

2011 Classic Youth Football League Rules

2011 WIAA/National Federation Football Rules will govern with the following exceptions:

A. GAME LENGTH

- 8th Grade games: 8 minute quarters - no overtime allowed
- 7th Grade games: 8 minute quarters - no overtime allowed
- 6th Grade games: 8 minute quarters - no overtime allowed
- 5th Grade games: 8 minute quarters - no overtime allowed

B. PLAYING TIME

1. No player may play in more than four quarters per week
2. A quarter of play is participation in one or more plays per quarter
3. Teams are allowed to scrimmage other organizations, but rule "B1"- The Four quarter rule stays in effect throughout the leagues season. Additional games are not allowed until after a team's league season has ended.
 - a. *Scrimmages are defined as any practice or contest which two or more organizations participate in which player to player contact takes place.*
 - b. *These contests are considered games if any or all of the following are included: Referees, Running Clock and/or Scores.*

C. SCORING

1. Two points for kicked extra point, one point for run or passed extra point

D. PLAYER WEIGHT

1. No ball carrier or offensive back in the offensive backfield may exceed 160.00 lbs. without equipment. This restriction will be determined prior to league play based on roster weight verification
 - a. A ball carrier is defined as receiving the ball behind the line of scrimmage.
 - b. Violation of this rule will constitute a head coach suspension for one game.
 - c. Maximum weight of 7th grade ball carriers or offensive backs in 140.00 lbs.
 - d. Maximum weight of 6th grade ball carriers or offensive backs in 120.00 lbs.
 - e. Maximum weight of 5th grade ball carriers or offensive backs in 100.00 lbs.
2. EXCEPTION: Players over the maximum ball carrier weight for each team may punt, kick extra points, field goals or kickoff.
 - a. A punter or extra point kicker over the maximum ball carrier weight are only allowed to kick the ball. They can't advance the ball beyond the line of scrimmage, but are eligible to pass the ball.
 - b. Penalty for violation of this rule is: dead ball foul with loss of down but no loss of yardage.
 - c. No player over the maximum ball carrier weight may line up beyond 15 yards of the ball on the kickoff or punt receiving team.
3. League designated weigh-ins must take place between the Monday prior to the first practice date and the Wednesday prior to the first league contest (scrimmage). All player weights must be included on rosters due to the league before official competition. Players under the weight restrictions can play any position all season.
 - *Players within 10 lbs. of the maximum weight for any grade must be certified. A league approved certification form must be used for these verifications. These forms need to be turned in with the league rosters by the league designated date. A copy of this weight certification form must be with the head coach for each game. If the coach can not produce the verification form when asked, the player will be considered over the weight limit and will not be eligible to play in the offensive or receiving backfield until produced.*
4. Prior to each game, head coaches are to exchange copies of their team's rosters and weight verifications. A game official should be present at this exchange. Said rosters should contain a minimum of jersey number, player name, and player weight (with a "C" if the player had weight verified). Playing unverified or overweight players in backfield positions will constitute the following penalties: 1st offense – Unsportsmanlike Conduct on the Head Coach (15 yard penalty prior to kick-off); 2nd offense – Coach Ejection (see rule O3).

E. AGE REQUIREMENTS

1. No players can participate in the Classic Youth Football League on or after their 15th birth date.
2. Players in the 9th grade or above are prohibited from participating at any time.
3. 6th Grade team players must be in the 6th grade or below, age 12 and under.
4. 5th Grade team players must be in the 5th grade or below, age 11 and under.

