

GREATER BULLITT COUNTY YOUTH FOOTBALL LEAGUE, INC.
RULES OF PLAY
2017-2018

ARTICLE 1.
Amendments

Section 1: Changes may be made to these Rules of Play between January 1st and March 31st. (Any person present at a meeting, called for that purpose, may make proposals as long as a team district chairperson seconds it.)

ARTICLE 2

Team Districts will consist of four teams: Little Bullitt, PeeWee, B-Team, and A-Team. A-Team will be governed by the **A-Team Rules of Play**.

ARTICLE 3
Game and Field Procedures

Section 1: All games are to be played under the rules approved by the National Federation of State High School Athletic Association (NFSHSAA), except as stated otherwise in the following set of rules. A copy of the State High School Athletic Rules should be furnished to each Head Coach prior to August 1, if possible. **NOTE:** At 102 degrees max heat index, all play, including practice, must cease.

Section 2: All games will be played on regulation width, 100-yard field, if possible, with the exception of Little Bullitts and PeeWee games. **NOTE: "A" field can be used for any Championship game if both Head Coaches agree; for emergency situations only.**

Section 3: All games shall have at least three (3) qualified officials. If less than three (3) are present, or cannot be present within one (1) hour of scheduled start time, game will be cancelled. Late games shall be played if started within one hour.

Section 4: A copy of the Greater Bullitt County Youth Football League Rules of Play shall be given to the head official each session, each game day. The President or Vice-President, whichever is present that day, will ask the officials to read the rules and adhere to them to the best of their ability. Any rule in the Greater Bullitt County Youth Football League Rules of Play that contradict High School rules will be posted for all referees to see.

Section 5: Official time will be kept on the scoreboard clock, if possible.

Section 6: If games are behind schedule both teams need to be at the field ready to play or a fifteen (15) yard penalty will be assessed on the coach. No team can be forced to start early, unless Head Coaches agree.

Section 7: All teams will play eight (8) minute quarters with a ten (10) minute half time break. Exceptions on half time will be injuries, unforeseen weather conditions and senior day on the “A” field.

Section 8: Teams need to be ready to kick off at scheduled game time. If not, an unsportsmanlike penalty will be called on the coach and a fifteen (15) yard penalty will be assessed.

Section 9: Kickoffs: The kicking team line of scrimmage, in kickoffs, shall be the twenty-five (25) yard line of the PeeWee Football Field. Receiving teams shall line up on the thirty-five (35) yard line (mid-field). At least three (3) players of the receiving team must be within five (5) yards of their restraining line after the ball is ready for play and until the ball is kicked.

Section 10: A forty (40) second play clock will be used. (This rule applies to Little Bullitt division only.)

Section 11: No one will be allowed on the field in the coach’s box except for Coaches, Equipment Managers, Statistician, Chairpersons and two water personnel. No one shall be allowed to interfere with the players, coaches, or officials during a game or practice before games and will be requested to leave a game for a violation of this section. The Head Coach has the authority to have an unruly spectator removed by the GBCYFL League Official. If removed, they will not be allowed to attend the next game. After a second infraction, person will not be allowed to return to field for the remainder of the season.

Section 12: No one will be allowed on the field between games or during halftime with the exception of spirit lines and teams warming up. Cheerleaders and Dance Teams must not be interfered with while performing.

Section 13: Visiting team will furnish chain crew. Chains are too be kept on visitor side of the field; home team will be on press box side. The league will also furnish an announcer and a timekeeper who is at least high school age.

Section 14: Designated practice areas for home and visitor teams will be determined by League Officers. **Home team will enter and exit A/B field on the North end; visitor team will enter and exit field on PeeWee field end. Home team will enter and exit PeeWee field at scoreboard end zone; visitor team will enter and exit field at Kart Kountry end zone.**

Section 15: It is **recommended** that each football player wear an athletic support during padded practice and games.

ARTICLE 4 League Scheduling

Section 1: A proposed schedule of games must be presented to the Board of Directors by the President, Vice-President, or any Board Member for approval by majority vote. First place team

from previous year will not have first week bye the next season. A vote cannot be taken until five (5) days after the first schedule is presented to the Board. Once the schedule is voted on, it is set. **NOTE:** There will be no scheduled games on Labor Day weekend.

