can be to the center is to align head-up on a guard. Any linebackers positioned over the center must be one yard off the line of scrimmage or deeper than the defensive lineman's feet.

ILLUSTRATION:

Tight End = ⊕ Tackle = ♦ Guard = U Center = Ω Center / Guard Gap =



- b. For ages 9/10 & 11/12 are governed by the “NFHS” Football Rule Book.

13. CONDUCT

Any coach, parent, player, or director who threatens, harasses, curses, or engages in physical attacks toward an official, coach, player, or other parent, will be immediately suspended from league games, practices, league activities, and all league fields, and will remain so until the BSFA Board can meet and conduct a hearing. If a coach is found guilty of violating this rule, he will be dismissed from coaching and the Area Director will appoint a new head coach to take over his coaching position, or the rest of the games will be forfeited by the team the coach is associated with. The Board Commissioner will call this meeting as soon as possible.

- a. If a coach is found guilty of this rule, he will be automatically dismissed from coaching for the remainder of the season, in the BSFA. He will not be allowed to return until the BSFA Board grants approval.
- b. Each year, All Head Coaches, Assistant Coaches and Team Managers will be provided with a BSFA Coaches Code of Conduct to be signed, returned and kept on file with the BSFA secretary.

14. COACH/PLAYER GAME EJECTIONS

1st Time – Suspended for the next game.

2nd Time – (1) Players will be suspended for the remainder of the season.
(2) Coaches will receive one calendar year suspension

- b. A player cannot curse, fight, taunt, etc., on the game field. These are considered unsportsmanlike Behaviors and are eject able offenses. The game officials have the right to remove the player(s) from the game, by way of ejection.
- c. Parents conduct is outlined on the code of conduct form, which will be on the back of the registration form, it will be signed/e-signed. Parent or legal guardian, on behalf of all parents and / or guardians of that participating player, or cheerleader,

will sign it. It is considered part of the registration. A player may not take the practice or game field until this form is signed and registration is complete. Parents must follow this code of conduct or they may face penalties which range from a phone call to league suspension for them and /or their child. **Each year, BSFA may piggy back on each area's parents/players signed code of conduct.**

- c. In the event of any ejection, both coaches must report to each of the Area Directors immediately following the game and the Area Director must notify the Executive Board no later than the following Monday. Additionally, the White Hat must report immediately following the game to both the Area Director in which the game is played and the Head of Officials. The Head of Officials must report to the Executive Board no later than the following Monday. **ALL EJECTIONS WILL BE INVESTIGATED.**

15. INELIGIBLE PLAYER(S):

If it is found that an ineligible player plays in any game; regardless to the amount of snaps, the team in which he played for will automatically forfeit the game in which the ineligible player was discovered and all prior games.

- 16. If either team(s) or both team(s) crowd get out of hand or out of control, the coach will be asked by the official(s) to calm the crowd.**

17. EQUIPMENT:

- a. Each football player, including quarterbacks, must wear a colored mouthpiece attached to the helmet from the beginning to the end of every play during game. They are also required to wear them during practices – **NO EXCEPTIONS**
- b. **ONLY APPROVED LHSAA Footwear Cleats Are Allowed
NO METAL SPIKES - NO STREET SHOES**
- c. The official league balls:
5/6 Leather Wilson K2 7/8 Leather Wilson K2
9/10 Leather Wilson K2 11/12 Leather Wilson TDJ

- 18. Home team must furnish chain crew and clock operator.**

NOTE: Chain crew and clock operator MUST be 18 years or older.

- 19. Home field must provide backup stopwatch and basic medical kit for all games.**

PENALTY IS A \$25.00 FINE.

ADDITIONAL GAME RULES FOR AGES 5-6

BSFA Guidelines for 5/6 Ages:

This age group is to be viewed as an instructional league for the players to learn the game at an early age & therefore will be more knowledgeable when reaching the 7-8 age group of the game of football.

- 1. No Kickoffs**
- 2. 3 Officials per game. Very liberal with penalties, this is a developmental age group.**
- 3. Lineman Splits cannot exceed One (1) Foot.**
- 4. Score and records kept during regular season games to be submitted to the league to determine post season seeding.**
- 5. Defense must be a standard 6-2, No Nose guard, Linebackers must play 1 yard behind tackles.**
- 6. Offense – NO motion**
- 7. Flip of the coin to determine who starts with ball.**
- 8. Starting of the game, starts at the 30 yard line.**
- 9. 45 Second Play Clock (Once referee blows the whistle to signal ready for play). White Hat will give a WARNING with 10 seconds left. There will be a 5 yard penalty for delay of game in the event the 45 Second Play Clock lapses.**
- 10.No games will end in a tie, refer to Overtime Rule.**