

Duck River Valley Youth Football League Bylaws and Rules

August 2022

Section I: League Information, Mission Statement, Board Organization

A. The name of the league shall be Duck River Valley Youth Football League (DRVYFL)

B. Mission Statement:

The Duck River Valley Youth Football League was formed to provide guidance, leadership, and instruction of the game of football and Cheerleading to all it involves, to children ages 4 through the sixth grade. The Duck River Valley Youth Football League helps ensure that our youth has activities to keep them motivated and out of trouble.

C. The mailing address of the DRVYFL shall be:

DRVYFL
P.O. Box 59
Bell Buckle, TN 37020

D. The DRVYFL Community Members, Mascots, and School Colors are:

1. Cascade Champions – White/Orange/Black
2. Chapel Hill Rockets – Royal Blue/White/Scarlet Red
3. Cornersville Bulldogs – Charcoal Gray/White/Cardinal
4. Eagleville Eagles – Maroon/Gray/White
5. Middle Tennessee Christian School Cougars – Orange/White/Black
6. Richland Raiders – White/Orange/Black (*Must wear black when playing Cascade)
7. Unionville Vikings – Purple/Gold/Black
8. Liberty Patriots – Red/White/Blue

Section II: Board of Directors, Officers, and Officer Rotation

A. **Board of Directors:**

The Board of Directors will be made up of members from league communities, with representatives being selected by each individual community.

B. **Officers:**

The officers of the DRVYFL shall be President, Vice President, Secretary, Treasurer, Cheer Coordinator, and Webb Coordinator.

C. President

Shall preside over the Board of Directors meetings and conduct and supervise the business of the league in accordance with the bylaws, policies, and directives set forth by the Board of Directors. Officially represent the Board of Directors at the DRVYFL Meetings. The authority to sign checks representing the DRVYFL shall be granted to the president.

D. Vice President

Shall be second only to the president in all business associated with the DRVYFL. Authority shall be granted to this office in the event the president is absent at meetings of the Board of Directors and conducting and supervising the business of the league in accordance with the bylaws, policies, and directives set forth by the Board of Directors. Officially represent the Board of Directors at the DRVYFL meetings.

E. Secretary

Secretary shall be responsible for compiling and distributing the monthly minutes of the Board of Directors. Minutes for each month will be distributed and voted on for approval at the following month's meeting (January minutes distributed and voted on at February meeting, etc.). Secretary shall also be responsible for maintaining a file of league correspondence and records and performing other similar duties as may be required. Maintaining and updating the DRVYFL bylaws shall be the responsibility of the secretary.

F. Treasurer

Treasurer shall be responsible for receiving and distributing duly authorized league funds. The Authority to co-sign checks representing the DRVYFL shall be granted to the treasurer.

G. Officer Election

Officers will be elected on a year-to-year basis. Each position will be nominated and then voted upon by member communities. A majority vote is required for election, with the current president holding tie-breaking vote. In the event that the election is for the presidency, the vice president will hold the tie-breaking vote. If there is a conflict where the vice-president cannot vote, the secretary, then the treasurer will be the deciding vote.

Section III: Board Meetings**A. Monthly Meetings**

1. The DRVYFL Board of Directors will hold monthly meetings. The meetings will be held on the first Wednesday of every month unless otherwise scheduled by the Board of Directors. Meeting locations will be held at a central location which will be decided by the Board of Directors.
2. The monthly meetings of the DRVYFL board of Directors will begin at 7:00pm unless otherwise determine by the Board.
3. Special DRVYFL Board meetings may be called. The time and date will be determined by the Board or unless in the event of an emergency by the President.

B. Voting

1. All business of the DRVYFL Board of Directors will require a majority vote to pass.
2. A three-fourths (75%) majority of voting members present at the board meeting will be required to change the bylaws.
3. The President shall only vote in the situation that there is a tie in votes.
4. Each community is responsible for having voting members at each meeting.
5. A minimum of (6) communities with at least one (1) voting board member from each of the 8 communities must be present to conduct a board meeting.

C. Scheduling and Play-offs

1. A select member of the board will make schedules. The schedule will be brought before the board and approved before it is finalized. The top four playoff eligible teams of each Division will advance to the play-offs.

Section IV: League Insurance

- A.** DRVYFL shall carry a Medical Expense/General Liability Insurance plan and Directors and Officers Liability policy. Each community is responsible for their portion of this insurance. These policies shall be renewed yearly.