Section 2: Any regular season game played, other than Saturday or Sunday, must be decided by the President. A full Saturday or Sunday cancellation will be made up at the discretion of the President.

Section 3: Play-off seeding will be determined by best record – top seed. In the event of a tie, the winner of the game between the two teams during the season, receives the higher seed.

In the event of a three or more way tie, the team with the lowest points allowed against the tied teams takes the highest seed. The remaining teams go head to head with records. If the tie is not resolved, result to coin toss. If this tiebreaker system does not resolve all ties, the tiebreaker will be broken by a coin toss with odd man winning toss.

Remaining spots to be decided by whom beat whom in regular season. It will be up to teams Head Coach and/or Chairperson to check with League President or Football Coordinator to determine team's possible tie during regular season that may need to be resolved by coin toss. If Head Coach or Chairperson cannot be present, they must get with the League President or Football Coordinator to designate a third party to be present before halftime of final game in dispute of coin toss. League President or Vice-President with Football Coordinator will conduct the coin toss. Head Coach, Chairperson, or third party designated must be present for the toss. Toss will take place immediately after the last game of the teams in dispute. Any team not represented within twenty (20) minutes of last game will forfeit right to toss. Tie will then fall back on whom beat who in regular season play.

Section 4: No team and/or participant will participate in any other football activity that will interfere with league scheduling. Any violations will be addressed by the League Board of Directors for assessment of penalties.

Section 5: If at such time during any game bad weather arises (i.e. lightning), and the game is stopped by the officials, a reasonable amount of time shall be determined by the officials and the GBCYFL to restart the game with the same conditions as when play had been stopped (i.e. Home team had the ball on the 30 yard line, third down and five yards to go for a first down, with four minutes and six seconds in the third period, and the score shall remain the same.) If such a time arises that play cannot resume for safety reasons, then the game should be rescheduled at the next possible game day that would allow the game to be completed from the same conditions as when the original game was stopped.

Section 6: All scheduled games will be played at the designated place and time, for both regular season and playoff season. If a game is cancelled for reasons other than weather, it must be agreed upon by the team district committee of both teams and approved by the GBCYFL Board of Directors. If any game is not played due to coaches not wanting to play, those two teams automatically drop to eighth and ninth place. Any team refusing to play a game (regular season or playoff game) will forfeit the opportunity to advance in the playoffs.

ARTICLE 5 Overtime Procedures

Section 1: There will be no ties in any game. Winner will be decided in overtime played by each team with the ball placed on the ten (10) yard line. After one (1) overtime session with the score tied, the ball shall be played from the five (5) yard line. After three (3) overtime sessions from the five (5) yard line, if no winner has been declared, play will resume in sudden death.

ARTICLE 6 Coaches Responsibilities

Section 1: The Head Coach has all responsibility for his teams' actions immediately prior, during and after each scheduled game, on the playing field only. This includes the conduct of his assistant coaches and players. He is not responsible for the actions of a dissatisfied or unruly parent. Players, coaches and assistant coaches shall at the conclusion of every game show respect and sportsmanship by shaking hands with each team regardless of the outcome of the game. If this show of respect does not take place immediately following the game, the Head Coach and/or Assistant Coaches responsible will be fined \$100.00 each and not be allowed to coach until a Board of Directors meeting to determine length of suspension. Coach or coaches causing turmoil at the end of a game regarding this issue will be suspended from coaching in the GBCYFL until a Board of Directors meeting to determine length of suspension.

Section 2: There shall be an A division, B division, PeeWee division and Little Bullitt division Head Coach. Assistants, whenever possible. **NOTE:** A-Team will be governed by the attached A-Team Rules of Play. There may be up to one (1) coach on the field during play for PeeWee and two (2) coaches on the field during Little Bullitt divisions only. Coaches must be lined up at least fifteen (15) yards off the line of scrimmage. **A ten (10) yard penalty will be assessed if this rule is not complied with.**

Section 3: The only persons allowed in the bench area are Coaches, Equipment Managers, Statistician, Chairpersons and two water personnel. The bench area shall be marked off.

Section 4: Ten (10) and fifteen (15) yard penalties on the PeeWee field will be five (5) yards less than on the A/B field. This applies to PeeWee team and Little Bullitts only.

Section 5: There will be ten (10) hours maximum practice/scrimmage time during a calendar week when school is in session. This excludes games, dance/cheer competitions and weekend activities.

