

SHALLOWATER YOUTH FOOTBALL LEAGUE BYLAWS 2018

ARTICLE I: NAME

- Section 1: The name of this organization shall be the Shallowater Youth Football League.
- Section 2: This shall be a non-profit organization.

ARTICLE II: MISSION STATEMENT

- Section 1: The mission of the Shallowater Youth Football League is to provide a foundation to promote teamwork and leadership while establishing basic football fundamentals for our youth.

ARTICLE III: GOVERNING BODY

- Section 1: The Board of Directors shall be the governing body of the Shallowater Youth Football League and shall transact all business and enforce all rules for the league. It shall have the power to settle all disputes and Protests. All decisions of the Board are final.
- Section 2: The Board shall consist of elected officials as follows:

A. **President**

The President shall be elected at large and be the chief executive officer charged with the overall administrative functions of the League. He shall appoint committees as set out herein and as he deems necessary, assign duties to directors and members s required, and take prudent and reasonable action in circumstances not covered within the Bylaws. He shall serve as one of the Shallowater Youth Football representative to the Parent Organization and/or appoint other League member(s) to serve as required. All appointments are subject to confirmation by the Board.

1. The President may serve a maximum of three (3) consecutive 12-month terms in the same office beginning in January following the election.
2. The President shall assign duties to Board members as

deemed necessary.

B. Vice President

The Vice President shall be elected at large and shall succeed to the powers of President in his absence.

C. Secretary

The Secretary shall be elected at large; record the minutes of all meetings, attend to all correspondence, and insure that all voting members receive a copy of these bylaws. The Secretary shall also keep members aware of upcoming events by printing a weekly letter to all teams and/or keeping website up-to-date. The Secretary will keep player and cheerleader information and provide consolidated lists and player registration forms to the coaches.

D. Treasurer

The Treasurer shall be elected at large, shall have the responsibility of managing all funds, disbursing all bills, and maintaining accurate and current records of League finances. At the end of each year, the Treasurer shall present a financial report for auditing by the Board of Directors. At each called Board meeting, the Treasurer shall present a financial report.

E. Flag Coordinator (1st and 2nd Grade)

The Coordinator has the specific responsibility of overseeing the Coaches and development of coaches for the Association.

F. Flag Coordinator (3rd and 4th Grade)

The Coordinator has the specific responsibility of overseeing the Coaches and development of coaches for the Association.

G. Tackle Coordinator (5th and 6th Grade)

The Coordinator has the specific responsibility of overseeing the Coaches and development of coaches for the Association.

H. Equipment Head

The person has the specific responsibility of overseeing the expenditures for equipment.

1. The head of Equipment may appoint Assistants as necessary.

I. Concessions/Merchandise Head

The person has the specific responsibility of overseeing the concessions and merchandise sales.

1. The head of Concessions may appoint assistants as necessary.

J. Fund Raising Officer

The Fund Raising Officer shall be elected at large and shall have the responsibility of establishing fund raising projects.

K. Web Master

The Web Master will provide information regarding the teams and games and update the website.

L. Officiating Head

Person shall have the responsibility of setting the officiating for the League.

M. Registration Coordinator(s)

Person or persons in charge of setting up and running the registration.

N. Scheduling Coordinator(s)

Person or persons in charge of season scheduling.

Section 3: Voting

Each Director shall have one vote. The President shall vote only in the case of a tie vote or in other specific cases set out herein. Proxy votes will be accepted only if submitted in writing.

Section 4: Vacancies

Any Director may resign his/her office by written resignation to the Board. Any Director who is absent from three consecutive Board meetings, having been notified 72 hours prior to each meeting, unless excused by the

Board shall have his/her office declared vacant. Any Director who willfully neglects his/her duties to the detriment of the Association may be brought to a hearing by the Board, and a vote of Board majority is required to take any action. Any vacancy of the Board shall be filled by presidential appointment with ratification of the majority of the remaining Directors.

Section 5: Election of Officers

Each year during the month of March or April, a meeting will be called of the membership for the purpose of electing officers for the following year. Nominations from the floor will be accepted. At this time, voting may indicate their choice by marking their pre-printed ballots or writing in another candidate in the provided space. The candidate receiving the larger number of votes for each position shall be declared the winner. The President shall conduct the balloting and count. There shall be no proxy Votes. Only designated who are present at the meeting shall have a vote and may cast one vote for each position.