1. The Medical Expense/General Liability Insurance Plan will have the following limits:
 - General Liability Limit: \$1,000,000.00
 - Medical Expense Limit: \$ 25,000.00
 - Medical Expense Deductible: \$ 100.00
 - Medical Expense Plan: Full Excess
2. The Directors and Officers Policy will have the following limits:
 - Liability \$1,000,000.00
 - Deductible \$ 1,000.00

- B.** The Medical Expense/General Liability Insurance Plan and the Directors and Officers Policy limits above shall be the minimum limits for the DRVYFL. An increase in the limits will require a majority vote of the DRVYFL Board.

Section V: Player Eligibility**A. Ages**

1. The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA).
 - **Grade will take precedence over age.**
2. Any player who becomes seven (7) years old on or before August 1st will not be eligible to participate in the Flag 1 Division.
3. A player must be at least four (4) years old on or before August 1st to participate in Flag 1 Division.
4. Any player who becomes nine (9) years old on or before August 1st will not be eligible to participate in Flag 2.
5. Any Player who becomes Eleven (11) years old on or before August 1st will not be eligible to participate in Junior Division.
6. Any player who becomes thirteen (13) years old on or before August 1st will not be eligible to participate in Senior Division.

B. Hardships and Rosters

1. To be eligible to participate in DRVYFL program, a player must be enrolled at or be an approved hardship player for the community school for which they are playing.

2. A hardship will be considered (voted on by the board) to anyone that is not enrolled in the school that they want to play ball at. If a child's hardship is not approved or on the roster, they are not allowed to participate or practice until they are approved.
3. If a team has 18 or more players, they are not eligible for hardships. If a team has fewer than 18 players, they are eligible to hardship players up to a total roster of 18 players. If a team's hardship number is more than 50% of their enrolled school players, they will be ineligible to participate in the playoffs.
 - **Any team hardshipping more than 1/3 of their players is playoff ineligible.**
4. All 4/5-year-old (Football and Cheer) that are not enrolled in kindergarten are exempt from the hardship rule until they start Kindergarten.
5. If the athlete is zoned for your school but is homeschooled or attends a magnet school, they will not be considered a hardship and will be deemed an "enrolled student" for the purposes of this Hardship Rule. For a homeschooled athlete, their division will be strictly decided on age and not grade.
6. In light of the homeschool/magnet school exemption detailed above, all private schools are allowed one hardship per division that is not counted. The athlete cannot be a member of any other participating community.
7. Rosters
 - All communities will use the standard form for rosters provided by the league, which shall include each participant's grade and designate which participants are hardships.
 - Each community shall distribute their rosters to all other communities prior to the first game of the season and update as appropriate.
 - A player can only play based on the roster approved for. No player will be allowed to participate in more than one division.

C. Ineligible Players

1. If any coach or board member knowingly allows an ineligible player to participate in league games, the guilty coach and/or board member will be subject to a lifetime ban from coaching or participating in league activities. All games involving the ineligible player will be forfeited, and the infracting team will be disqualified from postseason play. Also, the infracting community will be subjected to a \$500 fine, paid to the league.
 - **This fine must be paid prior to the beginning of the next season, or ALL games in all divisions, will be forfeited until fine is paid.**

Section VI: Other

A. Coaches

1. DRVYFL does not set a limit on the number of coaches each community has in the Flag 1 Division. The number of coaches for the Flag Division is the responsibility of each individual participating community.
 - Every coach and team mom must pass a background check, as detailed below, before taking the field. (Practice included)
 - Each coach is also required to complete concussion and sudden cardiac arrest training.

B. Practice and Inclement Weather

1. All preseason camps must have prior approval of the DRVYFL Board, be open to any community, and have no on-field involvement from the youth league coaches, board, etc.
2. Practices will begin four weeks prior to the first game. Saturday of that week will be the first eligible day for practice.
3. All divisions are allowed up to three practices per week. Each practice can be no longer than two hours.
4. For all tackle divisions, the first three practices will be strictly non-contact, with the helmet being the only allowable equipment. The practices must take place on three separate days; "two-a-days" are not allowed.
5. In the event of extreme weather conditions, it is the responsibility of each community to develop policy concerning practices in extreme weather conditions or adopt the policies set forth by their individual schools or school boards.

C. Scouting Teams are allowed to "scout" other teams, however, videotaping of games in which the community is not involved in, is strictly prohibited.

Example: A coach, parent, or other representative from "Team A" travels to watch a game between "Team B" and "Team C," they may take notes, but may NOT videotape the game. If this were to occur, "Team A" would forfeit any games vs "Team B" **AND** "Team C." In addition to the forfeits, the community will pay a \$250 fine. Infraacting teams are also subject to post season bans. Teams will be allowed to exchange videos of games in which they were participating.

D. Background Check All coaches, team moms, and board members will have to have a background check before being allowed to participate. League standards for background checks are that the person cannot have any sexual related or violent crimes. It is up to the communities to decide beyond that. Coaches are not allowed on the field without approval on their background check. Each community will be responsible for running their own backgrounds.**E. Ejections**

1. 1st Ejection
 - If a coach is ejected from a game, that coach will sit out the remainder of the game plus the following game.
 - (i) The coach's community will be fined \$50.00.
2. 2nd Ejection
 - If a coach is ejected from a second game, that coach will sit out the remainder of the game plus the following game.
 - (i) The coach's community will be fined \$300.00.
3. 3rd Ejection
 - If a coach is ejected from a third game, they will not be allowed to coach until the ejection goes before the League to be voted on.
 - (i) The coach will also remain suspended until any fine is paid.
4. If a player is ejected from a game, that player will sit out the remainder of the game plus the following game.

- The player's community will be fined \$25.00.

5. All ejection reports will be emailed to all community Presidents.

F. Referees

1. Regular Season Games

- There will be four (4) referees for each regular season game.
 - (i) There will be three (3) referees on the field and one (1) in the press box to run the clock.

2. Playoff Games

- There will be five (5) referees for each playoff game.
 - (i) There will be four (4) referees on the field and one (1) in the press box to run the clock.

G. Scoring

1. The extra point attempt after a touchdown will take place from the playable three (3) yard line.
 - One point will be awarded for a run or lateral pass.
 - Two points will be awarded for a completed forward pass which is caught beyond the line of scrimmage.
2. If one team gets ahead by thirty (30) or more points in any game, the scoreboard will not show more than a thirty (30) point advantage.

H. General Game Rules for All Divisions

1. Tennessee Secondary School Athletic Association (TSSAA) rules for the game will apply for the Flag I Division unless otherwise noted in this document.
2. Flag I, Flag II, and Junior Divisions will be required to use the Peewee/K2 size football for games.
3. All Flag I Division players must wear a mouthpiece on the field at all times during the game. Mouthpieces can be any color, **except for clear or white.**
4. There will be no specific number scheme any division. Any player is allowed to wear any number and play any position on the field.
5. Victory Formation
 - If victory formation is declared pre-snap to the referee, there will be no live rush on the quarterback.
 - After Victory Formation has been declared, any fumble of the snap will result in a dead ball
6. Manning of the first down chains and down marker is the responsibility of the home team, and chains will be run on the home team sideline.
7. Electronic communication between the press box and sideline is allowed **ONLY** in the Senior Division games.
8. There will be no pets at ballgames except for service animals.

Section VII: Flag I Division Rules and Regulations

A. Game Field

1. All games for Flag I Division will be played on a fifty (50) yard field (approximately 100ft wide by 150ft long)
 - Field Length
 - i) End Zone will start at the 25-yard line on each end.
 - ii) Back of the End Zone will be marked at the 15-yard line.
 - Field Width
 - i) Orange Dome Cones will be placed on each yard line at the top of the numbers. (Every 5 Yards)

B. Timing

1. All Flag I Division games will consist of two (2), sixteen (16) minute halves. At the beginning of each half, the clock will not start until the snap of the first play. There will be a continuous running clock except for the last two (2) minutes of each half or one of the following occur:
 - Official Timeout
 - Coach Timeout
 - Change of Possession
 - Touchdown
 - Injury
 - Incomplete passes and ball going out of bounds; clock will restart when the ball is set for play.
2. During the final two (2) minutes of each half the clock will run according to TSSAA rules.
3. Each team will have three (3) timeouts per half.
4. There will be a minimum ten (10) minute halftime.
5. The play clock will be set for 60 seconds and will start at the conclusion of the previous play when:
 - The ball is declared dead in the field of play
 - Incomplete pass
 - The ball is declared dead out of bounds

The play clock will be set for 45 seconds and will start at the ready for play signal:

- After the administration of a penalty.
- When play is resumed after a charged timeout
- The first play of a half or overtime
- For a free kick or try
- Possession change
- Official's timeout
- A reset of the play clock is required

C. Play

1. Flag 1 games will be played 7 players (7v7 format). Players must be present at the start of the game.
 - In the event a team has less than 7 players at the start of the game please refer to "Forfeit" section of the Flag 1 Division.