ARTICLE 7 Weight Restrictions

Section 1: Team members must be weighed in at least two (2) weeks prior to the first game. Early weigh-ins will be held 8–14 days prior to weigh-in day (but not more than four (4) weeks with the approval of the President) for a time period of two (2) hours maximum, at a time and place

designated by the Board of Directors. All Chairpersons to be notified in advance of early weigh-ins. Teams weighing in early with more than 1/3 of squad must have Board of Directors and League President Approval at last regular meeting prior to early weigh-in day. All early weigh-ins must have sign-up sheet and birth certificate with them to weigh-in early. **NO EXCEPTIONS.** League President and Vice-President can verify early weigh-ins only if an opposing coach is not available. All participants signed up must attend early weigh-ins or regular season weigh-ins. Exception only for new participants. **Any participant weighing in early and then present on regular weigh-in day must weigh in again. The greater of the two (2) weights will be recorded as final weight.**

NOTE: There may be one (1) challenge per non “X” participant by the Head Coach of the opposing team, no less than 30 minutes prior to a scheduled, regular season game – up to and including the 5th week. Participant is allowed up to ten (10) pound weight increase over the running weight limit. There will only be three (3) total challenges maximum per each Head Coach.

Section 2: The weigh-ins are to be done on certified league scales and **witnessed by any League Officer.** Weigh-ins will be without equipment, but at least boxers or undergarments are required.

Section 3: An opposing coach must be present at all weigh-ins and must sign a verification sheet.

Section 4: Any player weighing over 120 pounds on the B-Team, over 95 pounds on the PeeWee team and over 70 pounds on the Little Bullitt team on the player’s weigh-in day, will be held ineligible to carry the ball on offense for the remainder of the season.

NOTE: If weight is 0.4 over, weight will be rounded down. If 0.5 and up, the weight will be rounded up.

Section 5: All players must be weighed in before they are eligible to play. No one other than designated League Officers can touch the scale when a child is weighing or child can step off the scale and scale will be placed on zero and start weigh-in again.

Section 6: Any existing player (has played in the GBCYFL) weighed in after the designated weigh-in day will not be eligible to carry the ball on offense for the entire season. **NOTE: Does not apply to A-Team.**

Section 7: All players 120 pounds on B-team, 95 pounds on PeeWee team and 70 pounds on the Little Bullitt team shall have a plainly visible “X” marked on the back of his headgear indicating that he/she is not allowed to carry the ball on offense. The crossing bars of the “X” shall be a minimum of 1” wide and 8” tall. If “X” does not meet these measurements on an overweight player that player shall be removed from the game until the correct size “X” is placed on the helmet and a fifteen (15) yard penalty will be assessed.

Section 8: An overweight player on the receiving team may not advance the ball on kick off. The official shall blow the ball dead at the spot with no penalty involved if it is an illegal advancement. The “X” player must stay within five (5) yards of the restraining line until the ball is kicked. (Five (5) yard penalty for violation)

Section 9: Any overweight player must line up as an interior lineman only on offense. A violation of this rule carries a five (5) yard penalty.

Section 10: Any overweight player may advance a recovered fumble or intercepted pass on defense only, however, the ball may not change hands to another “X” player.

Section 11: Access to official weigh-in list will be available prior to any game to Head Coach or Chairman only.

Section 12: An overweight player may be eligible to either kick a field goal, punt or kick an extra point; but not be able to advance the ball by running or passing. **NOTE:** If the ball is not kicked or punted, the play is blown dead. “X” player may not scramble to avoid the rush. An intentional safety is legal. An “X” player may catch or recover a punt but may not advance the ball. The ball is dead at the spot of catch or recovery.

Section 13: For weigh-in day only, opposing coaches’ staff member will verify weights (1-2), (3-4), (5-6), (7-8), (8-9). If a team is not present at time of their weigh-in, they will be positioned at the bottom of the line of order. The Chairperson and whoever is responsible for sign ups must be at weigh-ins one hour ahead of scheduled weigh-in time to have books checked. If team is not on time, it will be moved to the end of line.

ARTICLE 8

Punts

A free punt will be awarded on any down for Little Bullitts and PeeWee teams only provided the referee is notified in advance. **NOTE: Little Bullitts will utilize an automatic 25-yard punt on any down. If free punt is chosen, any punt occurring inside the opponent’s 30-yard line, placement will be half the distance to the goal.** There will be a ten (10) second time limit. Defense must have five (5) down linemen. No player can move until the ball is kicked. No fakes allowed. Kicker must kick the ball within five (5) yards where he received it. Kicker must be more than five (5) yards from the line of scrimmage when the ball is kicked. Ball will be live after kick, if ball does not cross the line of scrimmage it will be called dead and receiving team takes over at previous spot. **NOTE:** If the ball is advanced beyond the line of scrimmage by running or passing on free kick there will be a five (5) yard penalty.

ARTICLE 9

Protest

The following Protest Rules apply to Little Bullitt/PeeWee field only: Misinterpreted or incorrectly applied rules, by the officiating crew, may be protested by the Head Coach of a team against whom the incorrect application takes place.

When a coach believes a ruling has been incorrectly applied, he shall call a time out before any subsequent play occurs. The coach and the referee may confer about the ruling.

If the conference results in a changing of the application, the officials will correct the mistake and the coach will not be charged a timeout.

If the ruling is not changed, the coach will be charged with one (1) of his timeouts for the half.

Any coach that requests a conference that results in no change of the ruling will be charged a timeout, provided he has timeouts remaining.

If the coach does not have any timeouts remaining, he will be assessed a five-yard delay of game penalty.

If the coach continues to believe the ruling is incorrect, he may, before any subsequent playing action, inform the referee or nearest official that he would like to protest the ruling on the field.

At this time, the referee shall stop the game and inform the opposing coach of the protest. Each Head Coach will accompany the referee to the field house to meet with the supervisor of officials or his designee.

The nature of the protest will be explained by the protesting Head Coach and the ruling will be explained by the referee. The supervisor of officials or his designee will then open the current edition of the NFHS rulebook or league Rules of Play. The ruling of the protest shall be presented to both Head Coaches and referee, at which time the protest will end and all rulings are final.

Discretion calls such as, but not limited to, holding and pass interference shall not be protestable. It is at the discretion of the referee as to which rulings are eligible to be protested. A Head Coach may protest as many times during a game as he wishes, provided all previous protests are ruled in his favor. If a protest rules against the protesting coach he shall lose his right to protest for the remainder of the game and a \$25 protest fee, paid by the protesting coach, will be placed into the league treasury.

In the interest of clarity, protest are NOT challenges. No action during a play (fumble, catch/no catch, etc.) shall be protested. Rule interpretations and applications are the only protestable offenses.

ARTICLE 10 Extra Points

Section 1: Two (2) points will be awarded for successfully kicking the ball through the uprights. One (1) point will be awarded for running successfully into the end zone for A-team and B-team only.

Section 2: PeeWee and Little Bullitt teams will be awarded two (2) points for successfully kicking the ball through the uprights on a live kick or by a successful forward pass into the end zone. One (1) point will be awarded for successfully running the ball into the end zone or by successfully kicking the ball through the uprights on a free kick. **NOTE:** Free kick will be awarded for field goals and extra points for PeeWee and Little Bullitt teams only, if referee is notified in advance. There will be a ten (10) second time limit. No fakes allowed.

ARTICLE 11
Championship Game Practice

If League Championship games are to be held at a location other than the field used throughout the season, the League will make equal time available to all teams in the Championship round for practice at said location. Example: If Team X and Y are playing the Championship at Cardinal Stadium, times for practice will be set up as close as possible to a team's regular practice time. Such as, Team X will practice at Cardinal Stadium on the Tuesday before the Championship game from 6:00-8:00 p.m. Team Y may also be scheduled for the same night or another night of the same week if time slots are available. All Championship teams will have the same opportunities and may not schedule extra time at the remote location.

ARTICLE 12
Mercy Rule

If a team is down by forty (40) points in the first half or twenty-four (24) points in the second half, a running clock will be run by KHSAA rules. NOTE: On the Little Bullitts and PeeWee fields, if the losing team comes back within seven (7) points, the clock will resume to normal procedures.

ARTICLE 13
Injured Player Eligibility

A release form signed by a doctor releasing any player removed from game or practice by EMT will be required to be presented to League Officers before player is allowed to participate. Referee will determine if cast, brace, etc. is covered properly.