

CBYF ROOKIE 2ND/3RD TACKLE RULES

1. FUNDAMENTAL PRINCIPALS OF OPERATION

- 1.1. All persons who indicate a desire to play football by meeting the registration requirements as they pertain to parental consent, and age shall become accepted participants in Columbia Basin Youth Football (CBYF).
 - 1.2. There shall be no cutting of eligible players.
 - 1.3. Regular season games will consist of six weeks (12) games followed by a tournament the following week at each Grade-based division level. League Practices can start 4 weeks prior to the first regular season game. Regular season games begin in April.
 - 1.4. During CBYF's regular spring season, which is marked by our season opening and our season ending tournament, there will be no "All Star" teams formed.
 - 1.5. Sponsoring organization, league, city or group associated with CBYF refusing to register an eligible applicant before the end of the last sign-up date shall be suspended from CBYF for a period of one year.
 - 1.6. The CBYF will allow one charter per high school boundary. Current approved charters are: Junior Falcons (Richland), Junior Mustangs (Prosser), Junior Bombers (Richland), Junior Riverhawks (Pasco), Junior Bulldogs (Pasco), Jr Southridge Suns (Kennewick), Jr Cadets(Yakima), Junior Leopards (Zillah), Junior Braves (Kennewick), Junior Lions (Kennewick), Junior Bears (Benton City), Junior Panthers (Finley), Junior Blue Devils (Walla Walla), Junior Coyotes (Burbank), Junior Bulldogs (Hermiston), Jr Grizzlies (Sunnyside), Junior Warriors (Mattawa), Jr Eagles (Connell), Jr Tigers (Ephrata), Jr Huskies (Othello), Jr Jacks (Quincy), Jr Knights (Royal), Jr Rangers (Naches), Jr Cougars (Warden). Jr Wildcats(Toppenish), Junior Spartans (Granger), Junior Wolves (Wapato), Junior Mavericks (Moses Lake), Junior Hawks (College Place), Junior Pioneers (Milton Freewater), Junior West Valley Rams (Yakima), Junior Buckaroos (Pendleton), Junior Vikings (Mabton), Junior Red Devils (Moxee), Junior Vikings (Selah), Junior Warriors (Coulee City), Junior Bulldogs (Ellensburg). Teams will substantially consist of players from within the district of each respective Junior Charters High School boundary. A player is deemed to be vested with an Out of District Charter once a Transfer Request Form is fully signed by both Charters. It is the receiving charter's responsibility to maintain copies of these Releases for the duration of that player's CBYF career.
 - 1.7. All players must be registered prior to Book Check certification. No player can practice or participate until that player is fully established in that respective Charters registration system.
 - 1.8. CBYF Roles and Responsibility Overview
 - 1.8.1.CBYF Directors of Operations -The CBYF Directors of Tackle,7on7, Girls, Rookie/5v5 and Administrative Operations are each responsible for the following for their respective oversight function:
 - 1.8.1.1. Enforcement of CBYF Rules and Bylaws.
 - 1.8.1.2. Oversee and work in conjunction with CBYF appointed committees.
 - 1.8.1.3. Oversee, communicate and rule on operational conflicts with CBYF General Managers regarding concerns from within the GM's.
 - 1.8.1.4. Develop a working relationship with the Presidents of each CBYF Charter organization.
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- 1.8.1.5. Answer questions and resolve conflicts regarding rules from within the CBYF divisions in conjunction with the CBYF Rules Committee.
 - 1.8.1.6. Oversee game day operations and be a resource for CBYF General Managers during the season.
 - 1.8.1.7. Coordinate and assist in scheduling special events involving CBYF Charters
 - 1.8.2.CBYF Division General Manager - The CBYF Division General Managers are responsible for, but not limited to the following:
 - 1.8.2.1. Enforcement of all CBYF Rules and Bylaws with assistance from Charters within division.
 - 1.8.2.2. Preside over the CBYF Eligibility Committee along with other league GMs to rule on player eligibility. This panel will have final say on player eligibility in regards to age, address, or other eligibility issues that arise.
 - 1.8.2.3. Serve as the voice of their division, bringing concerns from within their division to the CBYF Executive Board if necessary.
 - 1.8.2.4. Develop a working relationship with presidents of each organization within their division.
 - 1.8.2.5. Present questions/issues regarding rules from within division to the Rules Coordinator.
 - 1.8.2.6. Rule on game day conflicts within their division such as issues with a parent, coach, fan or player behavior.
 - 1.8.2.7. Create a draft of their divisions schedule and coordinate with Schedule Committee. Facilitate coordination of the season schedule for their division and resolve any scheduling issues that occur during the season.