- If at any time during a game one team's number of available players drops below the number at the start of the game, the other team must match that number unless and until the opposing team is able to field more players (i.e. player returning to game after being injured).
 - If any team's number of players in the game/scrimmage drops below six (6), the game/scrimmage must stop. If the stoppage is of a game (not just a scrimmage), this will be recorded as a forfeit/loss by the forfeiting team, and the final score will be documented for end of season Points Allowed calculations.
2. During a Flag I Division game each team is allowed up to three (3) coaches on the field throughout the game.
 3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player and are no longer allowed to coach or direct and players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - **First Offense:** Verbal Warning
 - **Second Offense:** Unsportsmanlike Conduct
 - **Third Offense:** On field coach will be replaced for remainder of game
 4. There will be no live kickoff. The ball will be spotted on the receiving team's playable 10-yard line.
 5. EVERY player on the field must be properly equipped at the start of the quarterback's cadence. In the event of a silent count, the players must be equipped at the snap of the ball.
 6. Every player must adhere to the following equipment standards:
 - mouthpiece must be in place
 - flags must be in proper places (one in back, one on either side)
 - The center is not required to have a flag in the back
 7. In the event of "improper equipment" the following dead ball penalties will be administered:
 - First and second offense: Warning
 - Each additional offenses: Dead Ball 5 Yards
 8. If the ball carrier loses their flag during a play, the ball is dead at that point and the ball is spotted where the flag landed.
 9. On a punt the ball will be placed at your opponent's playable ten (10) yard line.
 10. If the ball makes contact with the ground via fumble or muffed snap, the play is dead, and the ball will be marked at the spot of contact with the ground.
 - If the fumble occurs on fourth down, and the runner has achieved sufficient yards before fumble, there will be no turnover.
 - If the line to gain has not been reached, the ball will turn over on downs.
 11. In Flag you will not be allowed to line up over center or in the A gap, and any linebacker within that area must remain 2 yards deep until the snap.
 12. The offense must have at least a center and 2 guards on the line of scrimmage and there must be a total of 4 players on the line of scrimmage.

D. Flag Guarding

1. The ball carrier may no protect his/her flag by swatting, holding, or swinging near or around the flag. The ball carrier MAY stiff arm the opponent as long as it is done with an open hand (no fist) and the hand is placed below the neck.
 - Penalty - Illegal Use of Hands

E. Forfeit

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - A \$50 fine will be imposed on teams which fail to notify the league.
2. In addition to the fine, the forfeiting team will be required to pay the referees fees for that game.
3. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season.
 - Any unpaid fees/fines may result in penalties levied by the league.
4. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.
5. In the event that a team is present with less than the standard 7 players, a scrimmage May take place without penalties or fees being imposed.
6. In Flag 1 Division, for a scrimmage to be played the following criteria must be met:
 - A Flag 1 game may only begin with 7 players.
 - If a team has six (6) players at the start of the game, a scrimmage may take place. The game will be recorded as a forfeit. If either team's number of available players drops below six (6), the scrimmage must stop.
 - If a team has six (6) or less players, a scrimmage **MAY NOT** be played.

Section VIII: Flag II Rules and Regulations**A. Game Field**

1. All games for Flag II Division will be played on an 80-yard field.

B. Timing

1. Flag II Division will play four (4), eight (8) minute quarters.
2. The clock will run according to TSSAA rules. At the beginning of each half, the clock will not start until the snap of the first play.
3. Each team will have three (3) timeouts per half.
4. There will be a minimum ten (10) minute halftime.
5. The play clock will be set for 60 seconds and will start at the conclusion of the previous play when:
 - The ball is declared dead in the field of play.
 - Incomplete pass
 - The ball is declared dead out of bounds

The play clock will be set for 45 seconds and will start at the ready for play signal:

- After the administration of a penalty.
- When play is resumed after a charged timeout
- The first play of a quarter or overtime
- For a free kick or try
- Possession change
- Official's timeout
- A reset of the play clock is required

C. Play

1. Flag II games will be played with 11 players. Teams which are short players may still begin a game with at least nine (9) players and the opposing team must play with the same number of players
 - In the event a team has less than nine (9) players at the start of the game please refer to "Forfeit" section of the Flag II Division.
 - If at any time during a game one team's number of available players drops below the number at the start of the game, the other team must match that number unless and until the opposing team is able to field more players (i.e. player returning to game after being injured).
 - If any team's number of players in the game/scrimmage drops below eight (8), the game/scrimmage must stop. If the stoppage if of a game (not just a scrimmage), this will be recorded as a forfeit/loss by the forfeiting team, and the final score will be documented for end of season Points Allowed calculations.
2. During a Flag 2 Division game each team is allowed up to two (2) coaches on the field throughout the game.
3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player and are no longer allowed to coach or direct and players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - **First Offense:** Verbal Warning
 - **Second Offense:** Unsportsmanlike Conduct
 - **Third Offense:** On field coach will be replaced for remainder of game
4. Flag II Division will be played on an Eighty (80) yard field.
5. There will be no live kickoff. The ball will be spotted on the receiving team's 30-yard line.
6. **EVERY** player on the field must be properly equipped at the start of the quarterback's cadence.
7. In the event of a silent count, the players must be equipped at the snap of the ball.
8. Every player must adhere to the following equipment standards:
 - mouthpiece must be in place
 - flags must be in proper places (on in back, one on either side)
 - The center is not required to have a flag in the back
9. In the event of "improper equipment" the following dead ball penalties will be administered:

- First and second offense: Warning
- Each additional offenses: Dead Ball 5 Yards

10. If the ball carrier loses their flag during a play, the ball is dead at that point and the ball is spotted where the flag landed.

11. On a punt the ball will be placed thirty (30) yards down the field.

- If this falls inside the end zone, the ball will be placed at the twenty (20) yard line. There will be a 20 second clock runoff for the punt.

12. If the ball makes contact with the ground via fumble or muffed snap, the play is dead, and the ball will be marked at the spot of contact with the ground.

- If the fumble occurs on fourth down, and the runner has achieved sufficient yards before fumble, there will be no turnover.
- If the line to gain has not been reached, the ball will turn over on downs.

13. In Flag you will not be allowed to line up over center or in the A gap, and any linebacker within that area must remain 2 yards deep until the snap.

D. Flag Guarding

1. The ball carrier may not protect his/her flag by swatting, holding, or swinging near or around the flag. The ball carrier **MAY** stiff arm the opponent as long as it is done with an open hand (no fist) and the hand is placed below the neck.

- Penalty - Illegal use of hands

E. Unnecessary Roughness

1. If an individual player gets two unnecessary roughness penalties called, they are removed for the remainder of the game.

F. If during a Flag II Division game one team gets ahead by thirty (30) or more points, the scoreboard will not show more than a thirty (30) point advantage.

G. Forfeit

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.

- A \$50 fine will be imposed on teams which fail to notify the league.

2. In addition to the fine, the forfeiting team will be required to pay the referees fees for that game.

3. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season.

- Any unpaid fees/fines may result in penalties levied by the league.

4. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.

5. In the event that a team is present with less than the required minimum required nine (9) players, a scrimmage may take place, if the below requirements are met, without penalties or fees being imposed.

6. In Flag 2 Division, for a scrimmage to be played the following criteria must be met:

- A game may be played with 9 players.
- If a team has eight (8) players, a scrimmage may take place. The game will be recorded as a forfeit. If either team's number of available players drops below eight (8), the scrimmage must stop.
- If a team has seven (7) or less players, a scrimmage **MAY NOT** be played.

Section IX: Juniors (Tackle I) Rules and Regulations

A. Game Field

1. All games for Junior Division will be played on a 100-yard field.

B. Timing

1. All Junior Division will play four (4), eight (8) minutes quarters.
2. The clock will run according to TSSAA rules.
3. Each team will have three (3) timeouts per half.
4. There will be a minimum ten (10) minute halftime.
5. The play clock will be set for 40 seconds and will start at the conclusion of the previous play when:
 - The ball is declared dead in the field of play
 - Incomplete pass
 - The ball is declared dead out of bounds

The play clock will be set for 25 seconds and will start at the ready for play signal:

- After the administration of a penalty.
- When play is resumed after a charged timeout
- The first play of a quarter or overtime
- For a free kick or try
- Possession change
- Official's timeout
- A reset of the play clock is required

C. Play

1. Teams must have at least eleven (11) players to start a game. Players must be present at the start of the game.
 - In the event a team has less than eleven (11) players, please refer to the "forfeit" section of the rules.
 - If at any time during a game one team's number of available players drops below the number at the start of the game, the other team must match that number unless and until the opposing team is able to field more players (i.e. player returning to game after being injured).
 - If any team's number of players in the game/scrimmage drops below eight (8), the game/scrimmage must stop. If the stoppage if of a game (not just a scrimmage), this will be recorded as a forfeit/loss by the forfeiting team, and the final score will be documented for end of season Points Allowed calculations.
2. During a Junior Division game, each team is allowed one on-field coach throughout the game.

3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player and are no longer allowed to coach or direct any players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - First Offense: Verbal Warning
 - Second Offense: Unsportsmanlike Conduct
 - Third Offense: On field coach will be replaced for remainder of game
4. The ball will be kicked from the forty (40) yard line for kickoffs.
5. On 4th down the offensive team will have the choice of either going for the line to gain by pass or run or choosing to punt.
 - The offensive team must notify the referee of the choice to punt or go for first down.
6. Punts:
 - No rush, live return and neither kicking team nor receiving team can advance or retreat before the ball is kicked.
 - Defense must have a minimum of six (6) players on the line of scrimmage at the snap.
 - Punts must be made from at least five (5) yards behind the line of scrimmage.

D. Forfeit

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - A \$50 fine will be imposed on teams which fail to notify the league.
2. In addition to the fine, the forfeiting team will be required to pay the referees fees for that game.
3. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season.
 - Any unpaid fees/fines may result in penalties levied by the league.
4. These fees and fines will not apply to forfeits in which 48 hours advance notice is given.
5. In the event that a team is present with less than the standard 11 players, a scrimmage May take place without penalties or fees being imposed.
6. In Junior Division, for a scrimmage to be played the following criteria must be met:
 - A game may only begin with eleven (11) players.
 - If a team has fewer than eleven (11) but at least eight (8) players, a scrimmage may take place. The game will be recorded as a forfeit. If either team's number of available players drops below eight (8), the scrimmage must stop.
 - If a team has seven (7) or less players, a scrimmage **MAY NOT** be played.

Section X: Senior Division (Tackle II) Rules and Regulations

A. Game Field

1. All games for Senior Division will be played on a 100-yard field.

B. Timing

1. Senior Division will play four (4), eight (8) minutes quarters.
2. The clock will run according to TSSAA rules.
3. Each team will have three (3) timeouts per half.
4. There will be a minimum ten (10) minute halftime.
5. The play clock will be set for 40 seconds and will start at the conclusion of the previous play when:
 - The ball is declared dead in the field of play
 - Incomplete pass
 - The ball is declared dead out of bounds

The play clock will be set for 25 seconds and will start at the ready for play signal:

- After the administration of a penalty.
- When play is resumed after a charged timeout
- The first play of a quarter or overtime
- For a free kick or try
- Possession change
- Official's timeout
- A reset of the play clock is required

C. Play

1. Teams must have at least eleven (11) players to start a game. Players must be present at the start of the game.
 - In the event a team has less than eleven (11) players, please refer to the "forfeit" section of the rules.
 - If at any time during a game one team's number of available players drops below the number at the start of the game, the other team must match that number unless and until the opposing team is able to field more players (i.e. player returning to game after being injured).
 - If any team's number of players in the game/scrimmage drops below eight (8), the game/scrimmage must stop. If the stoppage is of a game (not just a scrimmage), this will be recorded as a forfeit/loss by the forfeiting team, and the final score will be documented for end of season Points Allowed calculations.
2. During a Senior Division game, TSSAA rules apply regarding coaches on the field, and no exception is made here to allow coaches on the field during Senior Division play.
3. The ball will be kicked from the forty (40) yard line for kickoffs.
4. On 4th down the offensive team will have the choice of either going for the line to gain by pass or run or choosing to punt. Punts will be live with defensive rush and live return.

D. Forfeit

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - A \$50 fine will be imposed on teams which fail to notify the league.

2. In addition to the fine, the forfeiting team will be required to pay the referees fees for that game.
3. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season.
 - Any unpaid fees/fines may result in penalties levied by the league.
4. These fees and fines will not apply to forfeits in which 48 hours advance notice is given.
5. In the event that a team is present with less than the standard 11 players, a scrimmage May take place without penalties or fees being imposed.
6. In Junior Division, for a scrimmage to be played the following criteria must be met:
 - A game may only begin with eleven (11) players.
 - If a team has fewer than eleven (11) but at least eight (8) players, a scrimmage may take place. The game will be recorded as a forfeit. If either team's number of available players drops below eight (8), the scrimmage must stop.
 - If a team has seven (7) or less players, a scrimmage MAY NOT be played.

Section XI: Cheerleading Rules and Regulations

A. General Information

Each community will have one cheerleading representative as a voting representative to the Duck River Valley Youth Football League Cheer Board.