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F. EQUIPMENT

1. Footballs must be: a) Wilson TDY b) Spaulding J5Y c) Rawlings R5Y and for 5th/6th grade levels only d) NIKE 1000Y.
 - a. Home teams must have a backup football available for games in the event of poor field conditions due to weather. Home teams must also have towels available for rainy days.
 - b. Visiting teams may use their own game ball.
2. Shoes: Molded type and screw-in lug type shoes are allowed. Screw-in lugs should not exceed 5/8" or have metal tips.
3. Electrical devices (walkie-talkies) are not allowed.
4. No Riddell youth helmet (ABS shell) ten years of age or older or Riddell varsity helmet (polycarbonate shell) ten years of age or older may be used - NO EXCEPTIONS.
5. Teams must follow manufactures equipment re-certification policy.
6. Jersey numbering for player positions will follow WIAA rules. Any exceptions shall be reported on the "Player Numbering Exception Form" and delivered to the opposing head coach and lead on-field referee at least 15 minutes prior to game time.
7. All teams must have white light colored away jerseys and primary color jerseys for home games.
8. Mouthguard use will follow WIAA rules. To clarify, mouthguards need to be colored and in good repair. White or clear mouthguards are not acceptable and will be subject to penalties as per WIAA rules. Mouthguards that have been modified or chewed to render them unsuitable for their intended purpose will also be unacceptable. When a modified or chewed mouthguard is discovered, the player will be asked to replace the mouthguard but will not be penalized.
9. No player is allowed to wear hoodies or any other clothing in which the fabric extends over the shoulder pads or helmets.

G. PRESEASON PRACTICE

1. Practice may begin the first Monday of August.
2. A practice is defined as an organized gathering of players and coaches.
3. EXCEPTION: Meetings for sign-up and equipment issues are allowed.

H. PRACTICE TIME

1. Prior to school starting unlimited practice is allowed.
2. After school is in session a maximum of six (6) hours per week are allowed.
3. Prior to contact work (hitting with equipment), each player must complete ten (10) hours of supervised non-contact practice.

I. ROSTERS

1. Registration forms (rosters) and home field maps are due to a league designee prior to the first competition. (scrimmage)
 - a. Rosters not turned in by the designated league date will result in forfeiture of all games until said rosters are received by the league.
 - b. Roster information will include: player's first name, last name, grade, team, jersey number, and weight.
 - c. Rosters must have the names of all coaches listed on the bottom.
2. Players on public school rosters are required to reside in the members designated high school district boundary. For private school teams participating in the league, no recruiting of players from present league teams is allowed.
3. Players who move into the organizations school district after the start of the season can be added to the team only after all required roster information has been given to the league prior to the players participation in a league contest. (Remember 10 hour rule). All players under this situation must have a league weight verification form completed, one copy for the league and one copy for the coach to carry, no matter the player's weight.
4. Special eligibility requests or waivers to any league rule must be openly discussed at a league meeting for all participating organizations to approve by majority vote.
 - a. This includes players whose father is a coach. That father must have been coaching atleast one year with that team in the league before the request will be considered. Verification as to length of service will be established by the team roster from past season(s).

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J. GAME TIMES

1. Saturday at 9:00am for 8th grade games, 7th grade game to start 10 minutes after 8th grade game ends or as the schedule dictates.
 - a. By mutual agreement or when field conflicts occur, coaches can reschedule game times.
 - b. Home team is responsible to notify assigned referees and trainers of change, preferably one week or more before rescheduled date.
2. Games will be considered complete after the completion of the 3rd quarter of play.

K. GAME FIELD RULES

1. A visible spectator restraining line is required - minimum of 10 yards from playing field on fields without sideline fences.
2. Responsible persons age 16 or older must work the sideline chains and down-box for all levels of play.

RECOMMENDATIONS

3. Field Clock
4. Stop watch
5. Safe playable field
6. Goal posts. No goal posts or lines need be on secondary fields.
7. Rest rooms to be available in a reasonable proximity to the field and within a reasonable walking distance.

L. CHAMPIONSHIP GAME

1. None to be held.

M. CONTRACTS FOR REFEREES

1. All Game officials are the responsibility of the home team.
2. A minimum of three WIAA officials need be present for a game to start. If not the game must be rescheduled.
3. Whether apprentice officials will be used is to be determined by each organization for their home contests. Organizations are not required to utilize this program.
*** Apprentice is defined as an official with less than one full year of officiating experience. ***
4. Home teams will be responsible for the below, outlined referee fees. Game fees for officials (3 man crew plus a possible apprentice) shall be as follows:
 - a. 8th 7th 6th and 5th grade games - \$45.00 per official per game. Apprentice to receive 75% or \$33.75.

N. CERTIFIED TRAINED MEDICAL PERSONNEL

1. All league sanctioned games are required to have a certified athletic trainer present. This will be a responsibility of the host team.
2. The Host team is responsible to introduce the trainer to each visiting team during Pregame meetings. Both teams must have clear understanding where the said trainer will be located on the field for the duration of the game.

O. COACHES / PLAYERS CONDUCT

1. All football coaches in the Classic Youth Football League must be certified by either the ACEP, PACE, WYSCO, NYSCA or USA Football Certification programs.
 - a. Only certified football coaches will be considered members of the league.
 - b. All league coaches should make an attempt to attend coaching clinics during the off-season.
2. The Head Coach is responsible for conduct of his assistants, players and sideline conduct of parents.
3. Any coach ejected from a game will also be suspended from the next scheduled game.
 - a. If the league feels the offense is serious enough to warrant additional game suspensions, they will have the power to suspend a coach for additional games.
 - b. Any coach receiving two (2) suspensions during the season will be suspended from coaching the remainder of the season and the following season.
 - c. Suspension means the coach may not be within site or sound of the playing field.
 - d. Suspensions may be appealed to the league under the league appeal process.
4. Any player ejected from a game will also be suspended from the next scheduled game.
 - a. Players suspended may not be in uniform, but may attend the game as a spectator in the stands.
5. All ejections must be reported to a designated league official on date of occurrence
 - a. Statements will be needed from the head official and each head coach by Tuesday of next week.
6. No smoking or use of tobacco products on the sidelines.
7. No profanity or abusiveness shall be directed at officials or players.

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P. SPECIAL LEAGUE RULES

1. A team may have the option of kicking or receiving after any score or at the half, if they are 18 points behind.
 - a. In this situation, the leading team must kick over the front receiving line. No Onside Kicks will be allowed and the Receiving team must maintain possession of the ball. Otherwise a 15 yard unsportsmanlike conduct call or ball being spotted on receiving teams 40 yard line will be enforced.
2. In the event that a team is ahead by 18 or more points and records a safety, it will kickoff from the 40 yard line.
3. COACHES TIME-OUT: One (1) non-chargeable time-out will be allowed for opposing Head Coaches to meet during the game for the purpose of letting opposing Coaches know reserves are in the game.
4. 5th and 6th grade teams are allowed a maximum six (6) man defensive front.
 - a. The area these six (6) may occupy is a zone from the Line of Scrimmage to a point five yards off the Line of Scrimmage, side line to side line.
 - b. Once these six (6) players are established in this zone, they are the only six allowed to rush over the Line of Scrimmage on this given play.
 - c. Prior to the Ball Snap, the defensive players must stay established in their position. No movement towards the Line of Scrimmage is allowed. Anything more than ½ step will be considered an "Attacking" movement. Lateral movement is allowed to follow offensive adjustments.
 - d. After the snap, if the ball goes outside the tackles behind the line of scrimmage, rules a thru c above are dissolved for the remainder of said play.
 - e. If the Line of Scrimmage is inside the 5 Yard line, all players may line-up on the Line of Scrimmage. Still no movement toward the Line of Scrimmage is allowed prior to the snap between center and quarterback.

Penalties: 5 Yard Illegal Formation on the defense for not following proper alignment or 5 Yard procedure for improper movement. (Both dead ball fouls prior to the snap)

5. There will be a running clock when a 24 point difference occurs. A non-charged timeout will take place with head coaches and referees meeting and the losing team will decide if they want a running clock. If the decision is to not have a running clock, starters from the team ahead may not play for the remaining time of the contest.
6. Rushing on punting plays by 5th and 6th grade teams will not be allowed. The offensive team must announce they will kick, so the defense knows not to rush. Proper offensive and defensive line-up needs to be followed. (Proper Offense must have seven players on line of scrimmage, all players within five yards on each side of unsnapped ball. Penalty: Illegal Formation) A fouled snap on a punt play will not be considered a fumble and rushing is still not allowed. The intent of this rule is to give up the ball. Both Offense and Defense must freeze on the line of scrimmage until a kick is made.
7. Rushing is allowed on all Extra Point opportunities, all grades.