 - 1.8.2.8. Work with the Officials Coordinator, or WOA certified officials to ensure that officials are at each game that occurs within their division.
 - 1.8.2.9. Distribution of Sportsmanship Certificates to teams in division.
 - 1.8.2.10. Oversee game day operations and be a resource for Field Coordinators during the season.
 - 1.8.2.11. Collect division scores weekly and post on league website
 - 1.8.3.CBYF Team Coordinator – The CBYF Team Coordinator is responsible for, but not limited to the following:
 - 1.8.3.1. The overall function and duties of the CBYF Team Coordinator are WEB based with TeamSideline.
 - 1.8.3.2. Registrar will be granted and have administrative access to all organizations TeamSideline sites.
 - 1.8.3.3. Assist CBYF Charters with any and all TeamSideline questions.
 - 1.8.3.4. Be the intermediary contact with the CBYFs TeamSideline Representative
 - 1.8.3.5. Ensure all programs have their boundary map active, correct & enabled.
 - 1.8.3.6. Ensure all programs have Background Checks for coaches and volunteers are active on team sites.
 - 1.8.3.7. Provide standardized “TeamSideline Registration Setup Manual” Word Document to all CBYF Charters.
 - 1.8.4.CBYF Registrar Coordinator - The overall duties of the CBYF Registrar Coordinator is to ensure all programs are adhering to the CBYF registration requirements. CBYF Registrar Coordinator functions are, but not limited to the following:
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- 1.8.4.1. Registrar will be granted and have administrative access to all organizations TeamSideline sites.
 - 1.8.4.2. Registrar will be current and up to date on any and all CBYF registration requirements.
 - 1.8.4.3. Registrar will seek volunteers from, but not limited to CBYF Charters for assistance in completion of the CBYF Book Check process.
 - 1.8.4.4. Create a book check audit spreadsheet for volunteers, of all participating CBYF Charters.
 - 1.8.4.5. Verify all Charter volunteers have passed a CBYF approved background check.
 - 1.8.4.6. Obtain enrollment and team counts from all CBYF Charters
 - 1.8.4.7. Confirm all CBYF Charters registration is closed on Teamsideline in accordance of deadline set forth by CBYF Executive Board.
 - 1.8.4.8. Registrar will oversee and manage the CBYF Book Check process with all volunteers
 - 1.8.4.9. Finalize and upload all CBYF Charter Photo Rosters for distribution to Charters.
 - 1.8.5.CBYF Transfers Coordinator - The overall duties of the CBYF Transfers Coordinator are to input and track all CBYF Transfer Waivers sent via email, text & phone from all Charter Presidents. CBYF Transfers Coordinator functions are, but not limited to the following:
 - 1.8.5.1. Transfer Coordinator will have administrative access to all CBYF Charter TeamSideline sites.
 - 1.8.5.2. Transfer Coordinator will ensure they have reviewed the current and most up to date CBYF rules on Transfers & Waivers.
 - 1.8.5.3. Generate and maintain a spreadsheet of each Charters transfers & waivers.
 - 1.8.5.4. Collect and digitally store all transfer waivers for CBYF record keeping.
 - 1.8.5.5. Registrar has full authority to disable and enable Charter boundary checks with completed and approved CBYF transfer paperwork
 - 1.8.6.CBYF Safety Coordinator –
 - 1.8.6.1. Ensure Charters have the necessary Background check systems in place for coaches and volunteers through Team Sideline
 - 1.8.6.2. Ensure programs are enrolled in USA football, season by season, by sharing the full list of Charters & Charter administrator with the USA football representative and having then verify all charters have USA Football account. Have the USA Football representative contact all programs and finish enrollment
 - 1.8.6.3. Give Charter Presidents the contact information for the USA Football representative for support with the coach's certification & grant applications
 - 1.8.6.4. Give Charter Presidents contact information for Team Sideline representative for support with Background check integration through registration
 - 1.8.6.5. Assist Charter presidents in administering USA Football Coaches certification and Background checks
 - 1.8.6.6. When a Background check is flagged due to information on the report, promptly review with Charter president to verify eligibility of the coach or volunteer. Issues that are not allowed in the CBYF including but not limited to: Violent crimes, Domestic Violence, and/or crimes against children. Should a president reject the decision of ineligibility due to information on
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the report, the president can review with the CBYF General Manager for the appropriate division to discuss eligibility