1. Cheer President:
 - a) Shall preside over the cheer board meetings and conduct and supervise the business of the league in accordance with the bylaws, policies, and directives set forth by the Board of Directors.
 - b) Officially represent the Board of Directors at the DRVYFL Meetings.
 - c) Will have authority to co- sign checks representing the DRVYFL.
 - d) Will oversee any grievances or bylaw violations that occur during the season.
 - e) Will vote only as a tiebreaker on matters before the cheer board.
2. A cheer representative from each community will make up the cheer subcommittee.
3. The DRVYFL Cheer Board will hold monthly meetings. The meetings will be held on the first Wednesday of every month at 6:00 PM. A cheer representative from each community will be required to attend monthly board meetings. Meeting locations will be held at a central location which will be decided at the beginning of each year.
4. If a community fails to attend 2 board meetings, they will be fined \$50 for every missed meeting thereafter. **If the community has a cheer squad in ANY division for that season**

B. Hardships and Exceptions

1. Hardship cases for cheerleader eligibility must be presented in writing to the DRVYFL Board. Hardship requests will be reviewed on a case-by- case basis. Hardships must be voted upon and granted on a year to year basis.
2. Any cheerleading hardship brought before the DRVFL board will require a three-fourth (75%) majority vote in order to be granted. The vote will be a roll call vote.
3. If a cheerleader moves residency to another school zone during the season, the cheerleader will be eligible to finish out the season with the community for which she cheers. If residency changes to another community of the DRVYFL the cheerleader will be eligible to transfer to that community for the remainder of the season.

C. Uniforms

1. Each community will establish guidelines for purchasing and use of cheerleading uniforms and equipment for their community.
2. All uniforms are to be alike on cheerleading squads.
3. Cheerleader uniforms colors are the same as the team colors.
4. No jewelry may be worn in uniform. Exceptions are religious medallion, medical alert and stud type earrings. No dangling earrings or hoop earrings of any kind may be worn.

D. Coaches

1. Each community will select cheerleading coaches in the same manner as they select football coaches.
2. Each cheerleading squad must have an adult coach present at every practice and game.
3. Coaching requirements for cheerleading shall be the same as for football.

E. Practice and Game Rules and Regulations

1. Cheerleader Location

- a. Liberty – On sideline, outside fence
- b. Richland – Between bleachers and fence
- c. Cornersville – On sideline, inside fence
- d. Chapel Hill – On sideline, inside fence
- e. Unionville – On sideline, inside fence
- f. Cascade – Between bleachers and fence
- g. MTCS – On sideline, inside fence
- h. Eagleville – On track, inside fence

2. Practice

- A. The start date for practices will be 4 weeks prior to the first scheduled game of the season.
- B. The number of practice days each week and practice times are set by each individual community and are limited to 3.
- C. An adult coach MUST be present at every practice.

3. Stunting

DRVYFL allows LIMITED stunting in all divisions during games.

Flier's feet cannot be above the base's waist. If both of the flyer's feet leave the ground, a spotter is required.

A. Flag 1 and Flag 2:

1. Thigh Stands
2. Pony Mounts
3. A spotter must have two hands on the flyer during every stunt.
4. **The following ARE NOT permitted:** extensions, shoulder stands, shoulder sits, basket tosses. There will be a \$50.00 fine per stunt assessed to any community that allows cheerleaders to do any of the stunts that are not allowed. Tumbling (cartwheels, round offs, forward rolls, back handsprings, etc.) is not considered stunting.

B. JR and SR Divisions

1. Elevators without extension
2. Liberty at chest level
3. Shoulder sits with spotter
4. A spotter must have two hands on the flyer during every stunt.
5. **The following ARE NOT permitted:** extensions, shoulder stands, and basket tosses. There will be a \$50.00 fine per stunt assessed to any community that allows cheerleaders to do any of the stunts that are not allowed, and they will be unable to compete at competition. Tumbling (cartwheels, round offs, forward rolls, back handsprings, etc.) is not considered stunting.

Schools CANNOT hire professional gyms to train cheerleaders.

4. Games

- A. An adult coach MUST be present at every game.
- B. All cheerleaders should abide by the host community's request for the location of cheerleaders during the game.
- C. All halftime performances are mandatory and will be performed facing the home side of the field.
- D. The visiting cheerleaders will perform first immediately at halftime, followed by the home cheerleaders.
- E. Hosting cheerleaders should kneel or sit to watch while the visiting squad performs.
- F. Visiting cheerleaders should kneel or sit to watch while the host squad performs.
- G. Cheerleaders are required to attend all away games.
- H. Music may be played before each game, during time outs, between quarters, and at halftime. There is to be no music played while the game is in progress.

5. Halftime performance

1. All halftime performances are mandatory and will be performed facing the home side of the field.
2. Cheerleading rosters and music for halftime performances should be brought to the press box of the host community before the start of game. All music shall be ASCAP approved music.