Section 6: Board Meetings

The Board shall hold meetings when called by the President or when requested by three Board members.

Section 7: Quorum

A quorum shall consist of 50% of the Board Members.

ARTICLE IV: REGISTRATION

Section 1: Registration

Registration forms approved by the Board shall be used and shall:

1. Indicate number seasons experience.
2. Indicate birth date.
3. Indicate past seasons team.
4. Include other items required by the Board.

ARTICLE V: COACHES

Section 1: The Board of Directors recognizes that the coaches are the nucleus of the

League. Without of the dedication of the individuals that agree to serve as SYFL coaches, there can be no program. The Board further recognizes that individuals aspiring to coach in the League will have the opportunity to mold the impressions of the young players' attitudes towards coaches and even the sport itself. Because of the importance of the position of head coach and assistant coach, the Board of Directors has an obligation to screen carefully individuals applying positions as coaches. In order to meet this obligation, the Board shall evaluate each returning coach as well as each new coach. The coaches will be evaluated in the following areas:

- A. References provided by the coaches.
- B. Past behavior as a coach.
- C. Dedication by the coach to the ideals of the SYFL.

Individuals applying for positions of coaches will be notified of the Board's decision.

Section 2: A final list of head coaches will be approved by the Board of Directors.

- A. Upon nomination, the head coach receives 2 freezes. One for his child and one for his assistant coach's child. The head may have 2 more coaches, but cannot freeze their children. If the head coach desires a particular assistant, he must draft that player. ****If a coach has more than one child, the board will address this issue.****

Section 3: All head coaches are responsible for seeing that their assistant coaches, players and players' parents conduct themselves in such a way as to attain the objective and purpose of this organization.

Section 4: Coaches shall conduct all practice sessions within the following limits:

- A. There will be no more than three practice sessions per 7 day week (weather permitting) after school begins.
- B. Friday practice sessions shall be over by 6:30 p.m. on high school game dates.
- C. These times and rules will be enforced by the Board of Directors.

Section 5:

- A. Returning coaches have first right of refusal to accept a position.

- B. No returning coach may be removed without just cause for dismissal.

ARTICLE VI: PLAYERS

- Section 1:
- A. All players shall register prior to the beginning of the season. The Registration dates shall be determined by the Board. These dates shall be adequately advertised by the SYFL.
 - B. Drafting will be determined by the Board, if needed.
 - C. The first game will be determined by the Board.

Section 2: Allocation of players to existing teams:

- A. All Tackle Division players are required to attend grass drills.
- B. New and upgraded players will be allocated to existing teams according to the following procedures:
 - 1. Teams will draft by blind draw or alternate draft from each age group, drawing one after another until the experience level is equal with existing teams.
 - 2. Any boy with a father holding a position as head coach may be assigned to team which his father coaches if so requested. This request forfeits the teams third round draft choice in that age group.
 - 3. Brothers playing in the same division may be assigned to the same team if so requested at registration.
 - 4. Any player that has signed up prior to grass drills and does not participate in these grass drills will placed in a blind draw.
 - 5. All head coaches or their designates must participate in last day sign ups in order to get an even look at new players.

Section 4: Age Requirements

- A. No child shall be under the age of 6 as of September 1 or over the age of 12 as of Dec 31.
 - 1. Cannot participate in school football. **(Jr. High)**

B. Ages by division:

JV Flag: 1st and 2nd Grade

V Flag: 3rd and 4th Grade (4th grade can play up to Tackle by parent signing waiver.)

Tackle: 5th and 6th Grade

ARTICLE VI: WEIGHT RESTRICTIONS

Section 1: No weight restriction shall be required for participation.

Section 2: Weight restrictions will be imposed in the following circumstances:

A. Weight restricted players (above 115 lbs.) may not handle the ball except as outlined in Section C or kicking off a tee.

1. These players will be stickered on their helmet and cannot occupy a skill position.

2. No play can be designed for a stickered player to touch the ball.

B. Weight restricted players may catch or advance the ball only on:

1. Fumbles

2. Interceptions

3. Stripping the ball

Section 3: Any player exposed to the aforementioned circumstance shall have his weight certified by SYFL officials at the official weigh in before the first regular season game.

Section 4: Weight restrictions as mentioned in Article VII Section 2 shall be applied as follows:

A. Flag divisions will not have a weight restriction.

B. Tackle division - 115lbs. or less are designated as a skill position and can carry or catch the football. These players can occupy a skill or lineman position.

C. Official Weigh-In for tackle division will be conducted on opening weekend before scheduled game. This will be the official weigh-in for the entire regular season and playoffs.

Section 5: The use of a player in a weight restricted position whose weight exceeds that specified in Section 4, is a violation of the bylaws of SYFL. The head

coach will be subject to action. During the game the offending team will be assessed a fifteen-yard unsportsmanlike conduct penalty each time this ineligible player is illegally used.

Section 6: Only players that participate in the official weigh-in process and meet the ball carrier weight restriction will be stickered as a ball carrier. Any exception will require SYFL approval.

ARTICLE VIII: PLAYER ALLOCATION and TEAMS

Section 1: No team in the tackle division shall have more than 26 players or 15 players in the flag divisions, unless reviewed and approved by the SYFL Board.

- A. The tackle division rosters will be decided by draft after grass drills are completed. The draft order will be determined at the time of the draft. The number of teams will be determined after the final registration numbers.
- B. The flag divisions will not participate in grass drills. Flag division rosters will be determined by blind draft. The draft order will be determined at the time of the draft. The number of teams will be determined after the final registration numbers.
- C. If any team falls to (15) players for Tackle or (11) players for flag that team may sign up additional players with SYFL Board approval. These additional players, if signed up after the official Weigh-in, shall be limited to participation as weight restricted players only. No player may quit one team and move to another team.
- D. Any exceptions to this article must be brought before the SYFL Board. The SYFL board has authority to modify this article if needed.

ARTICLE IX: PROTEST PROCEDURE

Section 1: No protest will be allowed concerning officials (includes all judgment calls and quality of officials). **These items fall under complaint category and should be reported to an on duty board member, which in turn will bring it before the board upon the next board meeting.**

Section 2: To protest game in progress:

- A. Head coach will call a time-out (will count as a charged team time-out for game).

- B. Head coach will inform the official that he wants to protest game and state the reason for the protest.
- C. Request Pres., V.P. or an on duty board member and head coach of other team to meet in private after the game is completed. (No spectators, officials, or assistants present).
- D. Explain details of protest to Board member and other head coach.
- E. Complete game with no other interruptions concerning protest.
- F. Immediately after game, if possible, but no later than 72 hours, submit the protest in writing for delivery to SYFL Board.
- G. The Pres., V.P., or the on duty board member, upon receiving the Protest, must notify all parties concerned before submitting to the SYFL board.
- H. All decisions of the Board concerning protests are final with no course for appeal.

Section 3: To protest any other violations of SYFL rules or bylaws, start at F above and proceed through G.

Section 4: No protest will be acted on if all the above items or steps are not adhered to, and protest will be disregarded.

ARTICLE X: GAME RULES

Section 1: All games shall be played according to the current rules of the NCAA, with the exception of NCAA jersey numbering systems (i.e., no ineligible jersey numbers) unless otherwise stated in these bylaws.

Section 2: Periods and Timing

A. Each game will consist of four (4) quarters.

B. In the flag divisions, quarters will be eight (8) minutes with a five (5) minute half-time. Flag division will have a continual running clock with clock stoppage only after a score, penalty, team time-out or official time-out. Conversion after touchdown will not be timed. The last 2 minutes of the second and fourth quarters will be timed according to NCAA rules.

C. In the tackle division, quarters will be 10 minutes with an eight (8) minute half-time. Tackle division will have a continual running clock with clock stoppage only after a score, penalty, time-out or official time-out. Conversion after

touchdown will not be timed. The last 2 minutes of the second and fourth quarters will be timed according to NCAA rules.

D. The will stop briefly after a change of team possession, kick-off, or punt to allow substitutes onto the field. The clock will start once subs are on the field.

E. Time of quarters may, by mutual consent of opposing head coaches, be shortened at any time during the game.

F. Game forfeits time (15 minutes allowance approved).

Section 3: Football Sizes

A. All game balls must be Nike or Wilson as approved by the SYFL board.

1. 1st and 2nd grade flag division will use pee-wee size ball.
2. 3rd and 4th grade flag division will use pee-wee size ball.
3. 5th and 6th grade tackle division will use youth size ball.