- 1.8.6.7. Assist in general safety related issues that impact the CBYF and Charters

2. PARTICIPANT OBLIGATION (FOOTBALL)

- 2.1. Participants are expected to maintain their schoolwork at a passing level.
- 2.2. Participants are expected to be a credit to their community by practicing good leadership and fair play.
- 2.3. The CBYF follows the Washington Interscholastic Activities Association (WIAA), the governing body of athletics and activities for secondary education schools in the state of Washington, rules on participant ejections.
- 2.4. Participants are expected to attend all team practices and chalk talks. The only excuses for absences shall be illness, injury, or family emergency.
- 2.5. A participant, who does not follow the preceding rules, does not show a desire to participate and learn by either their speech or actions creates problems, or dissension between other team members or coaching staff can be recommended for dismissal through the local youth football Charter.

3. PARENT/GUARDIAN OBLIGATION

- 3.1. The parent/guardian shall inform the participant's coaching staff of any medical or other problems the player may have.
 - 3.1.1. The parent/guardian shall help the participant live up to their obligations as stated in the Participant obligation.
 - 3.1.2. The parent/guardian will attend as many of the participant's games as possible. Your encouragement and support play a big part in your players' growth, desire to participate and in their overall feelings and self-esteem.

4. COACHES OBLIGATION (FOOTBALL)

- 4.1.1. All members of a team's coaching staff should treat all their participants and participants on opposing teams with respect.
 - 4.1.2. All members of a team's coaching staff shall, for example, teach participants sportsmanship and fair play.
 - 4.1.3. Any coach or assistant coach who, by example or by encouragement, incites unsportsmanlike or disrespectful behavior by their participants shall immediately be ejected from the current game and will be subject to further disciplinary action upon review by the CBYF Board.
 - 4.1.4. The CBYF follows the Washington Interscholastic Activities Association (WIAA), the governing body of athletics and activities for secondary education schools in the state of Washington, rules on coach ejections. The ejected coach can coach practices for the following week but cannot be on the property for the game following an ejection. Additionally, if the coach is ejected twice in the same season, the coach can no longer coach for the remainder of the season.
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- 4.1.5. All members of a team's coaching staff shall, to the best of their ability, teach their participants the fundamentals of football.
- 4.1.6. It is required that all Head Coaches be at least 18 years of age. All coaches be certified by the National Youth Sport Coaches Association, USA Football or the similar and have a background check from a credible source on file with the Charter. All coaches, assistant coaches or volunteers who violate any of the rules or Fundamental Principles of Operation, which he has been told about or given a written copy of, may be terminated from the CBYF and their position.
- 4.1.7. At the end of each game coaches will meet with their team and the opposing team to award a Sportsmanship Award. Coaches will award a player from the other team.
- 4.1.7.1. Acknowledging the Sportsmanship Award is mandatory. Any coach who does not acknowledge a Sportsmanship Award at the conclusion of the game, will be suspended from coaching the following week.
- 4.1.8. Violation of these rules shall be handled as follows:
- 4.1.9. First Violation: Warning letter to the coach or helper stating the infraction committed.
- 4.1.10. Second Violation: Two-week suspension from all practices and games.
- 4.1.11. Third Violation: Third Violation is cause for dismissal from the program.
- 4.1.12. Serious offenses committed by a coach, assistant coach, volunteer or official may be directed immediately to the CBYF Board to be ruled upon in a manner deemed to be in the best interest of the CBYF Organization.
- 4.1.13. Probation is defined as not being allowed to vote on all matters in the CBYF for a period of one calendar year. The CBYF Board can by simple majority place an existing Charter on probation after the offending Charter has had the opportunity to present their case to the CBYF Executive Board. After a majority vote by the CBYF Board, a newly admitted Charter will be automatically placed on probation and after 1 year the CBYF Board will have a follow up vote on whether to grant full member status to the new Charter.

5. PLAYER / COACH REGISTRATION AND PLAYER ELIGIBILITY

- 5.1.1. Parental Consent: No player shall be registered if they have not secured the written consent of their parent/guardian as well as the required head concussion form.
- 5.1.2. The goal of CBYF and the Charter Junior Football programs is to build high-level competitive High School football within our region. As such, CBYF levels of play are based upon school grade-levels to facilitate cohesion of players entering High School. Player eligibility and team placement shall be determined as follows:
- 5.1.3. Player Grade level shall be determined by their school grade for the given season as determined predominantly by their school age as of a common school district age as of August 31st of the current year. In addition, a Player shall be allowed to play in their Grade level group as long as their age is not greater than one (1) year older than the common school district age.
- 5.1.4. 2nd-3rd Grade Rookie tackle level: Team members will largely consist of 7-9 yr olds
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- 5.1.5. Any player that has been placed on a team by using the pre-determined requirements above shall remain on that team for the duration of the season. A player must participate in a minimum of 3 regular season weeks (6 games) to be eligible to participate in the post season.
- 5.1.6. The CBYF Registrar will provide one master copy of the rosters to each member youth football Charter. The member youth football Charter will provide each head coach with a copy of the official master team roster and this roster is to be used for all games.
- 5.1.7. Players who wish to play for a CBYF charter organization but reside in another CBYF organization's boundaries may apply for a player transfer waiver. There are two types of transfer waivers. One being seasonal, and the other being a full transfer each outlined below. No player shall register for an organization outside of their boundary without a transfer waiver.
- 5.1.8. Seasonal Transfer Waiver
- 5.1.8.1. This waiver allows a player to play for another organization for one season, either spring or fall. The waiver form must be signed by the parent/guardian of the player, the releasing organization charter's president, and the receiving organization charter's president. This must be completed prior to registration and must be sent to the CBYF Transfer Waiver Coordinator. If the waiver is not on team sideline for book check, the player will be deemed ineligible. A transfer waiver can be used in place of proof of address.
- 5.1.9. A player that has been granted seasonal transfer waivers to the same organization for 2 calendar years will be deemed vested in the organization that they have transferred to and will no longer require a seasonal waiver
- 5.1.10. If a charter cannot field a team at a grade level due to low registration numbers, at the close of registration they must offer signed seasonal transfer waivers to all players registered at that grade level to give them an opportunity to find a place to play. It will be the player/parents responsibility to find another charter to accept them.
- 5.1.11. Full Transfer Waiver
- 5.1.11.1. This waiver allows a player to play for another organization permanently. The full waiver form must be filled out completely. It is the responsibility of the player wishing to transfer to start the waiver process. The form must be signed by the parent/guardian of the player, the releasing charter president, and the accepting charter president. The full transfer waiver only needs to be completed once during a players career with CBYF, but the waiver should be retained in the teamsideline account permanently. A transfer waiver can be used in place of proof of address.
- 5.1.12. A player that resides outside of the boundary for any CBYF organization, or where a CBYF charter is not available to register to, may fill out a transfer waiver. The waiver must be signed by the player's parent/guardian, the receiving charter's president, and the CBYF Division GM for that division or the Assistant GM.
- 5.1.13. Unless unable to field a team, a releasing or receiving organization is under no obligation to accept any transfer waiver or release a player. The organizations have full discretion to approve or deny.
- 5.1.14. Players, coaches, and official helpers not meeting the above eligibility requirements shall not be allowed to participate in the program.
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6. TEAM ROSTERS

- 6.1.1. Team rosters showing the players name, Grade-level, age and jersey number, and the coach contact information must be provided at time of Book Check Verification by league Registrar and must contain all registered players. Rosters should be typed, and players listed by jersey number in ascending order when possible. Official rosters will be provided to all youth football Charter Presidents.
- 6.1.2. Any team that fails to present their roster by that time shall forfeit each subsequent game until rosters are presented.
- 6.1.3. With parent consent a player will be allowed to play up a Grade-level. Once they have moved up, they must play on that team for the entire season.
- 6.1.4. Team Roster/Registration Book Check: Each team will be responsible for presenting a book for inspection to the league Registrar No more than 48 hours after the close of league. The book needs to include for each player on the rosters:
- 6.1.4.1. Signed medical waiver
 - 6.1.4.2. signed concussion form
 - 6.1.4.3. birth certificate or passport copy for all players
 - 6.1.4.4. proof of address, school enrolled in, and grade enrolled in for season. **(school demographic can be used to satisfy grade and address verification as long as it has address matching TeamSideline account, the grade level and DOB).** In lieu of a school demographic document a utility bill can be used for address verification. along with school docs such as letter of enrollment, report card etc
 - 6.1.4.5. a picture of the player
- 6.1.5. a roster needs to be provided that includes the players name, Grade-level, jersey number, and date of birth. Each organization will be responsible for supplying one team mom to help certify books.
- 6.1.6. There shall be no additions to rosters after the first league game has commenced. A roster copy is to be provided to the league prior to starting the first game. Players are not allowed to be on more than one roster.
- 6.1.7. Team rosters showing the players name, Grade-level, age and jersey number, and the coach contact information must be provided at time of Book Check Verification by league Registrar and must contain all registered players. Rosters should be typed, and players listed by jersey number in ascending order when possible. Official rosters will be provided to all youth football Charter Presidents.
- 6.1.8. Any team that fails to present their roster by that time shall forfeit each subsequent game until rosters are presented.
- 6.1.9. Teams are to have a max of 21 players on a roster, with a minimum of 8 players. Mandatory split occurs at 22 players.
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7. GAME OFFICIALS

- 7.1. If no league assigned game officials are present for a game, the game shall not be played.
- 7.2. All coaches, players, parents/guardians and league officials will treat game officials courteously and with respect. Coaches shall be responsible for the conduct of their players, parents, and fans and may be held responsible for any unsportsmanlike conduct and will be penalized for such.
- 7.3. The responsibilities of the Adult League Official/Field Representative are as follows:
 - 7.3.1. Maintain order of the officials, players and spectators.
 - 7.3.2. This person will be responsible for handling problems that may arise at their assigned field during the times which games are played.
 - 7.3.3. Any incidents must be reported to their individual youth football Charter president immediately following that day's games.
 - 7.3.4. The youth football Charter President is responsible for reporting the scores to the CBYF Division GM's no later than noon on Sunday. Scores not reported will not be recorded for the official standings

8. NO SHOWS

- 8.1. It shall be the team needing to make changes responsibility to notify the CBYF members of any schedule change at least 72 hours before game time.
- 8.2. Any no call/no show games will be counted as a forfeit against the team that fails to show up on time for their game.
- 8.3. Any organization that does not notify the CBYF administration 72 hours prior to game time, that one of their teams will not play in their scheduled game will be charged a \$100 fine and game will be logged as forfeit.

CBYF ROOKIE TACKLE GAME RULES

1. General Rules Authority

1.1 These Playing Rules have been modeled after the National Federation of State High School Associations (NFHS) rulebook and the USA Football Rookie Tackle 8-Player rulebook.

1.2 Cases may arise where the head referee or designated field manager may need to make a game rule decision during the play of a game. The individual will make the best attempt to follow NFHS rulebook with respect to the level of play. Individual judgment decisions made in this instance are not subject to appeal.

2. Playing field

2.1. The playing field is 40 x 35 1/3 yards, allowing for two fields to be created on a traditional 100-yard field at the same time.

2.2 All possessions start on the 40-yard line going toward the end zone. After each play, the ball is spotted in the middle of the field. Hash marks are not used.

2.3. An Administrative Zone extending a minimum of 10 yards from the 40-yard line will be established for game administration and safety purposes, this will typically be in the middle of a standard football field.

2.4. Game officials, league personnel and designated coaches are allowed in this space. The offensive huddle may take place in the Administrative Zone.

2.5. Sideline players' box extends from the 40-yard line to the 25 yard line. Players not in the game must stay in the players' box with one or more coaches to supervise.

2.6. First downs, down markers, and the chain gang are administered in accordance with National Federation (NFHS) rules starting from the 40-yard line.

3. Game Clock

3.1. 4 x 10-minute quarters - running clock.

3.2. 3 minute break between each quarter

3.3. 1-time out per half (1 minute duration each)

4. Playing Time

4.1. The Rookie divisions are developmental divisions with a "all players, all positions, all skills philosophy".

4.2. Not all players may play every position every game or even through the course of the entire season.

4.3. All players should practice at least one offensive and defensive line position as well as one offensive and one defensive backfield position.

4.4. In practice, players should learn all skills of all positions for developmental purposes in accordance with the Football Development Model principles.

4.5. If rosters have 16 or fewer players, then each player on the squad will have either an offensive or defensive starting position and play the entire first half with that unit.

4.6. Each player must start and play an entire quarter.

4.7. All players should have at least one offensive and defensive position to play each game.

5. Jersey Numbers

- 5.1. Because of the "all players, all positions, all skills philosophy," there are no restrictions on jersey numbers or player positions.
- 5.2. It is not allowed to change a player's jersey number during the course of a game in order to deceive the opposing defense.
- 5.3. Any team caught jersey swapping for this purpose will forfeit the game, regardless of the game's outcome.
- 5.4. If a jersey is damaged and unsuitable for play, the opposing coach and officials must be immediately notified of the problem and given the player's name and their new jersey number.

6. The Huddle

1. The time allowed between the huddle and the snap of the ball shall not exceed 30 seconds from the referee's spot of the ball and the signal of ready for play.

7. Assisting the Play

- 7.1. Two coaches can be in the huddle calling offensive and defensive plays but must back away from the area of play and be behind the referees prior to the start of the quarterback's coming set under the center.
 - 7.2. Coaches need to be behind the referees when the quarterback comes set under the center.
 - 7.3. Coaches may not shout instructions and may not physically touch or assist a player after the quarterback has come set under the center.
 - 7.4. An attempt by the coach to assist a player during the play is considered unsportsmanlike conduct and the penalty will be assessed as follows:
 - a. If the offending coach is on offense: 10-yard penalty from the line of scrimmage or the spot of the ball (whichever is worse) and loss of the down that was played.
 - b. If the offending coach is on defense: 10-yard penalty from the line of scrimmage or end of the play and automatic first down for the offense.
 - c. If both sides commit this penalty on the same play or this penalty is committed and another penalty is committed by the opposing team, then the penalties would offset, and the down would be replayed.
 - d. If this penalty is committed along with another penalty by the same team, it is not combined, but the victimized team would have a choice of which penalty to accept.
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8. Scoring:

8.1. Touchdown

- a. An offensive touchdown is worth 6 points. There are no defensive touchdowns as all turnovers are blown dead immediately.

8.2. Point after Touchdowns (PAT)

- a. After every successful touchdown, a point after attempt shall occur from the 3-yard line by the offense.
- b. Point after attempts do not extend the game if the score would not matter to the offense to win the game.
- c. Successfully crossing the goal line on a PAT attempt by a forward pass is worth 2 points.
- d. Successfully crossing the goal line on a PAT attempt by run play is worth 1 point.

8.3. Safeties

- a. There are no defensive safeties. All tackles behind the 40-yard line result in a loss of down, but the offense retains the ball, and the ball is re-spotted at the 40-yard line.

8.4. Scoring Limitations

- a. A player may score a maximum of 2 touchdowns in a game.
- b. Once a player has scored 2 offensive touchdowns in a game, they must be moved from the QB or RB position.
- c. Players who have scored 2 touchdowns may continue to play offense but must play on the offensive line or at tight end, wide receiver or wing and cannot have a play designed for them to touch the ball.
- d. Players who have scored their 2 touchdowns will have a colored helmet beanie placed on their helmet.
- e. A player who reaches his/her touchdown limit may touch the ball during the PAT attempt immediately following his/her 2nd touchdown. However, he/she may not touch the ball on any subsequent PAT attempts.

8.5. Identifying Ineligible Ball Carriers/Receivers

- a. To assist game officials, coaches, players, and field monitors in easily identifying ineligible ball carriers/receivers a penny will be given to any player who reaches their touchdown limit.
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- b. In the event an ineligible player touches the ball on an offensive drive, whether designed or not, the play will be immediately blown dead. The ball will be placed at the original line of scrimmage. The infraction will result in the loss of a down.
- c. In the event an ineligible player touches the ball on a PAT, whether designed or not, the play will be immediately blown dead. The infraction will result in a 5-yard penalty and the PAT replayed.
- d. An ineligible player may recover a fumble. If the player recovering the ball is ineligible the ball will be spotted at the point of recovery with no additional loss of down.
- e. A team may not have a player intentionally fall down or step out of bounds near the goal line to avoid hitting the player's maximum touchdown limit. Doing so will result in an unsportsmanlike conduct penalty.

9. Turnovers

- 9.1. A turnover on downs brings the ball back to the 40-yard line. The teams switch sides from offense to defense, defense to offense.
- 9.2. Turnovers on interceptions are blown dead immediately. No returns are allowed. Play restarts on the 40yard line with the intercepting team now on offense.
- 9.3. A fumble is a live ball until it is recovered by a player, lands out of bounds, or approaches the administrative zone and officials determine the play should be blown dead.
 - a. If a defensive player recovers the ball the play is blown dead immediately. No returns are allowed. Play restarts on the 40-yard line with the recovering team now on offense.
 - b. If an offensive player recovers the ball the play is live, and the player may advance the fumble.

10. Special Teams Adjustments

- 10.1. There are no special teams. There are no kickoffs or punts. Each possession starts with the ball on the 40-yard line, regardless of whether there is a score, turnover, or turnover on downs. There are no field goals or PATs by kick.

11. Offensive Adjustments

11.1. Line of Scrimmage

- a. Each play must include three offensive linemen - a center and two guards, one on either side of the center. These players are ineligible for first touch as the receiver of a pass.



b. The offense must have five players on the line of scrimmage. No more, no less. The fourth and fifth players can be tight ends, spit ends, or a combination of the two. Only two end players on the line of scrimmage are eligible for the first touching of a pass. There are no unbalanced lines. The split ends/tight ends must be on opposite sides of the center.



c.



d.



e. The distance (split) between a guard and center may not exceed three feet (one yard) but may be closer.

11.2. Guards are required to play from a two-point stance. There are no three-point stances.

11.3. The five offensive players who are not playing guard or center may be deployed in positions at the coach's discretion as long as two are on the line of scrimmage.

a. The snap

b. The center may only have his or snapping hand down on the ball.

c. The quarterback-center exchange may be direct, pistol, or shotgun.

d. Illegal Plays and Formations

i. Quarterback sneaks are prohibited in all situations.

ii. All blocks below the waist, in any situation, are illegal.

iii. No trip formations are allowed. Trips are defined as any three players outside the guard-to-guard box on the same side of the ball.

e. Note that motion is allowed by a backfield player as long as it doesn't create an illegal trips formation.

12. Defensive Adjustments

12.1. Linemen

a. Defenses may only have two defensive linemen unless an offensive formation includes a tight end. In that case, a third defensive player may line up over the tight end.

b. Two tight ends allow the defense to use four defensive players on the line of scrimmage. Note: a tight end is defined as a player on the line of scrimmage and within free feet (1 yard) of a guard.

c. BASE



d. ONE TIGHT END



e. TWO TIGHT ENDS



f. Defensive linemen must be in a two-point stance.

g. Defensive linemen must be aligned on the guards and/or tight ends in a head up or outside shade position. Players in an outside shade must always have one foot aligned inside the stance of the opposing player.



h. If the offense aligns with no tight ends, the defense may still align with four players on the line of scrimmage (press corner) but the player must be positioned over the receiver he or she is covering.

Note: with the exception of the players covering the guards, the defense is not required to have additional players on the line of scrimmage but has the option to do so.



12.2. Defensive Backfield

a. The defense must have one player at least 10 yards off the line of scrimmage. All remaining players not on the line of scrimmage or at ten-yard-deep safety must be a minimum of four yards off of the line of scrimmage.

b. Defenses that choose to not match the eligible receivers on the line of scrimmage may position those players on the second level as long as they are at least four yards from the line of scrimmage. If the ball is inside the four-yard, the four non lineman, non-deep players may align on the goal line.

12.3. Illegal Procedures and Formations

- a. Penetration of the A Gap
- b. Defensive line of scrimmage players may not penetrate the A-gap on the snap of the ball. Contact with the hands must be made with the offensive line player before defeating the block into the A gap.
- c. Enforcement: Deliberate stunting into the A-gap is to be treated as an illegal procedure foul and enforced as a five-yard live ball penalty.
- d. Blitzing
- e. No blitzes are allowed. Players within the box at the snap can penetrate upon the snap.
- f. Linebackers, safeties, and cornerbacks (both on the line and at depth) can flow to the ball naturally after a handoff is made, but predetermining penetration to a specific gap is illegal.
- g. On a quarterback run linebackers, safeties and cornerbacks (both on the line and at depth) can flow to the ball naturally as soon as the quarterback passes the guard.
- h. The box includes offensive players who line up within two yards of the ball and on the line of scrimmage along with the defensive players lined up over them.
- i. On pass plays, anyone outside the box on the snap cannot rush the quarterback and must remain behind the line of scrimmage in pass coverage.
- j. Application: The restriction on blitzing is intended to encourage skill development within the passing game and allow young players to execute a successful handoff with limited penetration.
- k. Enforcement: Illegal blitzes by a linebacker or defensive back shall be enforced as an illegal procedure foul and a five-yard live ball penalty. If continued blitzing is determined to be a product of coach encouragement, a 15-yard unsportsmanlike conduct penalty can occur.

13. Penalties

13.1. Five Yard Penalties

The following violations result in a 5-yard penalty:

Failure to wear required equipment	5-yards from the line of scrimmage	Whistle blown at snap
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Delay of games	5-yards from the line of scrimmage	Whistle blown after 30 seconds
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Illegal substitution	5-yards from the line of scrimmage	Whistle blown at snap of ball
Free kick infraction or kicking out of bounds	5-yards back and re-kick Take the ball where it went out of bounds. Take ball at 35- yard line	Whistle blown at end of play
Encroachment	5-yards from the line of scrimmage	Whistle blown before snap of ball
False start	5-yards from the line of scrimmage	Whistle blown before snap of ball
Illegal formation or procedure at snap	5-yards from the line of scrimmage	Whistle blown at snap of ball
Less than 3 or more than 4 players online of scrimmage e	5-yards from the line of scrimmage	Flag thrown during play
Illegal shift or illegal motion	5-yards from the line of scrimmage	Whistle blown at snap of ball
Illegal handling or passing the ball forward	5-yards from the line of scrimmage	Loss of down, flag thrown during play
Ineligible receiver downfield	5-yards from the line of scrimmage	Flag thrown during play
Helping the runner	5-yards from the line of scrimmage	Flag thrown during play
Illegal blitz	5-yards from the line of scrimmage	Flag thrown during play
Stunting into the A-Gap	5-yards from the line of scrimmage	Flag thrown during play

13.2. Ten Yard Penalties

The following violations result in a 10-yard penalty:

Illegal blocking technique	10 yards from spot of foul	Flag thrown during play
Holding, tripping, clipping, chop blocking	10 yards from spot of foul	Flag thrown during play

Pass interference on offense	10 yards from line of scrimmage	Loss of down, Flag thrown during la
Charging into an opponent out of la	10 yards from spot of foul; personal foul	Flag thrown during la
Face mask	10 yards from spot of foul or end of play	Flag thrown during la
Roughing the passer or snapper	10 yards from line of scrimmage and first down If pass is caught, the 10 yards is added to the end of play	Flag thrown during play
Slapping the blocker's head	10 yards from spot of foul or end of play	Flag thrown during la
Illegal participation	10 yards from line of scrimmage	Whistle blown at snap of ball
Sideline infraction	10 yards from line of scrimmage	Flag thrown during la
Nonplayer illegally on field	10 yards from line of scrimmage tacked on at end of la	Flag thrown during la
Spearing	10 yards from spot of foul	Flag thrown during la
Open field horse collar	10 yards from spot of foul or add it on to end of lay	Flag thrown during play
Repeat blitz encouraged by coach official's discretion	10 yards from line of scrimmage	Flag thrown during la
Illegal kick or batting of ball	10 yards from spot of foul	Flag thrown during la
Catching interference	10 yards from spot of foul	Flag thrown during la
Pass interference on defense	10 yards from line of scrimmage	Flag thrown during la
Pass interference on defense, if caught	End of play plus 10 yards	Flag thrown during la

13.13. Penalties plus Disqualification

The following violations constitute a disqualification and a 10-yard penalty:

Fighting by player or nonplayer	15 yards from line of scrimmage	Flag thrown
Any act if unduly rough or flagrant	15 yards from line of scrimmage	Flag thrown
Striking, Kicking, or Kneeing	15 yards from line of scrimmage	Flag thrown
Intentionally contacting an official	15 yards from line of scrimmage	Flag thrown
A second unsportsmanlike foul	15 yards from line of scrimmage	Flag thrown

Unsportsmanlike Conduct

- If unsportsmanlike conduct is called the penalty will be assessed from the line of scrimmage or end of play, whichever is worse.
- A second unsportsmanlike conduct penalty against a player or coach will result in disqualification.
- Unsportsmanlike conduct may be called, without warning, against a team's sideline and/or family cheering section. An unsportsmanlike conduct penalty against a non-player/coach will result in an on the field 15-yard penalty. A second unsportsmanlike conduct penalty against a non-player/coach will result in an automatic ejection under the Code of Conduct.

13.4. Penalty Limitations Due to Administrative Zone

- No penalty on the offense can take the ball beyond the 40-yard line. Example: A five-yard penalty called and accepted on the 38-yard line would result in the loss of two yards and the ball spotted on the 40-yard line.
- Penalties on the offense called between the 40-yard line and the end zone in which yardage is lost, even if limited in enforcement by the 40-yard line, are enforced as written in terms of down lost or replayed.
- Penalties on the offense that are called and accepted on or behind the 40-yard line result in the loss of a down. A penalty that would normally include a loss of down would not result in a second loss of down on the same play.

13.5. Personal Foul Penalties

- All personal foul penalties include an immediate required substitution from the field for a minimum of one play to allow coaches to address misconduct and promote good sportsmanship. This is called a "cooling off period".
- If a team does not have any substitutes for the game, coaches and officials will discuss during the pregame meeting how to apply league standards for this situation.

20 CBYF ROLES AND RESPONSIBILITIES

20.1.2 CBYF Roles and Responsibilities are to be agreed to, revised and voted on for implementation by the CBYF Executive BoD each year.

CBYF Director of Tackle/Spring Operations

The CBYF Director of Tackle/Spring Operations is responsible for, but not limited to the following:

- Enforcement of all CBYF Rules and Bylaws with assistance from Charters.
- Oversee and work in conjunction with any CBYF appointed committee.
- Oversee and communicate with CBYF General Managers, hearing concerns from within their divisions and bringing them to the CBYF Executive BoD if necessary.
- Develop a working relationship with presidents of each CBYF Charter organization.
- Oversee questions/issues regarding rules from within CBYF divisions in conjunction with advice of the CBYF Rules Coordinator/or Committee.
- Oversee game day operations and be a resource for CBYF General Managers during the season.
- Coordinate and assist in scheduling special events involving CBYF Charters.

CBYF Division General Manager -

The CBYF Division General Managers are responsible for, but not limited to the following:

- Enforcement of all CBYF Rules and Bylaws with assistance from Charters within division.
- Preside over the CBYF Eligibility Committee along with other league GMs to rule on player eligibility. This panel will have final say on player eligibility in regards to age, address, or other eligibility issues that arise.
- Serve as the voice of their division, bringing concerns from within their division to the CBYF Executive BoD if necessary.
- Develop a working relationship with presidents of each organization within their division.
- Present questions/issues regarding rules from within division to the Rules Coordinator.
- Rule on game day conflicts within their division such as issues with a parent, coach, fan or player behavior.
- Create a draft of their divisions schedule and coordinate with Schedule Committee. Facilitate coordination of the season schedule for their division and resolve any scheduling issues that occur during the season.
- Work with the Officials Coordinator, or WOA certified officials to ensure that officials are at each game that occurs within their division.
- Distribution of Sportsmanship Certificates to teams in division.
- Oversee game day operations and be a resource for Field Coordinators during the season.
- Collect division scores weekly and post on league website.

CBYF Team Coordinator –

The overall function and duties of the CBYF Team Coordinator are WEB based with Team Sideline.

The CBYF Team Coordinator is responsible for, but not limited to the following:

- Registrar will be granted and have administrative access to all organizations Team Sideline sites.
- Assist CBYF Charters with any and all Team Sideline questions.
- Be the intermediary contact with the CBYFs Team Sideline Representative
- Ensure all programs have their boundary map active, correct and enabled.
- Ensure all programs have Background Checks for coaches and volunteers are active on team sites.
- Provide standardized “Teamsideline Registration Setup Manual” Word Document to all CBYF Charters.

CBYF Registrar Coordinator -

The overall duties of the CBYF Registrar Coordinator is to ensure all programs are adhering to the CBYF registration requirements. CBYF Registrar Coordinator functions are, but not limited to the following:

- Will be granted and have administrative access to all organizations' Team Sideline sites.
- Will be current and up to date on any and all CBYF registration requirements.
- Will seek volunteers from, but not limited to CBYF Charters for assistance in completion of the CBYF Book Check process.
- Create a book check audit spreadsheet for volunteers, of all participating CBYF Charters.
- Verify all Charter volunteers have passed a CBYF approved background check.
- Obtain enrollment and team counts from all CBYF Charters
- Confirm all CBYF Charters registrations are closed on Team Sideline in accordance with the deadline set forth by CBYF Executive BoD.
- Registrar will oversee and manage the CBYF Book Check process with all volunteers.
- Finalize and upload all CBYF Charter Photo Rosters for distribution to Charters.

CBYF Transfers Coordinator -

The overall duties of the CBYF Transfers Coordinator are to input and track all CBYF Transfer Waivers sent via email, text, and phone from all Charter Presidents. CBYF Transfers Coordinator functions are, but not limited to, the following:

- Have administrative access to all CBYF Charter Team Sideline sites.
- Ensure they have reviewed the current and most up to date CBYF rules on transfers and waivers.
- Generate and maintain a spreadsheet of each Charter's transfers and waivers.
- Collect and digitally store all transfers and waivers for CBYF record keeping.
- Registrar has full authority to disable and enable Charter boundary checks with completed and approved CBYF transfer paperwork.

CBYF Safety Coordinator -

The CBYF Safety Coordinator's role and function is to assist in general safety related issues that impact the CBYF and Charters. The Safety Coordinator is responsible for, but not limited to, the following:

- Have administrative access to all CBYF Charter Team Sideline sites.
- Ensure Charters have the necessary background check systems in place for coaches and volunteers through Team Sideline.
- Will ensure all CBYF Charters are enrolled in and current with USA Football as per CBYF rules.
- Serve as the point of contact for USA Football and all charters with USA Football questions in regards to Coaches' certifications and grant applications.
- Serve as the point of contact for Team Sideline and all charters for support with background check integration through registration.
- Assist charter presidents in administering USA Football Coaches certification and background checks.
- Review all "Flagged" background checks, promptly reviewing with the charter president to verify eligibility of the coach or volunteer. Reasons for "flagged" check not permitted per CBYF rules are, but not limited to: violent crimes, domestic violence, and/or crimes against and/or involving children.
- In conjunction with the CBYF General Managers, can review without prejudice any "flagged" background check to ensure accuracy of all information provided.
- Ensure programs have access to "Weight Limit stickers" for the fall season.
- Assist charters in coordination of weigh-ins as explained on CBYF rules.