

2023 Rules and By-Laws

North Texas Youth Football

North Texas Football rules will follow the guidelines laid down by the National Collegiate Athletic Association (**NCAA**) and University Interscholastic League (UIL) with the exceptions listed herein which, will be used by this Association for its own government and convenience. Any exceptions other than those listed herein must be discussed and approved by a majority vote of the members of the Association prior to the first game of competition and are effective for that season only. It is understood that each Association member will be limited to two votes per town. Any temporary exceptions or exemptions from the rules and by-laws found to have merit and substance may be adopted as a permanent Association rule at the last meeting of the season. Any rule found to be without merit or substance may be stricken by a majority vote of the NTF board members at any time.

Each town will have a President that will serve on, and make up the executive board. In the event that a town Association President is unable to serve on the executive board, a replacement may be named to represent that town in his/her place.

I. PURPOSE:

- A. The purpose of the North Texas Football is to offer to all players in grades K through 6th, from teams within the jurisdiction of the Association, the opportunity to participate in an organized, supervised football program and to implant in our youth the ideal of good sportsmanship; honesty, loyalty, courage, and reverence in the instruction of the game of football. Molding of good, clean, healthy future citizens is of prime importance.
- B. Football programs will be geared for all players to participate in the game to learn the fundamentals of the game to be carried into later life

II. ADMINISTRATION:

- A. Signups will end on Friday of the First Week of School unless a team has less than 22 players signed-up. If the team is below 22 players, sign-ups may continue until 22 players are reached. After 22 players are signed-up, no additional players may be signed-up,

unless a team drops to 14 players. When a team drops to 14 players, new players may be signed-up until the team reaches 22 players. The team must not exceed 22 players. Players must meet all weight, age, and other Association rules as outlined in the bylaws and be approved by two Association officers prior to playing in the first game to be eligible.

- B. Any member city or town has the authority to limit the number of players at which they will close registration. Towns are limited to one team per grade unless approved by the league of commissioners to have 2 teams in one grade. If a town is approved to have two teams in one grade a supervised skills assessment and draft must be conducted.
- C. Practices shall begin in August when UIL allows. Any team that starts practice before this date will automatically forfeit two games.

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- D. Practices are limited to 4 events per week. Game day will count as an event and 1 event must be no CONTACT (helmets only).
- E. Practices (helmets only) may begin each year with the beginning of UIL practices. First two weeks of practices MUST be helmet only. First full pad practice can begin 2nd/3rd week August. (Exact date TBD in off season)
- F. Players may play above their grade level but can never play below their grade level, i.e.; a 4th grader can play up one grade level with the 5th grade team, but a 5th grader MAY NOT play on a 4th grade team. The NTYF Board is open to hear special cases if needed.
- G. Each player must have a signed parent or legal guardian approval form to be eligible for practice and game participation. The format of the parent approval form is at the discretion of the member city or town.
- H. Any parent or coach that fails to give the correct date of birth or weight for any player will disqualify the player from further participation in football in this Association regardless of the player's age, grade or weight.
- I. At the beginning of the season each participating team will pay NTYF dues of \$150.00 per team. Dues will be used for securing the referees, championship trophies, and any other incidental cost incurred by NTYF. Each association will pay league dues at the August meeting before competition begins.
- J. Any new town wishing to join the NTYF must be approved by a majority vote of the current members. If approved, the new town shall be placed on a one year probationary period with no voting rights during this period. If it is deemed during the duration of this period that the new town is detrimental to the NTYF association, such town shall be removed from the association immediately. Otherwise such town will be deemed full membership within the association and granted voting rights for the next season.
- K. Each team coach will submit a roster of all team members to the NTYF President before the first game played each year. The rosters will be kept on file. Any changes

that occur to that roster throughout the course of the season shall be reported to NTYF and the changes posted. If rosters are not turned in, or changes are not reported, games will be forfeited until the rosters are turned in and completed. The roster will include the players name, age, jersey number, weight, date of birth and the name of the school that the player attends must be on the roster. Any roster which is not complete as of the weigh-ins, i.e. 22 or more players, must be updated by the team coach, prior to each game.

- L. Each year the NTYF Board will select dates for an official weigh-in and one date for an alternate weigh-in. The alternate weigh-in date shall precede the official weigh in date. Both of these dates shall take place prior to the first scheduled game of each season. In the event of a late sign-up the affected association commissioner must notify the NTYF Board to arrange a weigh-in session with the NTYF president and one other town commissioner. This must take place prior to that player participating in the next scheduled game. Otherwise that player forfeits his or her right to weigh-in and shall be listed on the roster as OVER the weight limit. Commissioner or head coach must turn in an excel spreadsheet with each player's name, game jersey number, and D.O.B. prior to the weigh-ins.
- M. Weigh-ins will occur at approved locations, dates/times/locations will be communicated to all coaches at least seven days prior to the event. All players will be weighed using a digital scale. All players ineligible to carry the ball will have a "DOT" sticker affixed to their helmet (Every player must have a helmet at weigh in). All teams/players will be required to attend a weigh-in; any player missing the weigh-ins will be ineligible to carry the ball or line up in an offense back position including tight end. Weigh-ins must be completed no later than the last Saturday in August. Each weigh in must be witnessed by the commissioner from at least 1 other NTYF town/organization and the results of the weigh-ins must be emailed in spreadsheet form to the league commissioner no later than the Sunday following the last Saturday in August. Any player who does not weigh in at the designated time assigned by the local commissioner must take advantage of a 'make up' weigh in the last week of August
- N. NTYF Board has full authority to review any infractions of these bylaws and/ or any situation brought forward by a commissioner or coach within the association with

extenuating circumstances, and retains the right to make rulings or exceptions to any of the listed bylaws by majority vote of the NTYF Board.

- O. The use of headsets / walkie-talkies will be allowed for coaching staff. No electronic communications are allowed to ANY player. It is the responsibility of each team to supply their own radio communication.
- P. Coaches are the only authorized personnel to be on the sideline during play. Each team's coaches will be identifiable by "like," coaching shirts. Each team may have one designated photographer and one designated water person.
- Q. Mandatory Background Checks for ALL Coaches

III. ELIGIBILITY:

- A. Player eligibility will be determined by age as of September 1st of the football season calendar year. **NTYF recognizes grade pure first, then age. There is a maximum age posted in each age group, a player may not exceed the maximum age before Sept. 1st.** Those players weighing in after the official weigh-in date may be charged \$25 for late weigh-in after 2nd weigh-in.

Official Weigh In & Maximum Age on Sept 1st Ball Carrier Max Weight Alt. Weigh In

2 nd Grade 8 years	12 years
3 rd Grade 9 years	95 pounds
4 th Grade 10 years	
5 th Grade 11 years	105pounds
6 th Grade	115pounds
	125pounds

- B. Penalty for abuse of the age and weight limit rule is forfeiture of the game.
- C. Only players meeting ball carrier weight restrictions may play in the backfield or normal ball advancing positions, i.e.; Quarterbacks, Running backs, Punters, Receivers, Kick off returners, and Punt returners.
- D. There are no weight limits for defensive players advancing the ball on legal turnovers.
- E. Only players residing or attending in the school district of the team town or city will be eligible without approval of the NTYF Board. A player cannot live in one competing association and play in another without consent from commissioners of both towns. Players residing in school districts outside of competing associations are left up to the participating towns for registration purposes.
- F. No players will be signed up after the second game of the season without the approval of the NTYF board.

IV. COACHES RESPONSIBILITIES:

- A. Coaches are responsible for the conduct of players. Any players or parents that display unsportsmanlike conduct will be subject to ejection.
- B. Any coach will be removed from coaching if he / she uses profane language, teaches or allows unsportsmanlike conduct, or mistreats any player.
- C. Coaches are responsible for the conduct of parents. Any confrontations are to go directly to the head coaches, whom will

then take it up with referee or whoever needed. Any parent dealing directly with an official will be ejected from the game grounds.

D. Coaches must wear NTYF Issued Identification Badges at all times

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E. In the event of an ejection of any player, coach, or fan from a ball game, the penalty for that individual shall be automatic suspension from that game and the next scheduled game by the NTYF unless an appeal is heard and/or overturned.

F. Any coach or coaches and player or players being removed from a game will be subject to the following suspensions:

1st offense - 1 game suspension

2nd offense - 10 game suspension

3rd offense - lifetime ban

Any coach or player removed from a game must be reported to the league so this can be monitored with possible appeal to be heard.