F. Cheer Competition

1. Squad Size

- A. There will be a minimum squad size of 6 or more per squad per each division for the cheer competition. If a squad does not meet the minimum amount, squad members may move up to the next division or SR division may move down to the JR division.
- B. A yearly cheer competition will be held to determine the best team performance. This will be similar to a playoff event. Each team in all divisions will compete with a dance and cheer and/or chant. Competition time limits are Flag 1 and Flag 2: 1-2 minute routine. JR Division and SR Division have a 2-3 minute

routine.

2. Stunting

- A. Any stunting during competition not permitted according to by law standards will result in disqualification.
- B. Please reference Stunting under section E, sub section 3.

3. Judges

- A. Judges for the competition may include but are not limited to professional cheerleaders, professional cheer coaches, dance instructors, college cheerleaders. These judges (4) will be paid in the same manner as referees for the competition.
- B. One judge will be a dispute only judge – to review video footage of the performance and make a final decision on the spot. The other three judges will monitor the overall performance and fill out score sheets.
- C. Grievances will be heard by Dispute Judge in the manner below:
 - a. Flag 1 performs
 - b. Flag 2 performs (Flag 1 may present grievances during Flag 2 competition)
 - c. Flag 1 trophies (Judges go to lunch.)
 - d. Flag 2 grievances will be heard during lunch.
 - e. Flag 2 trophies after lunch.
 - f. Junior performs
 - g. Senior performs (Junior may present grievances during Senior competition)
 - h. Junior trophies (Senior may present grievances during trophy ceremony)
 - i. Senior trophies
- D. The announcer/emcee will also be compensated. The Cheer sub-committee will be responsible for finding judges and announcers for the competition.

4. Score sheets

- A. Each cheer rep will get a copy of their own community's score sheets immediately following division performance and an Overall Competition standings sheet to be given to all cheer reps after disputes and before the awards.
- B. Time starts at first word spoken or music starts.
- C. -5 points for over/under time will be deducted from overall score.
- D. Illegal stunting is disqualification
- E. Comp music must be turned into cheer President by October date – tbd by board each year

JUNIOR PRO CHEER COMP CHECKSLIST

Begin Immediately Reserve Facility:

1. Tour the facility
2. Identify dressing rooms/warm up area/performance area
3. Create a flow chart of the facility to provide to the coaches
4. Determine where the spectator seating will be- assign by school
5. Donate the board's agreed upon amount of funds to the facility following the competition

Begin Immediately Secure Competition Staff Volunteers to include:

1. Competition Judges (they sat at the top middle of the bleachers)
2. Ticket Takers
3. Concession stand
 - a. Food and drink supplies required
4. DJ/MC with equipment
5. Score runner if needed
6. Shirt selling if needed
7. Cleanup
8. Team escorts from dressing rooms/warm up/performance area

Begin Immediately Prep Coaches Packet:

1. Competition rules and guidelines
2. Schedule for warmups and performance
3. Judges' sheets
4. Map/Flow chart of facility- include sign in area/dressing rooms/warmup area/performance/seating area
5. Entry fee details
6. Sample checklist of items to bring for prep (hair/makeup, etc.)
7. Highly recommend that the coaches bring extra poms/bows, etc.

Prior to or after distributing the coach's packet: Establish competition schedule:

1. Determine # of performances
2. Assign team check in time
3. Assign warm up starting times for X number of minutes
4. Assign session starting times

Approximately 8 weeks before Awards:

1. Choose number of awards
2. Choose type of awards
3. Purchase awards **Shirts:**
 1. Begin pre orders for comp shirts

2. Order shirts no later than 6 weeks prior to comp

Approximately 4 weeks before

Prep and provide the following for Judges:

1. Lunch
2. Clipboards
3. Pencils
4. Calculators for score keeping
5. Stopwatch for technical judging
6. Judges score sheets
7. Competition rules **Additional items:**
 1. Prep coach/team sign in sheet
 2. Prep Signs for parking/campus logistics directions
 3. Prep Signs for dressing rooms
 4. Tape
 5. Sharpie
 6. Tickets
 7. Table and chairs for ticket sales
 8. Cash for ticket sales/concession stand
 - a. Fund tracking sheet

Approximately 4 weeks before:

1. Require the coaches to provide their music in preferred format

Approximately 1-2 weeks prior

1. Prep food/drink for concession stand
2. Prep cash for tickets and concession stand
3. Ensure Board provides donation check

The night before comp:

1. Display signs for parking and campus logistic directions
2. Hang signs for seating/dressing rooms
3. Prep/stock concession stand
4. Ensure trashcans are in each dressing room
5. Set up tables for ticket taking and team sign ins