Section 4: Coaches

A. In flag division, only two coaches will be allowed on the field at all times.

B. In tackle division, coaches will only be allowed on the field to help an injured player.

C. Bench area will be restricted to players and coaches only.

D. A coach who uses any form of profanity or encourages his players to make illegal contact or play unnecessarily rough has committed a foul. Penalty enforcement is 15 yards (Unsportsmanlike Conduct) and ejection. Coach must leave the field and playing enclosure.

Section 5: Players

A. Any player using any form of profanity has committed a foul. Penalty is 15 yards (Unsportsmanlike Conduct). Two USC's in one game results in ejection.

B. Team Captains:

1. Each team will have at least one captain on the field at all times during the game.
2. The captain will address the referees only on matters of interpretation and obtain information.

Section 6: Game winner determination

- A. The team scoring the most points in regulation time shall be judged the winner.
- B. If, at the conclusion of regulation play, both teams are tied in score, the game will continue using the NCAA overtime format.
 - 1. There will be a one minute break, then play is to resume. Each team will be allowed one timeout in each overtime period.
 - 2. Timeouts do not carry over from regulation play.
- C. If at any time during regulation play a team is leading another by thirty (30) points or more, from that time on the game clock shall not be stopped except for the following:
 - 1. A team still has time-outs left.
 - 2. The official stops it.

Section 7: Punting and kicking

- A. In both flag and tackle divisions, a punt is an automatic advancement of thirty (30) yards. (The ball may penetrate the 20 yard line).
- B. ~~Tackle division may punt with no rush allowed by the defense.~~
- C. PAT's will be worth 1 or 2 points. 1 point conversions will be from the 2 1/2 yard line. 2 point conversions will be from the 5 yard line.

ARTICLE XI: ADDITION OF PLAYERS - EXCEPTIONS

Section 1: No player may be added to any roster of any SYFL team once the draft procedure is completed except in the following circumstances:

- A. If a player moves into a SYFL area from outside the area at any time after the draft procedures are completed. In this case the player will be added, provided acceptable proof of movement. A letter from the school of attendance showing when the individual moved into the area will be sufficient.
- B. If there is room to add additional players on a team after the draft, they will go in a blind draw if the teams were equal at the end of the draft. If not, will be placed on the next team where the draft ended. SYFL approval will be needed to add these players.
- C. See Article VIII, Section 1C, regarding team roster falling below minimum.

ARTICLE XII: FLAG FOOTBALL RULES

Section 1: Players

- A. A game will be played with nine (9) players on the field from each team. A game can be played with a minimum of seven (7) players before a forfeit, but the team at full strength can play with the full nine and is not required or match the seven or eight players.
- B. Each team roster shall have a maximum of 15 players who must be dressed and ready to play each game.
- C. Only players appearing on the official SYFL team rosters are allowed to play.
- D. Mandatory play rule: All players will have a starting position.
- E. A team will have 30 seconds to put the ball in play after the ready signal.
- F. Two (2) coaches from each team shall be on the field at all times for the purpose of lining up his/her team. No coaching is allowed after team has been set for play.
- G. Players may substitute freely and a player may enter the game anytime the ball is dead.

Section 2: Playing fields

- A. The field shall be a normal football field reduced to 80 yards.
 - 1. This field measures 80 yards in length with two end zones of ten yards each. It is 40 yards wide.
 - 2. Conversions are made only by running or passing. There are no field goals kicked.
 - 3. A conversion line will be marked 2 ½ yards for 1 point or 5 yards for 2 point conversion. Ball will be placed in the middle of the field.

Section 3: Equipment

- A. Game ball shall be of good grade leather.

- B. The flags will be flag belts approved by SYFL.
- C. Flags will be 10 inches long and 1 ½ inches wide.
- D. All flags must be an approved color by SYFL.
- E. The securing of flags to the body or waist other than provided by 3B above is illegal. Penalty is loss-of-down at previous spot.
- F. Jerseys must be tucked in and cannot be worn over flags. Penalty is 5 yards from previous spot; repeat the down.
- G. If a player's flag is inadvertently lost after the snap and during the down, he is ineligible to handle the ball and the play becomes dead at that spot.
- H. Mouth pieces are mandatory for all participants. The clock will run and ball will not be snapped until all players are wearing their mouthpiece.

Section 4: Game Uniform

- A. All team members must wear the same color jersey.
- B. All jerseys will be numbered, front and back, for proper identification by officials and statisticians.
- C. Jerseys will be tucked in at all times.
- D. Sneakers are the preferred shoes; however, non-detachable, rubber-cleated shoes (soccer style) are allowed. No other footwear is acceptable.
- E. Only matching team headbands are permitted in lieu of helmets.

Section 5: Prohibited equipment

- A. Spiked or street shoes.
- B. all hard surface padding such as shoulder pads, hip pads, and helmets are prohibited.
- C. Hard metal or any other hard substance on a player's clothing or person.
- D. Anything that conceals the flags.

- E. Sticky substances such as grease or glue on a player's clothing, body, or equipment.
- F. Any equipment, in the opinion of the referee, that will endanger or confuse players.

Section 6: Officials

- A. There will be a minimum of two officials and a maximum of three officials during a regular season game.
- B. There shall be at least three referees for a sanctioned SYFL play-off/championship.
- C. Each game official will carry a yellow handkerchief and drop it when an infraction occurs.

Section 8: Timeouts

- A. Three (3) time-outs per half. A timeout duration is 1:30.
- B. 5:00 minutes between halves.

Section 9: Ball placement

- A. Each half will start with the ball placed on the 20-yard line of the receiving team and after each score.
- B. The referee will call the team captains together for the coin toss. The winning captain has the choice to go offense, defense, or defer his choice to the second half. The losing captain will exercise his option dependent upon the winning captain's choice.

Section 10: Downs

- A. Each team will have four consecutive downs to advance the ball 15 yards or to score a touchdown.
- B. Once a team moves the ball 15 yards, it is a 1st down and a new series of downs begins.
- C. A team failing to move the ball 15 yards will lose possession. The opposing team takes over at the point where the ball is declared dead and begins its series.
- D. The forward part of the ball touching any line will be the determining factor in measuring for a first down.

Section 11: Formations

- A. The offense must meet minimum requirements of 3 interior lineman plus two ends positioned anywhere on the line of scrimmage totaling 5 players on the LOS.
- B. The defense must meet minimum requirements of 3 defensive linemen, positioned head-up on the offensive player they are covering. Linemen must be one full yard off the ball. No shading is allowed. Penalty is 5 yards from previous spot.
- C. The defensive lineman at the snap of the ball must be in a 3 or 4 point stance and one full yard off the ball. Defensive linemen are allowed to move toward a gap after the snap.
 - 1. The definition of the line of scrimmage for SYFL shall be considered one yard on the defensive side of the ball resulting in a one yard cushion where no defensive player can be positioned. See diagram.

Defense
1 yard
Football here
Offense

- D. Linebackers & Secondary must be lined up at least 3 yards off the line of scrimmage and shall not move toward the line of scrimmage until the ball is snapped.

Section 12: De-flagging

- A. There shall be no tackling nor slide-tackling of the ball carrier or passer. Penalty is 15 yards and automatic first down (AFD).
- B. The player carrying or having possession of the ball is down when the flag is removed from his waist (de-flagging). The defensive player shall hold the flag above his head and stand still.
- C. The defensive player cannot hold or push the ball carrier to remove his/her flag. An accidental touch of the body or shoulder while reaching for the flag shall not be considered a violation; however, touching of the head or face shall be considered a violation. Penalty is 10 yards from end of run and repeat the down.
- D. A defensive player may not run over, push down, or pull a blocker away from him. He may use his hands to ward off or shield himself from a potential blocker.

- E. A defensive player must go for the passer's flag. He cannot touch the passer's arm. Penalty is 10 yards from the previous spot.
- E. A defensive player cannot block or push a ball carrier out-of-bounds. Penalty is 15 yards and AFD.
- J. A defensive player will be restricted in the use of his/her hands to the blocker's body and shoulders.

Section13: Blocking

A. A blocker must be on his feet at all times while blocking.

B. Cross body and roll blocking are not permitted. Penalty is 10 yards.

C. An offensive player is restricted in the use of his hands to the defensive player's body and shoulders. A block by an offensive player resulting in a defensive player going to the ground while giving resistance is a foul. This does not include the defense tripping or falling down on his own. Penalty is 15 yards from spot of the foul (unnecessary roughness).

- D. Butting, elbowing or knee blocking is not permitted. Penalty is 15 yards from previous spot.
- E. There will be no two-on-one blocking for the ball carrier beyond the line of scrimmage. Penalty is 10 yards from the spot of the foul.
- F. Blocking a player from behind is not permitted (clipping). Penalty is 15 yards from spot (if below the waist); 10 yards from the spot (if at or above the waist).
- G. There will be no interlock blocking.

Section 13: Ball carrier

- A. The ball carrier cannot use his hands or arms to protect his flags. The defensive player must have the opportunity to remove the ball carrier's flags. Penalty is 5 yards from the spot and loss of down.
- B. The ball carrier cannot lower his head to drive or run into a defensive player. Penalty is 15 yards from the spot.
- C. Stiff-arming by the ball carrier is illegal. The penalty will be 10 yards from the spot of the foul.
- D. The ball carrier cannot excessively spin or hurdle to prevent a defensive player from removing his flags. Penalty is 5 yards from the spot and loss of down.
- E. The ball carrier may run in any direction until the ball is declared

dead.

- F. For the center to be eligible to carry the ball, he must transfer possession of the ball to a player in the backfield first. The QB is in the backfield.

Section 14: Center

- A. The center must snap the ball between his/her legs.
- B. He must have both feet on the scrimmage line with no part of his body beyond the forward point of the ball.
- C. He may adjust the long part of the ball at right angles to the scrimmage line, one time only.

Section 15: Passing

- A. All backfield players are eligible passers.
- B. Passing will be attempted from behind the line of scrimmage only.
- C. A lateral pass is a pass thrown parallel to the line of scrimmage or back toward the passer's own goal line. A lateral pass is not considered a forward pass. When in question, it is a forward pass.
- D. A forward pass is a pass thrown from behind the line of scrimmage toward the defensive team's goal line.

Section 16: Receiving

- A. Only backs and ends are eligible to receive forward passes.
- B. Two or more receivers may touch a ball in succession resulting in a completed pass.
- C. If an offensive and defensive player catches a pass simultaneously, the ball is declared dead at the spot of the catch and the passing team is awarded possession.
- D. An offensive player cannot be out-of-bounds and return in-bounds to catch a pass. This will be ruled an incomplete pass.

Section 17: Dead Ball-

Live balls are declared immediately dead when:

- A. When the ball carrier touches the ground with his body, other

than hands or feet.

- B. When the ball carrier's flag has been pulled.
- C. If a pass receiver or ball carrier has a missing flag (ball is dead at the spot).
- D. Following a touchdown, safety or touchback.
- E. When the ball goes out of bounds for any reason.
- F. If the center's snap hit's the ground before reaching a backfield player.
- G. When the ball hit's the ground as a result of a fumble or muffed ball. There are no fumble recoveries in SYFL flag, and no stripping of the ball is allowed.
- H. If a backward pass touches the ground, ball is declared dead at that point. If a backward pass goes out-of-bounds, the ball is ruled dead at the point it crosses the boundary line.
- I. If a forward pass strikes the ground or is caught at the same time by an opposing player(s).

ARTICLE XIII: TACKLE DIVISION RULES

Points Of Emphasis From NCAA Rulebook:

PROTECTION OF DEFENSELESS PLAYERS AND CROWN-OFHELMETACTION

In 2008, the NCAA Rules Committee introduced a rule prohibiting initiating contact with the helmet and targeting a defenseless opponent. These actions are now in two rules: Targeting and Initiating Contact With the Crown of the Helmet (Rule 9-1-3) and Targeting and Initiating Contact to Head or Neck Area of a Defenseless Player (Rule 9-1-4). Use of the helmet as a weapon and intentional (targeted) contact to the head or neck area are serious safety concerns. New in 2013, the penalties for fouls under both 9-1-3 and 9-1-4 include automatic disqualification. The committee continues to emphasize that coaches and officials must be diligent to insure that players understand and abide by these rules. Rule 2-27-14 defines and lists characteristics of a defenseless player

Defense Player Defined:

A defenseless player is one who because his physical position and focus of concentration is especially vulnerable to injury. Examples of defenseless players are:

- a. A player in the act of or just after throwing a pass.
- b. A receiver attempting to catch a pass, or one who has completed a catch and has not had time to protect himself or has not clearly become a ball carrier.
- c. A kicker in the act of or just after kicking a ball, or during the kick or the return.
- d. A kick returner attempting to catch or recover a kick.

- e. A player on the ground.
- f. A player obviously out of the play.
- g. A player who receives a blind-side block.
- h. A ball carrier already in the grasp of an opponent and whose forward progress has been stopped.
- i. A quarterback any time after a change of possession.

Section1: Players

- A. A team will be played with 11 players on the field from each team.
- B. Each team roster shall have a maximum of 20 players who must be dressed and ready to play each game.
- C. Only players appearing on the official SYFL team rosters will be eligible to play.
- D. Mandatory play rule, all players will have a starting position including offense, defense, or special teams.
- E. A team will have 30 seconds to put the ball in play after the ready signal by officials.

Section 2: Formations

- A. All offensive & defensive linemen must be in a 3 or 4 point stance.
- B. Offensive formation requirements mirror NCAA rules (ie. regular football)
- C. The defensive alignment must meet minimum requirements of 3 defensive linemen being one full yard off the ball. (Shading is allowed.) Penalty is live-ball, defensive offsides, 5 yards from previous spot.
- D. Defensive lineman are allowed to move toward a gap after the snap.
- E. Linebackers and Secondary must be at least 3 yards off the line of scrimmage and cannot advance toward the line of scrimmage until the ball is snapped. Penalty is live-ball, defensive offsides, 5 yards from previous spot.
- F. Exception to C. above is when Team A (offense) snaps the ball from or inside Team B's (defense) 5 yard line. Defensive linemen (only) are then no longer required to be one full yard off the ball, but cannot be in the neutral zone.

- 1. The definition of the line of scrimmage for SYFL shall be considered one yard on the defensive side of the ball resulting in a one yard cushion where no defensive player can be positioned. See diagram.

Defense
1 yard
Football here
Offense

- Section 3: Free Kicks
A. Games begin with a free kick from 40 yard line.
B. After a score and try, the scoring team will put the ball in play with a free kick.

ARTICLE XIV: MISCELLANEOUS

- Section 1: The Board's Rules of Order Newly Revised shall be the prime entry authority for all matters of procedure not specifically covered by these Bylaws.
- Section 2: All meetings, whether they are Board of director meetings, specially called meetings, or regular scheduled meetings, shall be conducted following a previously prepared agenda. The President shall have the responsibility of conducting the meeting according to the prepared agenda.
- Section 3: These bylaws may be altered, amended or repealed by the SYFL Board. Such changes to the bylaws will require that a quorum of the SYFL Board be present at a specially called meeting to consider the changes to the bylaws. Further, such changes would require three-fourths ($\frac{3}{4}$) affirmative vote on the part of the members present.
- A. Bylaw changes shall be presented and voted on once per year.
 - B. All changes must be complete by last meeting of calendar year.
 - C. All changes approved by the SYFL Board will take effect the following April 1.
- Section 4: All Home Teams must provide 1st down chain workers and provide down marker workers. *(Workers must be 14 yrs. Old or older).
- Section 5: The SYFL will sponsor any player who desires to play in the league and cannot afford the registration fees and or equipment. The SYFL Board will review all requests for assistance.

ARTICLE XV: RULES AND REGULATIONS

- Section 1: As stated earlier in the bylaws, The board recognizes that the conduct of its members reflects not only the individual, but on the entire program, and has significant impact on the attitudes of the children and the youth that we are endeavoring to assist in their development as good citizens and honest adults. Therefore, if any Board member, Coach or other Association member is guilty of misconduct such as abusive language,

fighting, intoxication or other behavior which proves to be a detriment to this organization or its objectives at games, game sites, practice games, or business meetings, disciplinary action will be taken in the form of removal of membership. The Board of directors is required to remove the membership of individuals guilty of this type of behavior.

- Section 2: Any elected officer of this organization who fails to perform the duties of that office will be subject to disciplinary action or removal from office by the Board.
- Section 3: A head coach who habitually fails to conduct practice sessions will be subject to dismissal by the SYFL Board, and the Board will immediately appoint a replacement coach.
- Section 4: It is the responsibility of a head coach to oversee the actions of his/her assistant coaches, players, and player parents.
- Section 5: All players in all divisions will have a starting position and shall have adequate playing time of no less than 50% of the plays, barring injuries.
- Section 6: A player who habitually fails to attend practice without valid reason may have his/her playing time reduced. Each case will be reviewed by the SYFL Board before any action can be taken.
- Section 7: The SYFL Board shall have full authority in enforcing the Bylaws and Rules and Regulations of the league.