V. OTHER INFORMATION:

A. At the end of each regular season, each team will have played a determined number of games. An Association champion will be determined by a play-off formula to be determined each year dependant on the number of teams participating in the league that year. The home teams are responsible for reporting scores to the NTYF representative responsible for scheduling and recording scores.

B. Host sites will collect & keep gate fees and concessions earned for hosting that day.

C. Gate Fees: \$7 for all adults, \$5 for all students and senior citizens and all children (not of school age) are free.

D. Coaches and Cheer coaches are issued badges and therefore will not be charged unless they do not present their NTYF Coaches Badge.

E. The Referees, players, and cheerleaders in uniform are the only one's admitted with no charge.

F. Concession fees are determined by each host site

G. Host sites will report scores of each game to the President and/or Vice President within 24 hours of the last game.

H. All coaches must be USA Football or Heads-Up Certified.

I. Each member town will supply an Insurance Certificate to NTYF Board by August 1st of each year.

VI. SPORTSMANSHIP:

A. At the beginning and/or end of each game teams may say a prayer. B. At the end of each game, the players and coaches will congratulate the players and coaches from the opposing team.

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VII. OFFICIAL RULES:

- A. If any town breaks ANY by-law, they are subject to the consequences under that by-law and/or any punishment determined by a majority vote of the Association members.
- B. The football field will be official size.
- C. The official NCAA and UIL rules apply except as stated herein.
- D. Games will be 8 minute quarters with 10 minute halftime.
- E. Overtime –
 - a. No game shall end in a tie. There is a coin flip at the start of the 1st overtime

Overtime 1: Each team will possess the ball on the 20 yard line getting 4 downs to achieve a first down or a score, if after both teams possess the ball, the game is still tied the game will go to OT #2

Overtime 2: Each team will possess the ball on the 15 yard line getting 4 downs to achieve a first down or a score, if after both teams possess the ball, the game is still tied the game will go to OT #3

Overtime 3: Each team will possess the ball on the 10 yard line getting 4 downs to achieve a score, (first downs can be achieved via penalty) if after both teams possess the ball, the game is still tied the game will go to OT #4

Overtime 4: Each team will possess the ball on the 5 yard line getting 4 downs to achieve a score, (first downs can be achieved via penalty) if after both teams possess the ball, the game is still tied the game will go to OT #5

Overtime 5 & beyond: Each team will possess the ball on the 3 yard line getting 1 down to score a 2 point conversions only, trading possessions until there is a winner determined.

- F. 30 Point Rule- When a difference of 30 points is reached in the 3rd quarter, mutual agreement between coaches for continued game clock or running clock. If 30 points ahead in 4th quarter, clock will change to running clock.
- G. Extra points kicked will be counted as one. Extra points rushing or passing will be counted as two. Declared KICKING PAT will be uncontested.
- H. A field goal will count as three points.
- I. Time outs are according to official rules. Free substitution of players is permitted.

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- J. A limit, excluding the chain gang, to 6 football coaches, 1 photographer, and 4 cheer coaches on the sideline during games.
- K. Players may only play in one game per day unless prior approval by the NTYF Board.
- L. Each team will have a first aid kit at each game.
- M. Players must wear the following NOC-SAE approved football equipment on the playing field:
 - a. Football Helmet w/face guard
 - b. Shoulder Pads
 - c. Hip, Thigh, Tail Bone, and Knee Pads
 - d. Turf Shoes with Rubber Cleats

- e. Metal or plastic cleats will not be used.
 - f. Attachable Colored Mouthpiece (With the exception to those players requiring an Orthodontic mouthpiece)
 - g. Only clear eye shields may be attached to the facemask, this is a UIL rule that the referees will uphold during game day competition. Unless coach provides doctor prescription for equipment.
- N. Players exceeding the weight limit set forth by the league shall be identified by decals placed on the back of that player's helmets
- O. 2nd grade only: Defensive Linemen cannot line up in the A gap. The down player must line up heads up with the offensive guard or his outside shoulder. Linebackers must remain 1 yard off the ball with NO timed blitz of the A gap.
- P. 2nd grade only: Two coaches per team are allowed on the field during the game. Coaches must remain 5 yards off the line of scrimmage and make all efforts not to affect the play. If a coach interferes with the play, a dead ball penalty is called. No coaching after the ball is snapped from the coaches on the field.
- Q. 2nd grade only: No quarterback sneaks from under the center. A running back can run through the A gap as long as they lineup 1 yard off the line of scrimmage.
- R. 2nd and 3rd grade punt, ball will be moved 20 yards. 4th grade punt is uncontested and nonreturnable. Ball will be possessed by receiving team at the spot it is touched, caught, or stops.
- S. The game football to be used will be the Wilson K-2 Composite or Leather for 2nd through 4th grade. The Wilson TDJ Composite or Leather for 5th, Wilson TDY Composite or Leather or Team Issue Youth Size for 6th grade. The team on offense will have the choice of ball (leather or composite) to be used while that team is on offense.
- T. 5th & 6th Grade: Officials will emphasize the targeting rule for both offensive and defensive players leading with the crown of their helmet with force. After a warning is given to the player and coach and the same player does it again a personal foul flag will be thrown on the play.
- U. Each game will have a minimum of four officials, unless both coaches agree on officiating. Officials will be paid with cash or check, according to the wishes of the parent association hosting the game.
- V. SPECTATORS MUST REMAIN OFF THE PLAYING FIELD AT ALL TIMES!!! Only persons with NTYF issued ID Badges shall be allowed on the Field.

V. Playoffs will be determined as follows: Division Record - Head to Head -Coin Toss
PLAYOFF STRUCTURE: (Single elimination – for scheduling and site reasons)

- a. 4 teams – The 1 seed plays the 4 seed, and the 2 seed plays the 3 seed.

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- b. 5 teams – The 1 seed receives bye and plays the lowest seeded winner.
 - i. The 2 seed vs. the 5 seed
 - ii. the 3 seed vs. the 4 seed
 - iii. If the 5 seed upsets the 2 seed:

Then, the 1 seed would play the 5 seed and the winner of the 3 seed vs. the 4 seed game would advance to the super bowl.

- c. 6 teams – The 1 & 2 seed get the bye
 - i. The 3 seed vs. the 6 seed
 - ii. The 4 seed vs. the 5 seed
 - iii. The 1 seed plays lowest seeded winner.
 - iv. The 2 seed plays highest seeded winner
- ci. 7 teams – The 1 seed receives the bye
 - v. The 2 seed plays the 7 seed
 - vi. The 3 seed plays the 6 seed
 - vii. The 4 seed plays the 5 seed
- cii. 8 teams – The 1seed plays the 8 seed
 - i. The 2 seed plays the 7 seed, and so on...
- ciii. 9 teams in a division:
 - i. Only the top 8 team make the playoffs
- civ. 10 teams or more in an Age Division the Division splite into 2 Districts and the top 4 teams for each district adance to the playoffs.
 - i. In the Playoffs the 2 Districts will play vs the other District as follows
 - 1. Seed 1 from the North vs Seed 4 from the South
 - 2. Seed 2 from the North vs Seed 3 from the South
 - 3. Seed 3 from the North vs Seed 2 from the South
 - 4. Seed 4 from the North vs Seed 1 from the South
- cv. Super bowl divisions must consist of at least 4 teams. If there are not at least 4 teams the team(s) will compete in the next higher division during the playoffs.
- cvi. The divisional games will be the only games that count against seeding for the playoffs.
 - i. Due to the number of teams, some will have to play other divisions to eliminate playing teams multiple times.
 - ii. Variation could be possible based on other issues.

W. FORFEIT OF GAME:

If a NTYF team forfeits a game during the regular season, then a \$250 fine will be enforced and that money will be given to the host town. If a NTYF team forfeits a game during the playoffs, then a \$500 fine will be enforced and that money will be given to the host town. A 72 hour notice prior to scheduled game, will prevent fine being charged

X. OFFICIALS PAY SCALE:

\$800 for scheduling per year

\$70 per game for White Hat official (1 per game)

\$65 per game for other officials on the field (3 per game)

\$30 per game for official on game clock operator hired by officials (1 per game)*

\$30 per game for Chain gang hired by officials (3 per game)*

*Not required optional for each host town with the exception of Super Bowl