

SOUTHERN PREMIER YOUTH FOOTBALL LEAGUE

RULES (Revised December 2019)

Resolution

It is solemnly resolved by the board and members of the Southern Premier Youth Football League that our primary goal is to provide a safe and wholesome environment for our children to enjoy youth football. All rules, policies and actions of the Southern Premier Youth Football League should be interpreted with this primary purpose in mind.

Team composition

Rule 1. Team composition

- A.** Each SPYFL team shall have a minimum of eighteen (18) players to certify a team.
- B.** The staff of each SPYFL team shall be limited to one (1) head coach and a maximum of five (5) assistant coaches
- C.** The league shall be comprised of teams from each member park.

Rule 2. Team roster

A. Each team shall submit, to the athletics coordinator, on an official form, the following information of each player on the team:

- 1.** Full name
- 2.** Age and date of birth
- 3.** Weight
- 4.** Jersey number to be worn by player in conference game
- 5.** Address and phone number
- 6.** School attending
- 7.** Digital Photograph

B. Included on the team roster shall be the color of home jersey, telephone number for the home field, name of field marshal/coordinator, division/age classification, team name, and the names and telephone numbers of each member of the team's staff, except the team managers. The coordinator or designated individual may approve any changes in a team's staff any time during the current year, subject to the limitations contained herein.

C. Jersey numbers, once assigned, will not normally be changed from that shown on the official roster. It is recognized that some unusual circumstances may occur, such as a loss of a player's jersey or damage to a player's jersey to the extent that it becomes unfit for further game use. In such cases, the jersey should be replaced with another jersey of the same number and color. If this is not practical, the appropriate SPYFL officer may authorize a change in jersey number. It shall be the responsibility of the coordinator to notify the other coordinators and all league representatives of teams who will play the team involved with the jersey number to be used. All other league representatives must be notified of the change at, or prior to, the next scheduled SPYFL game. Any jersey that is damaged to the extent that it must be replaced during the progress of a SPYFL game may be substituted with a jersey of a different number for the remainder of that game only, without the approval of the appropriate officer, by notifying the opposing team's head prior to making the change. However, use of a different number from that shown on the official roster in any subsequent game must be approved as outlined herein.

D. No player certified by the SPYFL may appear on more than one league football roster during the season. This includes all SPYFL team rosters. No player appearing on any high school roster may participate on any SPYFL team roster.

Rule 3. Proof of age

Each SPYFL player must furnish proof of age by submitting one of the records specified below to the coordinator, or his designated representative, at the SPYFL certification. Any player who does not provide one of the required proof-of-age records for certification may be ineligible for play on a SPYFL team. Only the following records shall be acceptable in providing proof of age.

A. A hospital issued birth certificate, an official state or county birth certificate, or certificate of registration of birth from a state or county bureau or vital statistics. This should be the best form of certification and should be the primary method of establishing the child's birth date. In the event such a record is not available, the following shall be sufficient.

B. An official school registration certificate issued by a private or public school, provided the certification is personally signed by a school official and notarized.

C. An appeal may be made to the board of directors regarding other records supporting proof of age. Should the board deem an age valid as the result of investigation relative to "other records",

certification may be granted. In the event an appeal is made the player will remain ineligible until the coordinators have approved the appeal.

D. Each team shall submit two complete sets, on official forms, of player identification records complete with current photographs of the player from the waist up wearing his official roster jersey. Each of the player identification forms will include a signed statement by a parent or guardian of the player in an affidavit form attesting to the accuracy of the date of birth and proof of age. Both the park coordinator and the SPYFL representative will attest with each of their signatures to the accuracy of the information contained in the affidavit. The park coordinator will retain one set of each team's identification records. The team manager must retain another set of the team's records. Each team manager must present his book prior to each game.

Rule 4. Ages and weights

A. The age of players on all SPYFL teams will be determined by their age as of July 1st of the current year.

B. The ages of the players assigned to a division team will be as follows:

Pee Wee 6U 80# ball carrier

Bantam 7U unlimited weight

Flea 8U unlimited weight

Bandit 9U unlimited weight

Mite 10U unlimited weight

Intermediate 11U unlimited weight

Midget 12U unlimited weight

C. Player eligibility on SPYFL teams is governed by classification set in rule 4, A & B.

D. Any player who does not make the ball carrier weight limit at the official SPYFL weigh-in shall be ineligible for ball carrier positions the remainder of the season. Once certified, a player shall not be subjected to additional weigh-ins.

E. An identifiable marking will be placed upon the helmet of any player who exceeds ball carrier weight. Coaches shall place a three-inch (3") mark in distinct, contrasting colors on the back of the helmet. The marking shall be placed on the helmet at certification and remain in place until the conclusion of the season

F. The ball carrier position shall be defined as any offensive position whereas the player is at a position that would allow him/her to gain control of the football and advance, regardless of the intent of the play.

1) If during an offensive play a player who was positioned at a non-ball carrier position gains control of the football by means not intentionally designed, if fumble recovery, the player may advance the ball until the play is stopped.

2) If a defensive player, who would not be eligible for a ball carrier position on offense, gains control of the ball during an offensive play, the player may advance the ball until the play is stopped.

3) When receiving the football by means of a punt, only those players who are eligible for a ball carrier position may play off the line of scrimmage deeper than a position recognized as linebacker and outside the widest lineman position.

4) When receiving the football by means of a kickoff, only those players who may play ball carrier positions shall play at a position deeper than the front line.

5) Any player who has been declared ineligible by weight may line up at the tight end position but he must declare himself an ineligible receiver.

Rule 5. Uniforms and Equipment

A. Each SPYFL team must list the color of their jerseys on the team's official roster. The jersey color to be worn by the home team in all SPYFL games shall be the home color so designated on the official roster unless the home team has notified the visiting team 72 hours prior to the game of any change. In the event that competing teams have identical jersey colors, the host park may provide yellow pennies (scrimmage vests) for the visiting team. Two-color jersey numbers are permissible.

B. Each player must have a complete uniform and be legally equipped. Detachable cleats are permitted only in those cleats designed to screw into the shoe and not those designed with the screw affixed to the shoe. Any player discovered to be wearing improper cleats shall be penalized for illegal equipment. All players must wear a colored mouth guard, strapped to the helmet. No tinted helmet visors are permitted.

C. The ball should be of a good grade of leather or rubber with specifications as follows:

Pee Wee Division - Wilson k2-gst

Bantam, Flea, and Bandit Divisions - Wilson k2-gst

Mite Division - Wilson tdj-gst

Intermediate & Midget Divisions - Wilson tdj-gst

Junior Division – Wilson youth tdy-gst

Certification and weigh-in

Rule 6. Official SPYFL certification and Weigh-In

A. Certification

1. A player must be certified by the Southern Premier Youth Football League before he or she is eligible to play in a regular season game. The coordinator shall have overall responsibility for certifying each player and team for play during the current season but may appoint one or more representatives to help. Each player's official birth certificate will be examined. His age will be determined and checked against the team roster. School records and/or passports may be used in lieu of an official birth certificate. The player Identification forms will be checked to insure the information is correct and that each player can be identified with the photograph provided. If everything is in order, then the roster and identification forms will be signed and stamped with the official SPYFL seal certifying play for the current season.

2. No players may be added to a SPYFL team roster after the official team certification.

3. Administrative errors committed by SPYFL coordinators or their designees may not be protested. The SPYFL is obligated to correct any errors brought to their attention.

4. At the conclusion of their team's official certification, head coaches must acknowledge and sign all certified rosters.

A. Player Certification

1. The official SPYFL player certification will be held no later than the Friday prior to the first regular season game at the location to be determined by the coordinators. The coordinators will set the schedule and formats for player certifications. **No extra time will be allowed to make weight. Players may dress down to gym shorts and t-shirts**

only.

2. All players on a roster must be in attendance at the official SPYFL certification unless injury or sickness prevents the player's attendance. Such absence must be supported by a doctor's statement of illness or injury, to be verified by the designated official. Any player who fails to make an appearance at the official SPYFL certification for any other reason may make an appeal to the certification official.

3. A player listed on the official roster that is in a plaster cast as a result of an injury shall be allowed a late weigh-in if the player does not comply with the official weight, providing the player meets the official weight upon cast removal and has a doctor's certificate presentable at the official SPYFL certification.

Rule 7. Pre-game verification

A. All pre-game verifications shall be conducted not earlier than one (1) hour and not less than ten (10) minutes prior to the scheduled game time.

B. The head coach of each team or his designated representative will be responsible for the pregame verifications.

C. Any late player will be given until the opening kick-off to report to the opposing coach, prior to playing, for verification. Upon doing so he will be eligible for play. Any player who misses the opening kick-off must wait until the 3rd quarter to play. He must report to the opposing coach prior to playing. The park coordinator must be informed as to who is present and eligible for play. Rosters are to be submitted to the press box denoting those players who are present.

D. The SPYFL pre-game verification shall not be open to the public. Parents and other onlookers are not to be permitted in the immediate area of the verification. Only the head coaches and/or his representative, along with a SPYFL board member, shall be permitted in the verification area at the time of verification.

Practice rules

Rule 8. Practice

A. The purpose of this rule is to provide standard; fair and equal practice time for SPYFL teams and to keep practice activity at a reasonable level during school days so as not to create a hardship on the players with regard to school studies and participation in school activities.

B. Practice is defined as any gathering of players, prospective players, a SPYFL team or individual players on a SPYFL team, to discuss the subject of football, to view films of football, to exercise or to study football.

C. Practice will be limited to ten (10) hours per week during the preseason, until school begins. During the preseason, teams are permitted two (2) full contact practices per week. After the first week of scheduled games, teams may not hold more than three (3) practices during any calendar week with a maximum of six (6) hours of practice per week. During the regular season, teams are permitted one (1) full contact practice each week, on a day designated by the park coordinator. In addition to full-contact practices, tackle football teams may conduct two “thud” practices each week during the preseason, and one “thud” practice during the regular season. During “thud” practices, players may only wear helmets and shoulder pads, and no player may be taken to the ground. Upon conclusion of the regularly scheduled playing season, any team scheduled to play in the SPYFL play-off games, division, or conference championship games may hold four (4) practices during the week with a maximum of eight (8) hours of practice per week. No practice will continue past 9:00pm. There shall be no mandatory practices on Sundays.

D. Time spent in traveling to the location of a scheduled SPYFL game will not be counted as a practice activity. All organized activities of a team conducted from the time of the pre-game verification until the start of the game is considered to be pre-game warm-up activities and is not counted as a practice activity.

E. In addition to all other authorized practices, verification and warm-up activities, SPYFL teams may, on the day of a scheduled game, hold one (1) pre-game preparation session, not to exceed a maximum of one (1) hour.

F. The provisions of this rule are not intended to prohibit a SPYFL team, or its individual members, from viewing or listening to games on television or radio, provided such it is not used as a practice or training activity. SPYFL teams, and their individual members may participate in non-practice social, civic, and church activities such as picnics, banquets, pep rallies, league carnivals, and work details, etc., without being in violation of the SPYFL rules pertaining to practices, provided such activity is not also used for SPYFL football instructions and practice.

G. Violations of this rule, or any other rules pertaining to practice, or practice type activities, shall be considered a very serious offense. In the event any SPYFL park, team or associated individual is deemed guilty by the SPYFL coordinators. Of violating any part of this rule, or any other rule pertaining to practice or practice type activity, the park team, and/or individual will be subject, collectively and separately, to possible suspension, probation, and/or other such action as the SPYFL coordinators shall deem appropriate.

Rule 9. Nonscheduled games and scrimmages

Controlled scrimmages will be permitted with any team, but each such scrimmage shall be considered a practice.

Rule 10. Playing field

A. Regulation high school football field measurements shall be used in conference games in the Bantam, Flea, Bandit, Mite, Intermediate, Midget, and Junior divisions. **Pee Wee shall play on a football field with a maximum of 80 yards in length.** Goal posts shall be provided at each end zone.

B. If more than one field is available, the league must specify which field will be the game field. If the selected field becomes unavailable, the coordinator must notify each park within seven (7) days prior to game date. The coordinator or his designee is to notify all parks concerned with the change of fields.

C. If playing conditions at game time are considered hazardous to the health and welfare of the participating teams, the game may be postponed by the park coordinator and the referee. The coordinator will set the rescheduling of this game after consultation with both head coaches. This will be without forfeit of the posted fee.

D A pre-game inspection of the playing fields by the coordinator or his designated representative is prescribed herein if at this time, or subsequently, a playing field does not meet the minimum safety standards in regard to field conditions, or other requirements set forth in the SPYFL rules, the department shall have the authority to deny the park in question the privilege of home games until; such conditions are corrected.

E. As a safety precaution, the park shall be responsible for erecting a fence or safety barrier to separate the playing field from the parking area and spectator section. No cars will be allowed on or around the playing field, including end zones. The board member responsible for inspection of the field shall, in his or her best judgment determine the safety and sufficiency of such barrier and shall request the decision of the department in cases where the safety and sufficiency are in question.

Rule 11. Scoreboard

Every playing field used for a SPYFL regular or playoff game must be equipped with an operable electric scoreboard with a clock. If a scoreboard malfunctions, the officiating crew will keep time on the field.

Rule 12. Host Park Responsibility

The host park shall have the following responsibilities;

A. Preparing or marking the field

B. Providing all field markers and other necessary officiating equipment.

C. Other necessary arrangements for the conduct of the game.

D. Chain crews shall be provided by the host park. The chain crew shall consist of adults whenever possible. The same crews should be maintained throughout the season so as to assure more efficient performance. The chain crew shall take their post at least five (5) minutes prior to time for the kick-off. Each park is requested to provide appropriate identifying vest, which should be worn by the chain crew during the game.

E. Each park is required to have the conference playing field cleared and ready for play at least one (1) hour prior to the scheduled starting time of the first conference game.

F. All parks shall provide an adequate and safe environment and have emergency procedures conspicuously posted that include the telephone numbers of an ambulance service, police

department and emergency rescue unit.

G. All parks must provide free admission to all SPYFL regular season games.

H. All parks must provide adequate seating for the home and visiting spectators.

Rule 13. Injured players

Any player injured during a game shall be removed when, in the judgment of the referee, coach, or medical personnel, the player's health or safety is in jeopardy. A player who has been removed from the field by medical personnel shall not participate in any game or practice until the park director has received a doctor's approval of the player's condition stating that said player is fully recovered and that he or she can participate in the football program.

Rule 14. Officials

A. All conference games shall be played using the indicated number of officials;

Pee Wee, Bantam, and Flea Divisions - Three (3) officials

Bandit, Mite, Intermediate, Midget, and Junior Divisions - Four (4) officials

B. All field crews shall include more than one (1) first year official.

C. The game officials shall be required to complete a written incident report of any instance where the conduct of any member of a team, the team's staff, chain crew, spectators or other persons who's conduct has, in the opinion, been un-sportsman like or detrimental to the game or conference. The incident report shall be submitted it to the SPYFL coordinator.

D. Park coordinator must report late arriving and/or absent game officials within twenty-four (24) hours after completion of the game to the SPYFL booking agent.

E. Each park will supply an official clock keeper. The official clock keeper shall be at least 17 years of age and approved by the coordinators.

Rule 15. Interval between games

In order to assure adequate time for officials' instructions and introduction of team captains, etc., a minimum of ten (10) minutes shall elapse between the end of any one game and the beginning (kick-off) of the next following game. If games are running behind schedule due to unforeseen circumstances, teams should properly condition and warm up players utilizing the surrounding fields in each park. Warm up and conditioning should not be expected on the playing field.

Rule 16. Team captains

A team may have a maximum of four (4) team captains, as identified by the head coach to the game officials, who may attend the opening game ceremonies and instructions at mid-field.

Rule 17. Complete games

All games must be played to completion, except under such conditions where the welfare of the players may be adversely affected. All unfinished games are to be reviewed by the coordinator, and the department to determine if the game should be completed at a later date. However, the coordinator or the officer so designated for scheduling games shall have the authority to cancel, postpone, and/or reschedule any game or part of a game, when such action will best serve the ideals, purpose or other interest of SPYFL. In the case of stoppage due to inclement weather or other unforeseen events, a game will be deemed complete at the conclusion of the 3rd quarter.

Rule 18. Postponing games

A. In the event of severe weather conditions, field conditions, or other unusual circumstances that may present a health or safety hazard to the players, a game may be postponed, provided the park coordinator and head official involved have personally reviewed the conditions and are agreeable to the postponing of the game. Under these circumstances, the judgment of the coordinator and game official shall not be subject to question.

B. The coordinator or duly designated officer, in consultation with the host park, shall reschedule any postponed game.

Rule 19. Restraining lines

As a safety precaution, the host park shall be responsible for erecting a fence or other adequate safety barrier to separate the playing field from the parking area and spectator area.

Rule 20. Team seating

The host team shall provide adequate seating for both participating teams with the press box side designated as visitors' field side. In the event it is not practical, both teams may be seated on the same side of the field. In such event, the host park should designate the seating area for each team's spectators and encourage that each spectator honor this division.

Rule 21. Sideline restrictions

A. During any conference game, no one is allowed on the sidelines, outside the coaching box, except the following:

1. Cheerleaders, but only when adequate space cannot be provided outside the restraining lines.
2. The official chain crew.
3. Newspaper, magazine, television and/or professional photographic staffs that have been given authorization from the athletic coordinator to take pictures of/or film the game.

B. Team spotters, the team's verification representative, unless he is also listed as a coach on the team's official roster, coaches from other SPYFL teams, mascots, guests, spectators and other similar type personnel shall not be permitted on the sidelines, inside or outside the coaching box during a SPYFL game.

C. Unless otherwise noted in these rules, during any conference game no one is allowed on the sidelines inside the coaching box except the following;

1. The members of the participating team and the team's coaching staffs that are listed as coaches on the team's official roster.
2. The team's official park representative but only when their presence is required to assure the more orderly conduct of the game or their presence on the sideline has been requested by the coordinator or the department.

D. The coordinator and/or other members of the department may be on the sideline at any SPYFL game, inside or outside the coaching box, when they feel such action is appropriate and in the best interest of the game or conference.

Rule 22. Mercy rule

When one team is twenty-four (24) points or more ahead, the following rules shall apply:

1. There shall be no further kick-offs by the leading team.
2. The team behind shall begin all possessions at midfield, provided the point differential remains twenty-four (24) points or more.
3. With a twenty-four (24)-points lead, the winning team shall have four (4) downs (only 4) and then the ball shall turn over to the trailing team. Once the mercy rule is in effect,

all possessions of the winning team will begin on their own 20-yard line.

4. A “running clock” will be used when the point difference is twenty-four (24) points or more. The clock will stop for the trailing team’s time-outs and for injuries only. The leading team will be allowed time outs but the clock will continue to run. The clock will continue to run until the game has ended.

Rule 23. Headsets

Any team may use headsets during a game and the host park will be under no obligation to supply the same nor shall any team be prohibited from using headsets because the other participant does not have access to the same.

Rule 24. Tie games

Regular season games ending in a tie shall play one (1) series of overtime as stated in the “Tie Breaking Method”. **If the game is still tied after one (1) series, the game will be recorded as a tie.**

Playoff games ending in a tie will be determined as specified below:

“Tie Breaking Method”

As published in the 1974

National Federation of State High School Associations Rules Book

10-yard overtime procedure

All game rules will apply except the line to gain shall always be the goal line and the try will not be made when it is not required to break the tie. When the score is tied at the end of the fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the procedure and determine the number of timeouts remaining for each team. The head linesman will go to the team on the side of the field where the line to gain equipment is located, and the field judge to the other team, to inform the coaches of the number of timeouts each team has remaining and escort the respective team captains to the center of the field for the coin toss. The visiting team captains shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given its choice of ball possession or designating the direction of the offense for the overtime periods. Each team shall be permitted one additional timeout for each extra period plus any unused regulation game timeouts.

The team scoring the greater number of points in the overtime shall be declared the winner. The Final score shall be determined by totaling all points by each team during the regulation and overtime periods. To start the overtime, the offensive team shall put the ball in play, first and goal on (b)'s 10-yard line. Team (a) shall have a series of four downs. The series shall be terminated by any score by (a) or if (b) has possession at the end of any down. Team (a) shall be awarded a new series when:

- A.** The penalty for defensive pass interference is accepted.
- B.** There is a change of team possession during the down and the ball belongs to (a) at the end of the down.
- C.** Team (a) recovers a scrimmage kick (field goal attempt) between the goal lines after it has been touched first by (b) beyond the neutral zone.

If team (a) scores a touchdown, it is entitled the opportunity to try for the extra point, except when it is unnecessary to break the tie. A field goal attempt is permitted during any down. If the defensive team gains possession by recovering a fumble or intercepts a pass, the ball remains alive until that down is ended. This provides team (b) the opportunity to score following a recovery or interception. After team (a) has completed its series, team (b) will become the offensive team with the ball in its possession at the 10-yard line. The same end of the field will be used for both possessions in order to insure equal game conditions and conserve time.

During the playoffs, if the score remains tied after each team has been given one series, the procedure shall be repeated until a winner is determined. There will be an intermission of 2 minutes during which the loser of the coin toss will be given first choice of the options. If additional periods are required, first choice of options will be alternated.

Scheduling

Rule 25. League schedule

- A.** Schedules will be set by a coordinator or scheduler and made available as soon as practical.
- B.** The game times and league divisions shall be made by the coordinators.
- C.** The coordinators shall have the authority to cancel, postpone and/or reschedule any game, or part of a game, when in his or her opinion such action will best serve the ideals, purposes or other interests of SPYFL.

D. All night games preceding a school day will be scheduled to begin no later than 8:00.p.m.

Rule 26. League divisions

The number of teams in each age division in all member parks will determine if there will be two league divisions when deemed necessary for scheduling purposes.

Rule 27. Championship playoffs and awards

A. The top six (6) teams within each league division will advance to post season playoffs.

B. SPYFL championship awards in the form of trophies and/or medals will be presented each year at the championship games to the league winners. A team shall be eligible to receive only one (1) set of awards and that will be for the highest championship won:

1. Championship awards will be presented each year in each age division and will be known as the league championship trophies. The championship trophies will be presented to the championship teams each year at the championship bowl and shall be permanent award to be retained by the champion of said bowl.

2.The specific size and design of each championship award shall be determined and approved by the department. However, each SPYFL championship award must include appropriate division designation and the award title.

Administrative rules

Rule 28. Ineligible players and coaches

A. Request for all coaching changes must be presented to the coordinator of each park.

B. When it is found that a team has permitted any coach or player who is ineligible to participate in any game, the team shall be required to forfeit each and all games in which the ineligible coach or player participated. Such violation may also subject the coach to further disciplinary action and possible suspension. Ineligible players and coaches shall not be permitted on the sidelines or to participate in any way in a league game or team practice.

C. Any head coach found to have an ineligible player or players shall face a minimum oneyear suspension from all coaching duties that involves any SPYFL game events or practice events with the team.

D. Any information about a player's eligibility should be brought to the attention of the coordinator of the park for which he or she is a participant. This should be done as soon as possible.

E. Ineligible players and coaches shall not be permitted to be on the sidelines or to participate in any team functions.

Rule 29. Misconduct

A. Any player, coach or other adult supervisor who shall be deemed guilty by the department of cheating or misrepresenting any record shall be subject to indefinite suspension from the conference.

B. Any player or coach who shall be guilty of conduct detrimental to the league, under the influence of alcohol at any scheduled conference event including practice, unbecoming conduct or unsportsmanlike conduct shall be expelled from any game being played. The officials shall make an incident report of such conduct to the coordinator. Any player or coach ejected from a game must be suspended from the next game. Game officials should report to SPYFL along with the opposing team in order that all incidents are reported. If it is found that a player/coach participates in the next game, they will be suspended for two additional games.

C. A coach or official reported by a game official, park representative or league coordinator, in writing, as demonstrating unsportsmanlike conduct will, if deemed guilty by the board, be subject to one more of the following penalties:

- 1.** Probation for 12 months
- 2.** Three (3) game suspension
- 3.** Permanent suspension from conference participation
- 4.** Such other penalty as deemed appropriate by the league

D. It shall be considered misconduct to discuss complaints on officiating. A complaint must be submitted in writing to the coordinator of the park.

E. With the exception of pre-season games utilizing officials, it shall be considered misconduct to scout or have someone at another SPYFL team's practice without the express permission from the practicing team's head coach.

F. When in any SPYFL function, two (2) or more players from different teams become involved in a fight, both teams' head coaches shall appear before the coordinators to answer any questions and to explain the incident and accept any punishment deemed appropriate.

Rule 30. Artificial weight loss

Weight loss of players may be obtained by normal physical conditioning. Use of artificial means to obtain weight loss by any player is prohibited unless specifically prescribed in writing by a licensed physician for reasons of health. Any coach, or other supervisor advising or condoning the use of artificial means to obtain weight loss shall be subject to disciplinary action, including suspension or dismissal as a SPYFL coach or supervisor. When a coach suspects, or knows that a player has, or is on his own or at the direction of his parents, using artificial means to obtain or maintain weight loss, it shall be the responsibility of that coach to take immediate, positive action to have the player discontinue such practices. Methods which are considered artificial means of weight loss include, but are not limited to the following: sweat boxes, steam or sauna baths, use of heated cars, water pills, excessive dieting, running in rubber or plastic type suits or similar clothing, excessive physical exercising, diet or appetite depressant or suppressant pills, etc.

Rule 31. Spectator conduct

Conduct of spectators that shall be deemed unsportsmanlike or detrimental to players, the game, or league, may subject the offending team to penalty after a warning by the referee to the coach of such misconduct. A zero tolerance policy will be enforced with the unruly spectator/s being removed from the park or face possible criminal prosecution.

Rule 32. Understanding of the rules

A. Before being accepted as a member of SPYFL team's coaching staff, each individual must have a thorough understanding of all SPYFL rule and philosophies, agree to abide by all provisions of these rules, and be willing to accept any penalties that may be imposed as a result of violation of the rules.

B. A certification meeting will be conducted by a representative of the official's park and the SPYFL board prior to the beginning of the season.

Rule 33. Protests

A. Protests of eligibility must be made known to one of the game officials handling the game during the game, and the official must be informed that the game is being played under protest.

The intent to protest a game must be declared to the park coordinator no later than one hour following the conclusion of the game in question. The protest must be in writing and submitted, along with a \$100 cash-filing fee for each alleged infraction (refunded only if protest is upheld), to the coordinator no later than twenty-four (24) hours after termination of the game protested. The burden is upon the team filing the protest to prove the allegations.

B. The protest board shall consist of the coordinators of the parks. The protest board shall render a decision on whether the protest shall be upheld prior to the next scheduled game if deemed possible.

C. Protests of matters of judgments rendered by a game official will not be considered. No forfeit or replay will be allowed due to the conduct or decision of any official, but inappropriate conduct of an official may be brought before the board by written request and addressed by the board at a determined time.

Rule 34. Administration, interpretation & enforcement

A. As stipulated in the by-laws, the coordinator of each park shall serve as a member of the board of directors and shall conduct the affairs of the SPYFL.

B The coordinator shall be responsible for issuing rulings on all questions of interpretation of the SPYFL rules and any other matters pertaining to the rules that are not specifically covered. There shall be a written report of all such rulings. A signed and dated copy of each report shall be furnished to each park.

Playing rules

Rule 35. Governing rules

All SPYFL games will be played under the national federation football rules with the exceptions of those rules listed herein:

- A.** All games will be governed by a ten (10) minute per quarter game clock except Pee Wee, Bantam, and Flea divisions. Pee Wee shall be two (2) - twenty (20) minute halves with a continuous running clock stopping only for time outs or an injury. In the Pee Wee division, the

last two (2) minutes of each half shall be regulation play. Bantam and Flea divisions shall be four(4) eight(8) minute quarters.

B. Extra points shall score one (1) point for running or passing and two (2) points for kicking.

The ball will be put in play from the three (3) yard line.

C. Officials will be instructed not to comply with NFL rules regarding numbering of players.

Rule 36. Coaches' participation

One (1) coach from each team in the Pee Wee division may participate on the game field. In the Bantam (U7) Division, one coach may be on the field for Jamboree and the first four (4) weeks of the season. In the Flea (U8) Division, one coach may be on the field for Jamboree and the first two (2) weeks of the season.

A Coaches participating on the field may not have any form of communication with any player or either team after the offensive team's center touches the ball. Coaches must remain silent until the play has ended.

B. Coaches participating on the field must be at least fifteen (15) yards behind the line of scrimmage when the play starts and remain away from interfering with the play until the play has ended.

C. If it is the opinion of the game official that an on-the-field coach has interfered with the play, an unsportsmanlike conduct penalty shall be assessed (one warning per team at the referee's discretion).

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Rule 37. Free point after kick

Teams participating in the Pee Wee, Bantam, and Flea divisions of SPYFL may request a no rush free kick in an attempt to kick the point after touchdown. Teams may attempt a two-point conversion (PAT) by kicking an uncontested field goal from the 5-yard line

A. If a Pee Wee team requests a "no rush free kick," the game official will instruct all players with the exception of the center, holder, and kicker to take a knee at their regular position and not physically interfere with the play.

B. If a Bantam, Flea, or Bandit division team requests a "no rush free kick," defenders are permitted to jump, waive, and attempt to distract the kicker.

- C. If it is the opinion of the game official that an infraction of this rule has occurred, an encroachment violation shall be assessed.
- D. If the offensive team attempting the free kick cannot kick the ball within five (5) seconds from the time of the snap, a dead ball shall be called and the play ended.
- E. If a team requests a free kick and attempts to advance the ball, a dead ball shall be called and the play ended.

Rule 38. Free punt

Teams participating in the Pee Wee, Bantam, Flea, and Bandit divisions of the SPYFL may request a free punt:

- A. If a team request a free punt, players from both teams must remain at their positions until the ball is punted. Once the ball has been punted, it may be fair caught or downed, but may not be returned.
- B. Teams requesting a free punt must punt the ball.
- C. A free punt may be requested at any location on the field.
- D. If it is the opinion of the game official that an infraction of the free punt rule has occurred, an encroachment violation shall be assessed.

Rule 39. Automatic spot

Teams participating in the Pee Wee division of the SPYFL may request an automatic spot:

- A. In punting situations that occur inside the requesting team's 50-yard line.
- B. The game official will provide a twenty (20) yard spot. The game clock will run for ten seconds immediately following this process.

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Rule 40. Defensive line play

Teams participating in the Pee Wee, Bantam, Flea, and Bandit divisions of the SPYFL will modify defensive line play in an effort to better protect the center:

- A. Defensive players may not be positioned directly over or in the gap at the center position. The gap shall be defined as a two-foot split between the center's foot and the guard's foot.
- B. Defensive players may not be positioned within two (2) yards of the line of scrimmage at the position as described in rule 40 A above.

- C. No defensive player may play a position closer than head up on the offensive guard.
- D. This rule does not prohibit the defensive player from slanting or rushing these areas once the ball has been snapped.
- E. If in the opinion of the game official an infraction of this rule has occurred, illegal defense may be charged and five (5) yards assessed.

Rule 41. Mandated Play Policy

All SPYFL teams are encouraged to assure that each player plays minimum five (5) plays per quarter per game. Special teams included. Exception: Pee Wee (u6) division; all teams shall assure each player shall play five (5) plays per half. **Special teams are not included.**

A. In situations where a player is not permitted playing time as a result of a team disciplinary action, the head coach shall provide, in writing, prior to the scheduled game time, an explanation to the coordinator. Other factors such as game time injuries, and game time disciplinary action, may be explained during inquiry.

B. Players arriving after halftime shall play a minimum of three (3) plays

Rule 42. Forfeitures

Failure to comply with any SPYFL rule may result in game forfeiture and/or other disciplinary action as determined by the coordinators and/or department.

Conclusion

These statements of league rules are meant to provide framework and guidance for the administration of the Southern Premier Youth Football League. These rules will be regularly reviewed and amended by the League's member parks.