



RULES OF COMPETITION

TABLE OF CONTENTS

Article I: Football Rules of Competition.....	3
Section I: Team Structure	4
Section II: Registration	4
01: League Eligibility.....	4
02: Team Assignment.....	5
03: Transfer Participants	7
Section III: Practice.....	7
Section IV: League Pre-Season Play	9
Section V: League Regular Season.....	9
01: Pre-Game Weigh-In.....	9
02: Minimum Plays.....	10
03: Season Schedule.....	12
04: Rules of Play	12
05: Games Operations.....	14
Section VI: League Playoffs	15
01: Rankings	16
02: Brackets	16
03: Pre-Game Weigh-In	16
04: Minimum Plays	16
05: Game Operations – Playoffs	17
06: Rules of Play	17
Section VII: Post Season Play	17
Section VIII: Out of League Play.....	17
Section IX: Equipment	18
Section X: Penalties	18
01: Authorities	18
Section XI: Flag Football Rules	19
01: Game Rules	20
02: Practice	21
Article II: Drill Team Rules of Competition.....	22
Section I: Team Structure/ Registration	23
01: Registration	23
02: Team Structure	23
Section II: Practice and Attendance	24
Section III: League Regular & Post Season	26
01: League Regular Season.....	26
02: League Post Season (Football Post Season).....	26
Section IV: Drill Team Competition.....	27
01: General Information	27
02: Categories.....	28
03: Backdrops.....	29
04: Music.....	29
05: Costuming.....	30
06: Performance / Judging / Scoring / Penalties.....	30
07: Awards	31
Section V: Director Meeting Guidelines and Equipment.....	31
Article III: A.A.Y.F.D.T. Codes of Conduct.....	32
Section I: Mission.....	33
Section II: Coach’s Code of Conduct	33
Section III: Athlete’s Code of Conduct.....	33
Section IV: Parent(s)’ / Spectator(s)’ Code of Conduct.....	34
Section V: Consequences of Behavior	34

ARTICLE I: FOOTBALL RULES OF COMPETITION

Section I: Team Structure

Section II: Registration

Section III: Practice

Section IV: League Pre-Season Play

Section V: League Regular Season

Section VI: League Playoff Season

Section VII: League Post Season Play

Section VIII: Out of League Post Season Play

Section IX: Equipment

Section X: Penalties

Section XI: Flag Football Rules

SECTION I: TEAM STRUCTURE

01.01.01

Each booster club will have four football teams (20 roster members per team minimum, 25 roster members per team maximum): Freshman, Sophomore, Junior and Senior. These numbers may be increased by Booster Club Board approval.

01.01.02

Each team within a booster club shall be limited to six coaches. The coaches shall be designated as Head Coach, Assistant Head Coach, and four Assistant Coaches. A coach must be actively involved with the team on a daily basis as of the first game to be included on the team roster. No coach may be added to the roster after the first game without a majority approval of the A.A.Y.F.D.T. Board of Directors.

01.01.03

All Coaches must attend the annual coaches' clinic provided by the league to be eligible to coach. There should be training in the following areas:

- a. Basic conditioning drills.
- b. Fundamental blocking and tackling.
- c. A.A.Y.F.D.T. rules of play (behavior, minimum plays, maximum weights, deportment and penalties).

SECTION II: REGISTRATION

01: LEAGUE ELIGIBILITY

01.02.01.01

A participant's age on September 1st (of the current year) is their legal playing age for the purposes of our program. They must be at least 7* - 8 years of age on this date and not more than 12 by this date. They must be in the sixth grade or lower in the school year corresponding to the current playing season.

**There is a limit of five (5) 7 year-olds per Freshman roster. After open registration is completed, clubs needing to fill Freshman rosters can allow more 7 year-olds to register at club discretion.*

01.02.01.02

Seven-year-olds are only eligible to play on freshmen level for 2 years or play senior level for 2 years.

01.02.01.03

All participants must be in regular full-time school attendance or home schooled.

01.02.01.04

A legacy player is defined as a player that was on the Booster Club's roster at the end of the previous season. If a legacy player fails to register during the legacy registration time period, that player loses all legacy rights. The Legacy registration period will be scheduled by the A.A.Y.F.D.T.

New players must reside in the Conroe, Klein, Spring, or Tomball school district, as well as Yeager Elementary, Kujawa Elementary, and Campbell Elementary. Those in the Conroe school district must attend schools that feed into Oak Ridge High School and Grand Oaks High School only. Out of area participants will only be approved by the League AD.

01.02.01.05

The divisions will be comprised with the following age brackets:

- a. Freshman – 7 & 8 yr. old players.
- b. Sophomore – 9 yr. old players.
- c. Junior – 10 yr. old players
- d. Senior – 11 & 12 yr. old players.

Note: Any player that turns 13 before the Super Bowl of the current year is ineligible to play in that season.

02: TEAM ASSIGNMENT

01.02.02.01

Official weigh-in will be part of all registrations. Each individual and each booster club is responsible for ensuring that each participant conforms to the age/weight rules. Any participant that does not meet the age/weight rules is not eligible for practice or play, in any form. The booster club should attempt to reassign an ineligible participant immediately upon discovering that the participant does not meet the age/weight restrictions. If reassignment is not possible, then the matter should be immediately referred to the A.A.Y.F.D.T. AD for resolution. Any booster club or official of the booster club, found in violation of this rule will be subject to discipline for playing with an ineligible participant. Coaches and teams may also be subject to discipline for playing with an ineligible participant.

- a. An impact player is defined as any Offensive player that lines up in an eligible position: i.e running back, quarterback, receiver, and tight end. A non-impact player is defined as an offensive player in a non-eligible position and all defensive players. Non-impact players are not allowed to line up in an impact player position, even if the intent is to not handle the ball. The penalty will be an un-sportsman like 15-yd penalty charged to the head coach.
- b. All weights are to be determined by a balanced scale and witnessed by a booster club board member.
- c. Participants shall be assigned to team levels in accordance with age/weight limits described as follows:

WEIGHTS AND AGES	
Freshman	Weight Limit
7 & 8 yr old	Impact Player – 110 lbs.
	Non-Impact Player – 145 lbs.
Sophomore	Weight Limit
9 yr old	Impact Player – 120 lbs.
	Non-Impact Player – 155 lbs.
Junior	Weight Limit
10 yr old	Impact Player – 140 lbs.
	Non-Impact Player – 175 lbs.
Senior*	Weight Limit
11 & 12 yr old	Impact Player – 160 lbs.
	Non-Impact Player – No Max

**Regardless of age, 7th Graders are not eligible to play.*

01.02.02.02

The A.A.Y.F.D.T. AD maintains a list of eligible football participants not selected or placed in the Lottery. This list shall be used for filling future openings should they occur. The A.A.Y.F.D.T. Drill Team Director does the same for the drill team. They administer the assignment of applicants to teams. The waiting list will be cleared, (parents notified of no available positions), prior to the first regular season game. This process will occur after all open registration is complete.

01.02.02.03

No booster club or team may maintain a secret waiting list. Any child wishing to register must be immediately reported to the A.A.Y.F.D.T. AD for football or the A.A.Y.F.D.T. Drill Team Director for drill team. They will then assign the participant to the home team, if a position exists, or attempt to place the participant with another booster club. Should the parents decide not to have the participant placed on another club, the A.A.Y.F.D.T. AD will then place the child on the A.A.Y.F.D.T. waiting list.

01.02.02.04

Should a vacancy on a team occur following registration, it is filled according to the following priorities:

- a. children already in the booster club and who need to be reassigned to a higher or lower level have priority over all children on the waiting lists.
- b. the first child on the A.A.Y.F.D.T. waiting list for that booster club's team is placed on the team.

- c. the first child on the A.A.Y.F.D.T. waiting list for that team level is placed on the team based on the team with the greatest need or closest proximity, if the teams needing players are even.
- d. If no waiting list for that club or level exists, a participant on the next lower team, qualified by ability, may be reassigned to fill the vacancy. The vacancy resulting from this reassignment is filled using the identical criteria.

01.02.02.05

Participants may be reassigned up one level if it is determined by the A.A.Y.F.D.T. AD, (after observation of a player under practice and/or game conditions), that a participant would more appropriately compete on the next higher level. Then, they may be reassigned with parent's permission. Reassignment is irrevocable, and the participant may not return to the lower team. Should permission be denied and further participation on the lower level be considered hazardous to the safety of others, then dismissal from the program may be affected by action of the A.A.Y.F.D.T. Board of Directors. If a returning participant exceeds the weight limit for a team, the participant can be reassigned to the next higher level age and weight requirements for that team are met. This does not need A.A.Y.F.D.T. approval. The participant retains legacy rights within the booster club if there is an opening with the assigned team.

01.02.02.06

All returning football participants must be re-assigned at least one team upward, with the exception of returning Seniors who are assigned to the Senior Division or returning 7-year-old Freshmen players.

- a. No football player may be moved up more than one level unless approved by the A.A.Y.F.D.T. AD.
- b. Any player signing up as an 8-year-old player, and played for the A.A.Y.F.D.T. as a 7-year-old player, must declare at their legacy registration to either play a second year of Freshman football or be eligible to play 2 years of Senior football.
- c. No player will be allowed to play 2 years on the Sophomore or Junior Divisions.

01.02.02.07

After completion of the first scrimmage game of the season, no new sign-ups will be allowed unless the team has fallen below the minimum number of players required.

01.02.02.08

Booster Clubs must submit their rosters to the A.A.Y.F.D.T. AD, or their designee, for approval after the second scrimmage game.

- a. Team rosters shall list children in alphabetical order by last name, showing the child's name, date of birth, age, weight, status, school, parent's name, address and phone number.
- b. The rosters will be accompanied by a copy of the electronic registration.
- c. Whenever the status of a child changes, new rosters must be provided to the A.A.Y.F.D.T..
 - i. Injured or reassigned participants will be carried at the bottom of the roster showing status and date of change.
 - ii. Additions must be listed in alphabetical order with a note indicating the date of the addition.

A player will not be added to a roster until all registration requirements have been met and validated by the A.A.Y.F.D.T. AD.

01.02.02.09

All teams must make a team book that is to be carried with the team anytime they are at any A.A.Y.F.D.T. function (such as practice or game). This book will be reviewed and approved by the A.A.Y.F.D.T. AD prior to the first regular season game and then will be open to review by any A.A.Y.F.D.T. representative or opposing team's AD, (or other designate), on game day. The team book will contain the following information as a minimum:

- a. Latest Signed A.A.Y.F.D.T. approved team rosters, (previous copies must be kept in the book).
- b. League approved registration report from website.
- c. Copy of Birth Certificate (forms other than birth certificate must be approved by the A.A.Y.F.D.T.).
- d. Report Card for School verification.
- e. Current copy and previous game weigh-in/monitor sheets.

- f. AD Information Sheet.
- g. Accident record form.
- h. Current photo of the participant must be included in the team book.
- i. Utility Bill as proof of residency for all new football players.

03: TRANSFER PARTICIPANTS

01.02.03.01

Prior to the first open registration, a player who participated in a booster club of the A.A.Y.F.D.T. in the previous year and wishes to transfer to another club may apply to the recipient booster club for acceptance as a legacy player. Only those participants who meet the requirements of rule 02.02.03.03 should apply this way. All other reasons for a transfer to another booster club should be directed to the booster club president and require majority approval of the A.A.Y.F.D.T. Board of Directors.

01.02.03.02

Participants desiring to switch booster clubs must receive Booster Club President's approval from both the club that they are leaving and the club that they are joining. This must be in writing. A copy of said acceptance must be given to the A.A.Y.F.D.T. AD and the original is to be included in their team book.

01.02.03.03

Legitimate reasons for transfer include, but are not limited to:

- a. Relocation of residence to a different booster club's area.
- b. The formation of a new booster club whose boundaries encompass the participants residence.
- c. Missing legacy registration and having no open positions on the team on which they played the previous year. These requires assignment by the A.A.Y.F.D.T. AD.

01.02.03.04

All requests for releases will first go through the A.A.Y.F.D.T. AD for approval according to the rules to verify if it is a valid request. If the request is valid, the A.A.Y.F.D.T. Board will vote for approval at the next board meeting.

Any coach that chooses to leave a club, either voluntary or involuntary, who has a child playing for that club, may do so at any time. The child will be placed into a Lottery system if the parent no longer wants the child to play for that particular club.

SECTION III: PRACTICE

01.03.01

Before a booster club is eligible to practice, the club must pay its insurance Liability and Assessment Fee for its participants. The booster club must be in good standing, i.e: the club must be current with liability insurance premiums and have a current charter with the A.A.Y.F.D.T. Board of Directors. These stipulations must be accomplished prior to the first practice session of the year.

01.03.02

A practice session is defined as any occasion when a participant or participants and one or more coaches assemble for scrimmages, practice, instructions, review of films and/or lectures. Said restriction does not include purely social activities or practice sessions between a parent-coach and only immediate family members. Once a practice reaches the 30-minute mark, it counts as a full practice. If the practice lasts less than 30 minutes, the club can make up to one hour on another day the same week.

01.03.03

The first three practices of the season are to be non-contact practices. This also applies to the return from extended absence (as in an injury). If a player does not participate in 6 consecutive days of practice, they must have 3 days of non-contact practice before returning. Participating in practice is defined as participating in all aspects of practice including all contact drills.

01.03.04

No practice session is to exceed 1-1/2 hours on any given day. At least one member of the Booster Club Board of Directors must be present for all scheduled practices. Adequate water must be present and water breaks must be taken every 30 minutes as a minimum. Each practice field (practice, scrimmage and game) must have an AED and First Aid Kit, which will include at a minimum: gauze pads (assorted sizes or assorted sizes of bandages), athletic tape, antiseptic, splints, ace wraps, scissors and tweezers. Ice, reusable ice packs, or chemical ice packs must be available at all times.

01.03.05

The number of practice sessions shall be limited to four per week, prior to the week of the first scrimmage game. Beginning with the week of the first scrimmage game, practices will be limited to three per week. There will be no practices on Sunday. During weeks with no scrimmage game or regular season game, there will be 4 practices allowed.

01.03.06

No player may participate while recuperating from an injury or illness until a written doctor's release is obtained.

01.03.07

No participant may practice or play while wearing any type of hard cast or hard surfaced material without prior approval from a league board member.

01.03.08

Participants on A.A.Y.F.D.T. waiting lists may not participate in practice sessions.

01.03.09 – **CONCUSSION PROTOCOL**

When a player has been diagnosed with a concussion and cleared by a physician, the following protocol must be completed before being allowed to participate in a scrimmage or game:

- a. Day one – Light aerobic exercise to increase the heart rate: 5 to 10 min light jog or exercise bike.
- b. Day two – Continued aerobic activity: moderate jogging, brief running.
- c. Day three – Heavy non-contact activity: sprints and non-contact football drills.
- d. Day four – Player returns to a controlled football practice.
- e. Day five – Full return. This day can't be a scrimmage or a game.

Note: Each day must be completed without signs or symptoms occurring before continuing to the next day's activity.

01.03.10 – **TIME RESTRAINTS AND TYPES OF PRACTICES**

The following is from the UIL rules and will be adhered to for all A.A.Y.F.D.T. practices: During the regular season, no football player is allowed to participate in more than ninety (90) minutes of full contact practice per week. During the post-season, no football player is allowed to participate in more than sixty (60) minutes of full contact practice per week. For the purposes of this rule, "full contact" is defined as football drills or live game simulations where "live action" occurs. Live action, as defined by USA Football, is contact at game speed where players execute full tackles at a competitive pace, taking players to the ground.

A team may continue to dress in full pads for practice, but may only participate in live action drills and game time simulations no more than ninety minutes per athlete per week. It is assumed that when players are in shells (shorts, shoulder pads, and helmets), no live action drills or simulations will occur. This rule is intended to limit live action drills and simulations and not the number of practices a team may participate in full pads. A team may participate in "air," "bags," "wrap," and "thud" drills and simulations at any point. These contact levels are defined below:

- a. **Air**- Players should run unopposed without bags or any opposition.
- b. **Bags**- activity is executed against a bag, shield or pad to allow for a soft-contact surface, with or without the resistance of a teammate or coach standing behind the bag.
- c. **Wrap**- Drills run at full speed until contact, which is above the waist with the players remaining on their feet.
- d. **Thud**- Same as wrap, but tempo is competitive with no pre-determined winner and the players are not tackling to the ground.

SECTION IV: LEAGUE PRE-SEASON PLAY

01.04.01

Scrimmage games between the same level teams of two booster clubs, (of the A.A.Y.F.D.T.), will be arbitrarily assigned by the A.A.Y.F.D.T. AD as part of the season schedule. The A.A.Y.F.D.T. AD must be notified of any additional scrimmage games.

01.04.02

Games or scrimmages with teams outside of the A.A.Y.F.D.T. will not be permitted without majority approval of the A.A.Y.F.D.T. Board of Directors.

01.04.03

Inner-team scrimmages are acceptable. Scrimmage or practice between any two divisions, not of the same age and weight bracket, is strictly forbidden. Any coach or board member authorizing, conducting, or supervising any such activity is acting on their own. They are subject to any liability, which might result and are subject to discipline or discharge.

Booster clubs are allowed to video their own practice / scrimmage games. No booster club is to scout (watch, video, attend) any practice or scrimmage of any other booster club.

- a. Each club may have one (1) person video their scrimmage. This person is not allowed to be a coach and they must remain behind their club at all times.
- b. No coach may use any type of video device during a scrimmage.
- c. Game day videoing is allowed, but ONLY from the stands.

01.04.04

Scrimmages against other booster clubs are considered a practice and shall follow the guidelines below. Scrimmages will be 2 hours long.

Breakdown example:

9:00 - 9:15 - Warm up period 9:15 - 9:20 - Water break.

9:20 - 10:10 - Run Plays.

10:10 - 10:20 Water break.

10:20 - 11:00 - Run Plays.

SECTION V: LEAGUE REGULAR SEASON

01: PRE-GAME WEIGH-IN

01.05.01.01

A weigh-in/monitor sheet is required for monitoring all official games. The booster club will provide this form. The form must be a standard weigh-in/monitor sheet approved by the A.A.Y.F.D.T. Board of Directors.

01.05.01.02

Official weigh-in will be held each week during the half time of the preceding game, but no earlier than 8:15 a.m. for the Freshman game. A participant's official weight shall be their bare weight (T-shirt and a pair of gym shorts). The official weigh-in is a one-time opportunity to meet the necessary requirements. Running, or any other activity, will not be condoned or tolerated.

- a. No team shall warm-up or practice prior to official weigh-in.
- b. The home team is responsible for providing an accurate scale for weigh-in purposes and is responsible for having a weight (60 lb.) on hand for calibration purposes.
- c. The Booster Club AD, or designated alternate, shall authenticate the accuracy of the scale, witness the weight of each participant, and verify the accuracy of the weigh-in/monitor sheet that is provided by each team.
- d. The weigh-in/monitoring sheet shall list participants in numerical order without regard to age or position.
- e. Participants must have their game jerseys in hand to weigh-in and must be lined up in numerical order.

- f. A participant's final weight is based on their weight in gym shorts and a T-shirt. If a participant exceeds the maximum weight in gym shorts and a T-shirt, they are ineligible for that game. If they do not make the impact player weight, they will participate as a non-impact player for that game.
- g. All players must be weighed in and fully dressed on the sideline prior to the coin toss.
- h. All participants who are ineligible to play, all or part of a game, shall be noted on the weigh-in/monitor sheet by writing the reason over the appropriate number of play boxes. Such notations are to be initialed by the opposing team's representative at weigh-in.
- i. No child may be disciplined by not being able to participate in all or part of any activity without prior written notification to and signed approval of the appropriate A.A.Y.F.D.T. AD or Drill Team Director. The exception to this is in circumstances of parental discipline, in which case the appropriate A.A.Y.F.D.T. representative may subsequently contact the parents to confirm the decision. Waiver of minimum play privilege is considered discipline.
- j. Any player that is potentially close to the maximum weight may weigh in during the half time of an earlier game.
- k. Once weigh-in has been completed, the respective team representatives are to sign the weigh-in/monitor sheet.
- l. Any player that does not make the maximum weight during a game day weigh in will be non-contact players until they make the maximum weight with the booster club AD at the next scheduled practice. All non-impact players will be identified by wearing a bright green arm band on both wrists.

02: MINIMUM PLAYS

01.05.02.01

If the required number of practices has been attended, all football participants must participate in a minimum number of plays as outlined in the chart below. There is no requirement that the plays be consecutive or spaced in any way throughout the game.

FRESHMAN / SOPHOMORE			JUNIOR / SENIOR	
# of players present	# of plays Required		# of players present	# of plays required
15 – 20	14		15 – 20	17
21 – 25	12		21 – 25	15
26+	10		26 – 29	12
			30 – 34	9
			35+	8

- a. Only participants who will be playing in the game will be counted in determining the number of plays required.
- b. If there are three practices, each participant must attend at least two in order to be eligible to play. Missing one practice in consecutive weeks will result in the player being ineligible to play the following game. If a player is late to two practices in one week, this will count as one missed practice for that player.
- c. If there are two practices, each participant must attend at least one in order to be eligible to play. If there is only one practice, participants need not attend that practice to be eligible to play.
- d. A play is to be counted on all kickoffs and each time the ball is hiked and/or a down is counted, even though a penalty may be called after the ball is hiked and the down may be repeated.
- e. If a penalty is called prior to the ball being hiked, no down or play is counted.
- f. An automatic forfeiture of a game will occur if the minimum plays are not met during regulation time of the game including regular season, play-offs, and Super Bowl.

01.05.02.02

The A.A.Y.F.D.T. minimum play privilege shall not be abridged except for the following reasons:

- a. A participant is absent.
- b. A participant becomes ill or injured.
 - i. The opposing team's observer and AD, (or their representative), must be informed of any ill or injured participant's withdrawal. Should the participant re-enter the game, all remaining plays must be fulfilled.

Shoulder pads and helmet are to be removed once the decision "not to continue playing" has been made and the jersey worn.

- ii. A participant playing half of the game must be noted at the weigh in and then will be required to play a minimum of half of the plays required by a player participating in the whole game.

01.05.02.03

Each booster club will assign one Monitor and an Observer to assist the head coaches of each team in abiding by the minimum play rule. Failure to provide an Observer for the opposing team will result in head coach being suspended for that game. The Monitor will inform a coach of any player who has not participated in the minimum required plays at the end of each quarter, or more often, if necessary. The head coach is ultimately responsible for every participant playing the minimum number of plays. Should a participant not meet the minimum play requirement, the head coach will be subject to disciplinary action as follows:

- a. First offense: 1-week suspension
- b. Habitual offenders (more than one): Appear before the rules enforcement committee (A.A.Y.F.D.T. AD, A.A.Y.F.D.T. President, A.A.Y.F.D.T. VP) for disciplinary action that may include suspension for the season

A monitor or observer will not be any board member from the club, unless approved by a League Executive Board member.

01.05.02.04

Players not meeting minimum play requirements will receive additional plays in the next game to meet the minimum play requirements. For example, if the minimum play requirements are 15 plays and a player only receives 13 plays, that player's minimum play requirement for the next week will be 17 plays.

01.05.02.05

Each booster club will also assign one Observer to assist the opposing teams Monitor in recording the number of plays for each child. The Observer may not communicate with the game participants. An Observer, or any other person, will not, during the course of the game, relay any information back to his side of the field by verbal comment and/or signal concerning the play calling, nor provide to a coach or other person the number of plays any participant needs. The penalty for this infraction is ejection and possible suspension of the Head Coach and the Observer. Other persons will be asked to move back 15 yards from the bench area. However, at halftime, coaches may have access to both monitor sheets to review the number of plays needed by both teams.

01.05.02.06

Upon completion of all eligible participants attaining their minimum plays, the Monitor and Observer are to sign the weigh-in/monitor sheet. Any disagreements of accuracy shall be brought to the attention of the A.A.Y.F.D.T. Field Director and both Booster Club AD, (or their representatives), as early in the game as possible. If a participant, or participants, do not attain all of their required plays, the Monitor will circle the names of each participant and the play squares that remain for each. These participants and the number of plays shorted will be listed on the back of the weigh-in/monitor sheet.

01.05.02.07

Completed weigh-in/monitor sheets shall be the responsibility of each Booster Club AD. Final game scores should be noted on the sheet with the winning team designated. All ejections and personal fouls will be listed on the back of the sheet at the end of each game, including the participant's name and number or coach's name. All participants injured during a game, that do not return to the game, shall be listed with their suspected injury. Any complaints or objections over the officiating need to be listed along with the name(s) of the official(s). Failure to supply any of this information will result in a one-week suspension for the Booster Club AD and the specific team's head coach.

01.05.02.08

The weigh-in/monitor sheets are to be placed in the Team Book and shall be available for review upon request. Failure to produce the sheets will result in that club losing one day of practice the next week and a one-week suspension of the Booster Club AD. The Booster Club AD is required to provide the A.A.Y.F.D.T. with the game results by the end of the game day by posting on forums under the AD sections for that game day no later than 7pm.

03: SEASON SCHEDULE

01.05.03.01

Scheduling of regular season play shall be the responsibility of the A.A.Y.F.D.T. AD. Pre-season and post-season schedules must be approved by the A.A.Y.F.D.T. Board of Directors. Scheduling of special events at any time shall be approved by the A.A.Y.F.D.T. Board of Directors. Participation in special events shall be optional with each participant.

01.05.03.02

Each year at or before the first sign-up, the playing schedule will be set by the A.A.Y.F.D.T. AD. Home field advantage will be reverted in the interim year where possible. Home field-advantage will be equal where possible. Regular season play will be conducted to determine the two division champions. Regular season play is designed to balance fun, learning, and growth with competition.

01.05.03.03

Playing records are maintained through the season by the A.A.Y.F.D.T. AD and provided to each Booster Club weekly.

01.05.03.04

Teams will be divided into two divisions every second year using the following:

- a. Freshmen and Sophomores overall records from two years ago.
- b. Freshmen, Sophomores and Juniors overall records for prior year.
- c. The records will be added together and divided by all the records to give overall ranking for the booster club.
- d. Booster Clubs will be ranked from 1 to 10, odds will be placed in AFC and evens will be placed in NFC.

04: RULES OF PLAY

01.05.04.01

The playing rules for A.A.Y.F.D.T. shall be those rules as promulgated by the UIL, NCAA, and those special rules adopted by the A.A.Y.F.D.T. Board.

01.05.04.02

All participants and teams of A.A.Y.F.D.T. will be governed by the rules adopted and approved by the A.A.Y.F.D.T. Board of Directors. Unless otherwise specified, all rules shall apply to all classifications.

01.05.04.03

Games shall be played under supervision of A.A.Y.F.D.T. Referees. Five referees shall officiate each game with one referee being the off-field official timekeeper. Fields with accurate scoreboard clocks shall have the time displayed at all times.

01.05.04.04

The total playing time for Freshmen and Sophomores shall be four eight (8) minute quarters, or thirty-two minutes. The total playing time for Juniors and Seniors shall be four ten-minute quarters, or forty minutes.

01.05.04.05

The intermission between halves shall not exceed fifteen minutes. During half-time intermission of the Freshman and Sophomore games, the Home Drill Team may perform. The Visiting Drill Team may perform during the half-time intermission of the Junior and Senior games. The maximum length of time of each performance should be approximately ten minutes. In any event, the football teams shall take the field to be ready to start the second half by the end of the intermission.

01.05.04.06

The Freshman team only, may have one coach on the field (in the huddle) for their first two games. The coach will not hinder or slow play in any manner, but will assist the participants as they play their first two games. The Freshman coach will refrain from any instruction (verbal comment) and making major adjustment of player(s) after the play is called in the huddle, the coach will proceed to his team side hash mark to be out of the playing field. The coach may ensure that there

are 7 players on the line of scrimmage and ensure player(s) are in proper stance. The coach will not move players to close a hole in the line (if the players do not line up properly) and will not move player(s) to block a defensive player not covered. Likewise, the defensive coach will not move player(s) after he sees the offensive formation. If the offense is ready to snap the ball and begin play, the defensive coach will not hold up the play while attempting to influence the defensive players to adjust to the formation. The penalty against a coach will result in the coach leaving the field for the remaining portion of the game, but he may remain on the sidelines. The coach will be replaced on the field by another coach.

01.05.04.07

During a called timeout or injury timeout, all coaches must remain outside of the numbers. No coach is to attend to an injured player. Coaches will receive one warning and all subsequent violations will result in a 15-yard penalty for unsportsmanlike conduct.

01.05.04.08

The following are rules to control the use of profanity, racial slurs, intimidation, and taunting:

- a. Any participant using profanity and/or making racial slurs shall be ejected from the game.
- b. Any participant being ejected from two games shall not be allowed to participate in the remainder of the season.
- c. If in the course of the game, three or more participants from the same team are ejected from the game, that team shall automatically forfeit the game.
- d. Coaches will be held accountable for the behavior and actions of their participants and are subject to suspension.

If a participant is ejected during the first half of a game, he will be eligible to play in the next game. If a participant is ejected during the second half of the game, he is not eligible to play in the first half of the next game, but will be eligible for the second half of the next game.

01.05.04.09 – KICKS

The extra point after touchdown awards shall be one point for a running play or a pass caught outside the end zone and then run into the end zone, and two points for a forward pass caught inside the end zone. Extra point kick attempts will be awarded two points, if successful. The offensive team must advise the referee of their intent to kick the extra point in order for the referee to notify the defensive team.

- a. Freshman level: there will be no rush and there will be no fake kick attempts. If the defensive team rushes, the down will be replayed, and a 15-yard penalty assessed against the defensive team on the ensuing kickoff.
- b. At all levels, if a punt is declared it must be declared prior to breaking the huddle. The offensive team must punt the ball and there is no rush by the defensive team. If the hiked ball is fumbled, the ball is considered dead and the ball is placed at the previous spot and turned over of downs. Once the ball is snapped, the offensive team will have 5 seconds to kick the ball or the play will be blown dead and the ball placed where the kicker was standing. No fake punts are allowed if a punt is declared. Once the ball has been kicked, the play will then become a live ball play.
- c. Players who weigh over the applicable weight limitation may not line up deep in kickoff or punt formations to accept the ball (they must line up on the front row). Front row is defined as row of players closest to the ball. If a player over the applicable weight limit receives the ball, the ball cannot be advanced, and the referee will blow the whistle.

01.05.04.10

There shall be no running of the clock until both teams' players have played their minimum plays. Once all players have played their minimum plays and the Athletic Directors agree, they will notify the head official on the field to run the clock. The official time shall always be stopped when NCAA or A.A.Y.F.D.T. rules so dictate and shall not run through time-outs, out-of-bounds, injuries and after scores, etc. Consequently, coaches must be very sensitive to good sportsmanship issues related to running up the score, calling last second time-outs to set up unnecessary scoring attempts, etc. Coaches who are not extremely sensitive to these issues of good sportsmanship will be held to the highest level of A.A.Y.F.D.T. Board scrutiny. Previous complaints between clubs will have no bearing on justifying any current un-sportsmanship issues.

01.05.04.11

The 40 Point Rule - If one team defeats another team by 40 or more points, then the Head Coach, AD or President of the losing team must present written evidence within 48 hours to the A.A.Y.F.D.T. AD why he believes that the Head Coach of

the winning team should be suspended for one week (which includes practices and the game). If the A.A.Y.F.D.T. AD has determined that there is a lack of evidence, then the Head Coach (winning team) will not be suspended. If, however, the A.A.Y.F.D.T. AD finds that there is sufficient evidence, then the Head Coach of the winning team will be suspended. Defensive or special team touchdowns are not considered in calculating the 40 points.

01.05.04.12

Any team deciding to take a knee shall advise the referee - the player will be under center and shall take a knee immediately (a player will not be allowed to stand with the ball in order to run time off the clock). The referee shall notify the opposing team and there shall be no rush during the play. If the defensive team rushes, a 15-yard penalty will be assessed, and the guilty player and/or coach and the head coach will be ejected and may be suspended or removed from the league, if it can be proved it was on purpose. This will be determined by the A.A.Y.F.D.T. AD and the Referee.

01.05.04.13

Headsets and other forms of electronic communication (Cell Phones) are not allowed on the sidelines on game days except for the A.A.Y.F.D.T. AD, A.A.Y.F.D.T. Medic, Club President, Club Vice President, or Club AD. Any coach using electronic communication on the sideline will receive an automatic 2-week suspension.

05: GAME OPERATIONS

01.05.05.01

The starting time for the Freshman game, the first game of the day, shall be at 9:00 AM. The Sophomore game shall begin promptly following the completion of the Freshman game, but not before 10:30 AM. The Junior game shall begin promptly following the Sophomore game, but not before 12:00 noon. The Senior game shall begin promptly following the Junior game, but not before 2:00 PM. There will be a minimum of ten minutes between games.

01.05.05.02

Automatic forfeiture is assessed to a team that fails to take the field within 15 minutes following its appointed time or following completion of the preceding game, whichever comes later.

01.05.05.03

The decision to suspend or postpone scheduled games due to hazardous weather, field, or other conditions, is made mutually by the opposing Booster Club Athletic Directors and Presidents. The decision to cancel games will be made by the A.A.Y.F.D.T. AD. Failing agreement, the final decision is made by game referees.

01.05.05.04 – **REGULAR SEASON AND PLAYOFF GAMES**

The head referee and both Club ADs may stop or postpone games due to hazardous weather (heavy rain, lightning, tornadoes, etc.). If a game does not start due to hazardous weather, then the game may be delayed a maximum of 2 hours if the field is playable. In no case will the games be delayed beyond the start of the next game. (For example, if lightning stops the Junior game at 1:10 then the game must restart by 2:00 - Senior games start at 2:00 normally.

- a. It is suggested that when hazardous weather occurs, teams seek shelter close-by so that they may return to the field when weather permits the continuation of the game.
- b. The following formula will be used in determining the need to reschedule cancelled games. If one team is clearly in control, as listed below, then the games will not be rescheduled. Otherwise, the game(s) will be rescheduled by the A.A.Y.F.D.T. AD as time permits.
 - i. If rain stops a game at halftime or within 2 minutes of halftime and one team is ahead by 24 or more points; that team is declared the winner.
 - ii. If rain stops a game within 2 minutes of the end of the 3rd quarter and one team is ahead by 18 or more points; that team is declared the winner.
 - iii. If rain stops a game within 2 minutes of the end of the game and one team is ahead by 12 or more points; that team is declared the winner.

01.05.05.05

The National Anthem must be played prior to the start of the Freshman and Junior games.

01.05.05.06

Football participants will be announced prior to each game at the option of each booster club.

01.05.05.07

The home booster club is responsible for providing a press box announcer, down marker (1) and chain people (2) for the game. The down marker and chain is to be positioned on the home team side of the field. The visiting booster club will provide a spotter to assist the press box announcer.

01.05.05.08

The A.A.Y.F.D.T. league board is required to provide a uniformed police officer, referees, and medics for each game day and handles the hiring and paying of the game day personnel.

01.05.05.09

Location of participants and spectators in each club's playing field layout must be approved by the Booster Club President.

01.05.05.10

During a game, the team, a maximum of six coaches, the Booster Club Board Members (or their representatives), a Team Mom/Dad, A.A.Y.F.D.T. Officials and authorized game day workers shall be the only persons allowed on their respective sidelines. Each of the above individuals shall be readily identifiable by his hat, shirt, or other distinguishable paraphernalia

Each of the individuals below shall be readily identifiable by a badge that states them as game day workers or other distinguishable paraphernalia.

- a. Two people on chains for spotting the first downs, and one person on the down marker for spotting the line of scrimmage.
- b. Two water provides or three if only one team mom on the field.
- c. One Monitor for the home sideline.
- d. One Observer for the visitor sideline.

All others, including A.A.Y.F.D.T. Board Members and A.A.Y.F.D.T. Booster Club Members, must remain between the 20 yard line and end zones or behind the track. If a problem occurs on the field, the Booster Club AD and/or Booster Club President or VP may enter the playing area or field to take care of the problem or help out. The A.A.Y.F.D.T. AD and Assistant AD are allowed in the team areas to assist when needed.

01.05.05.11

No individual associated with the A.A.Y.F.D.T., either as a parent or as an official, is permitted to carry concealed weapons to any A.A.Y.F.D.T. function, including games. Anyone associated with the league, which has a weapon, will be asked to leave, or the police officer shall handle the situation. The only exception to this rule is the uniformed police officer.

01.05.05.11

Use of air horns, or any other electronic devices, during game time are prohibited. Any device that causes a distraction of the snap of the game ball is also prohibited during game time. Any use of such device will result in the immediate removal of person or persons from the field.

01.05.05.13

Any team forfeiting for any reason will be removed from playoff contention.

SECTION VI: LEAGUE PLAYOFFS

01.06.01

There will be a post season playoff tournament culminating in a Super Bowl between the finalists. The tournament will be a single elimination type tournament.

01: RANKINGS

01.06.01.01

The top eight teams in each age classification will be selected to compete in the tournament. The playoff pairings may be modified at any time by the A.A.Y.F.D.T. AD in the event of removal or disqualification of a team. The selection process shall be in the following manner:

01.06.01.02

Points will be awarded based on conference regular season play.

- a. Two points will be awarded for each conference win.
- b. One point will be awarded for each conference tie.
- c. Two points will also be awarded for being the conference champion.

01.06.01.03

The ranking will be from one to four within the respective conferences.

- a. The team with the most points will be ranked number one and the other teams ranked accordingly.
 - i. Ties in placement will be resolved by the following:
 1. The team winning the most games in head-to-head competition with the tying teams.
 2. The team allowing the fewest points scored against them in the regular season.
 3. The team having scored the most points during the regular season.
 - ii. Any situation more complex than the above will be resolved by the A.A.Y.F.D.T. Board of Directors.

02: BRACKETS

01.06.02.01

In Round One of the tournament, pairing will be as follows:

Game A: AFC #1 vs. AFC #4

Game B: AFC #2 vs. AFC #3

Game C: NFC #1 vs. NFC #4

Game D: NFC #2 vs. NFC#3

01.06.02.02

In Round Two of the tournament, pairing will be as follows:

Winner of game A vs. Winner of game B

Winner of game C vs. Winner of game D

01.06.02.03

Round Three will be the A.A.Y.F.D.T. Super Bowl.

03: PLAYOFFS PRE-GAME WEIGH-IN

01.06.03.01

Weigh in for the 1st and 2nd round playoff games will follow the same guidelines as regular season weigh in. Any club AD or league official can weigh in players weighing early. NO AD may weigh a player from their own club.

01.06.03.02

The A.A.Y.F.D.T. AD will be responsible for the weighing of all teams at the Super Bowl games.

04: MINIMUM PLAYS

01.06.04.01

Automatic forfeiture of game will occur if the minimum plays are not meet during the game including regular season, play-offs and Super Bowl.

05: GAME OPERATIONS – PLAYOFFS

All playoff games except the Superbowl will played per Regular Season Weigh In and Game Times.

01.06.05.01 – Superbowl Games will start as follows: If there is a weather issue, the A.A.Y.F.D.T. AD will notify the teams of a possible earlier start time.

Freshman game	1:00 - Weigh In Time 12:15 pm
Sophomore game	3:00- Weigh In Time 2:15 pm
Junior game	5:00 - Weigh In Time 4:15 pm
Senior game	7:00 - Weigh In Time 6:15 pm

01.06.05.02

The A.A.Y.F.D.T. will supply and pay the referees for all playoff and Super Bowl games. These charges will be collected weekly as the playoff teams are determined and shared equally among the clubs.

01.06.05.03

The A.A.Y.F.D.T. will supply and pay for the security and medics at all playoff and Super Bowl games. These charges will be collected weekly as the playoff teams are determined and shared equally among the clubs.

01.06.05.04

All teams participating in the Superbowl, will be allowed a walkthrough practice on the Saturday before the Superbowl at their respective practice fields and at a time to be determined by the A.A.Y.F.D.T. AD. All players will be required to dress in shorts and shirts only. NO PADS or HELMETS. This practice can last for a maximum of 90 minutes.

06: RULES OF PLAY

01.06.01

During the playoffs, all games will be played to a winner. The college system of each team receiving the ball on the opponent's 25-yard line and trying to score will be used. This will continue until the tie is broken, after each team has had an equal number of attempts to score. If neither team scores after a round of attempts, the ball will be moved into the opponent's 15-yard line as the starting point. On any subsequent attempts, if neither team should score, the ball will be moved in an additional 5 yards each time, finally stopping at the opponent's 5-yard line. Play will continue from this point until there is a clear winner.

Round 1: if both teams score and the game are still tied the ball stays on the 25 yd. line and play continues.

Round 2: if neither team scores in Round 1, the ball is moved to the 15 yd. line and the rules for Round 1 apply.

Round 3: if neither team scores in Round 2, the ball is moved to the 10 yd. line and the rules for Round 1 apply.

Round 4: if neither team scores in Round 3, the ball is moved to the 5 yd. line and play is continued until there is a winner.

SECTION VII: POST SEASON PLAY

01.07.01

Scheduling of post-season activities (play-offs, tournaments, etc.) and the establishment of all criteria for participation shall be the responsibility of the A.A.Y.F.D.T. AD. Scheduling shall be complete prior to the first practice of regular season and is to be ratified by the A.A.Y.F.D.T. Board.

SECTION VIII: OUT OF LEAGUE PLAY

01.08.01

No post-season participation by individuals or teams with organizations outside All American Youth Football, Inc. will be allowed without written consent from the A.A.Y.F.D.T. Board of Directors.

SECTION IX: EQUIPMENT

01.09.01

Safety shall not be compromised in the purchase of equipment.

01.09.02

Football participants shall be rented high quality equipment from a reliable athletic goods supplier. They must wear only that equipment supplied by the booster club with the exception of shoes and helmets. Helmets can be purchased by the parents provided they are of high quality and meet applicable Federal Safety Regulations, but the parents shall sign a release concerning the use of any such equipment. No equipment shall be issued prior to seven days before the first practice

- a. Headgear - the helmet shall include a facemask or guard. Facemasks must be of non-breakable, molded plastic with rounded edges, or rubber covered wire. Single bar or tubular guards are prohibited. Chinstrap snaps must be plastic. Per UIL and NCAA rules, face shields must be clear only. NO SMOKED FACE SHIELDS.
- b. Padding - shall include soft kneepads (at least 1/4" thick), approved shoulder pads, kidney, hip, and thigh pads.
- c. Jersey - the jersey color selected shall not conflict with other team colors. Arabic Block or Modern Gothic Numerals shall be of a single color and shall be worn on the front and the back. Numerals shall be 4-8 inches in height and approximately 1 inch in width. All uniform changes must be approved by the League AD. The League AD will keep a database of all uniform colors for each season. Per UIL and NCAA rules, in High School, noncompliance with the contrast rule will result in a penalty of a reduction of one (1) time out per quarter. The A.A.Y.F.D.T. will instead impose a \$200 fine per regular and playoff season game (roughly \$2,200), in lieu of time-out penalty.
- d. Athletic Supporters- boys are strongly encouraged to wear athletic supporters.
- e. Footwear - rubber, molded cleats shall be worn. Participants must wear soccer or canvas type shoes at all times - screw type cleats are prohibited. Failure to adhere to this rule could result in removal of head coach from league
- f. Mouthpieces- will be worn at all times during practice and games, this includes the quarterback.
- g. Jewelry - is strictly prohibited and must not be worn at any time.
- h. Sponsorship advertising is optional with the booster club.

01.09.03

The standard game ball shall be as follows:

- Freshman – Wilson Leather or Wilson GST K2
- Sophomore – Wilson Leather or Wilson GST TDJ
- Junior – Wilson Leather or Wilson GST TDJ
- Senior – Wilson Leather or Wilson GST TDY

All game balls must be leather. No composite balls will be allowed as game balls. During all games including playoffs, the home team will supply the game ball for the game. Teams will not be allowed to switch balls during possession changes. The League will supply the game balls for the Superbowl.

SECTION X: PENALTIES

01: AUTHORITIES

01.10.01.01

The Booster Club President and/or AD have the authority to suspend any Coach. Notification of such suspension must be furnished to the A.A.Y.F.D.T. AD within 48 hours.

01.10.01.02

Any recommendation for the dismissal of a Coach must be approved by the Booster Club Board of Directors. The Board will review all complaints lodged against a Coach and will have the authority to dismiss the Coach by a 2/3 vote of the Board. Recommendations for more severe disciplinary measures resulting from an investigation shall be presented to the A.A.Y.F.D.T. AD. Any dismissal of a coach is permanent – not just for the remainder of the current season.

01.10.01.03

The A.A.Y.F.D.T. AD has the right to suspend or dismiss a Coach for any reason.

01.10.01.04

Booster Club Board Members are responsible for the department of their own supporters. Should a fan or fans become unruly and refuse to settle down or leave after being asked by their own club's board members, the A.A.Y.F.D.T. Field.

Representative has the legal right, as the representative of the field's contractual organization, to ask that the security officer remove said fans. This then becomes an issue between the officer and the fans.

01.10.01.05

Every Booster Club has the right by majority vote to dismiss a parent or child from their program for failing to abide by the league's rules of conduct. They also have the right to bar those individual's return in subsequent years.

01.10.01.06

Game Referees have the right to eject a participant from the game for persistent unsportsmanlike conduct.

01.10.01.07

The A.A.Y.F.D.T. AD has the authority to make a ruling for the best interest of the league, if a rule is NOT in the current rulebook.

01.10.01.08

No Coach may participate in any other youth football program (Tackle or Flag) while coaching for any Booster Club in the A.A.Y.F.D.T.. Violation of this regulation shall cause the mandatory suspension of the individual from further competition in the A.A.Y.F.D.T. for the remainder of the current season. If a coach is a paid position by a school this rule does not apply.

01.10.01.09

Any parent or coach suspended by the league AD or league board during the previous season or the current season must apply for reinstatement at the first league board meeting after the suspension has ended.

SECTION XI: FLAG FOOTBALL

01.11.01

The A.A.Y.F.D.T. flag football program is for participants ages 5 and 6 years old.

01.11.02

A participant's age on December 31st (of the current year) is their legal playing age for the season.

01.11.03

The registration fee for the A.A.Y.F.D.T. flag football will be \$125.00. The flag football teams will not be responsible for a fundraising fee.

01.11.04

All equipment, except cleats, will be provided by the league. An equipment deposit fee of \$50.00 will be required when equipment is handed out. The deposit fee will be returned once all required equipment is returned.

01.11.05

Each team will have a roster cap of 14 players.

01: GAME RULES

01.11.01.01

Each team must start the game with 8 players. If a team falls below 6 players during the game, the game will be stopped and the team with not enough players to continue will be given the loss.

01.11.01.02

Each player will play a minimum of 10 plays per game. