

TVYFL 2009 RULES / POLICIES REMINDERS

As a coach, it is your responsibility to understand and comply with all of the Bylaws, rules and policies that govern the TVYFL. These guidelines can be found in the following documents.

You must know, understand, comply with, and teach from the:

NFHS Rule Book 2009

TVYFL Bylaws

In addition to the above named documents, there are other tools to reference for TVYFL policies and expectations:

TVYFL Coaching Contract

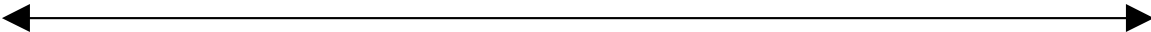
TVYFL Weigh Guidelines

TVYFL Differences in Grade Level Rules of Play



RULES, POLICIES AND BYLAWS FREQUENTLY VISITED

- Level 3/4 Only- No more than 6 defenders are allowed on the line of scrimmage, with other defensemen at least 3 yards off line at snap, unless your opponent is inside your 10 yard line (goal line defense is allowed inside 10 yard line with no limit to number of defenders on line of scrimmage). For the purpose of counting defensive players on the line of scrimmage, the line of scrimmage extends to the sidelines, the “box” does not matter, and it does not matter what position a defensive player is playing.
- Filming/scouting is allowed at every grade level.
- Player registration for each association will remain open through June 15.
- On any play designated a punt, neither the defense nor the offense can move to a new formation until after the ball is kicked.
- A 15-yard unsportsman-like penalty will be assessed for the disregard of TVYFL Bylaws, policies or sportsmanship rules. First violation in a game will be brought to the attention of the head official, the second violation of the same rule will result in a 15-yard penalty, and the third violation will result in the ejection of the head coach.
- Association that neglects to provide a knowledgeable, responsible field greeter at their home site may be subject to a sanction or fine to be determined by the Division co-Presidents.
- Each association will arrange a coaches meeting with a Division President for the purpose of reviewing Bylaws, rules and policies. This meeting must take place after Bylaw changes are approved and before the first officiated contest (includes jamborees) each year.
- Disrupting or attempting to disrupt the offensive team’s cadence is prohibited.
- Spectators, players and coaches are prohibited from using artificial noise makers.



Bylaw-6.1.1.3 – A head coach may select up to two assistant coaches with a child/relative to play on his/her team, prior to team formation.

Bylaw-6.2.2 – Waivers will be used to accommodate players wishing to play up a level. No player is allowed to waiver down to the 3/4 or 5/6 level. No waiver is needed for an 8th grader to play on a JV team.

Bylaw-6.28.4 – Optional equipment that is to be worn in the game must be worn at weigh-in, including but not limited to items such as socks, arm pads, cowboy collars, gloves, undergarments, knee braces, elbow pads, kidney pads and rib protectors.

Bylaw-6.18 – Once a player has been removed from the game due to a “serious” injury, that player shall not re-enter the game without approval from the proper specialist or certified first-aid attendant. *Safety First!*

Bylaw-6.30 – Running up the score. Leading by more than 35 points is at minimum an automatic fine & one week suspension without exception. *Be aware that Division Presidents may render stiffer penalties at their discretion.*

Bylaw-6.10 – Minimum Play Rule. Every player must play a minimum of 10 plays. This includes special teams play except for kicking extra points & field goals at the 3/4 level. Any play ending in a penalty does not count towards the MPR. *Be advised to fill out your MPR sheets for every game. They are for your protection as a coach.*

Bylaw-6.3 – All players playing in ball carrier and receiver position must be under the league weight limits for that grade level. On an unbalanced line, the uncovered lineman needs to be underweight regardless if you throw to him. *Tight ends and / or tackles who are eligible receivers must be below the weight limits for that grade level.* As soon as a player over the weight limit touches the ball the play is dead with the exception of the punter, kicker or placeholder for punts, extra points & field goals.

Bylaw 6.12 – No player will be allowed to wear any type of head covering under their helmets including bandanas, scarves, & skull caps.

Bylaw 6.28 – Weigh in – Weigh in takes place 30 minutes prior to the game with the visitors weighing in first. Weigh in remains open for both teams until the home book is signed. A player arriving late after the weigh-in has closed is not eligible to play unless a prior waiver has been approved by the Division President the Thursday before game day. Players can only weigh in ONCE. Players over the weight limit must have their helmet marked with contrasting color tape on both front and back. Following is the minimum equipment that must be worn at weigh-in: girdle with pads (hip and tailbone), pants with pads (thigh and knee), game shoes, game shoulder pads and jersey. None of these items may be changed after weigh in. Any violation will result in a fine, suspension or expulsion. Provided, however, game shoes may be changed if the weather or field conditions reasonably so require. In such instance, the opposing coach shall be informed of such change prior to the opening kick-off. *No Coaches are allowed within 50 yards of the weigh in area during the weigh in process.*

Bylaw 6.12.2 – Players shoes must be the molded cleat or internally threaded shoes where the cleat post screws into the shoe. No metal or metal tipped cleats may be worn. Coaches are responsible for identifying proper shoes for individual field requirements outside of TVYFL bylaw (ie. Hare field etc...) You cannot wear any removeable or detachable cleat at Hare Field. Only turf shoes, fixed molded cleats or tennis shoes can be worn at Hare Field.

Bylaw 6.13 - A player shall not make initial contact with an opponent below the waist except to tackle a runner or player pretending to be a runner.

Bylaw 7.7 – No more than three coaches in the coaches’ box. Per NFHS rules, the Coaches Area is a rectangle extending from the 25-yard line to the 25-yard line, and from side line to at least 2 yards back from the side line.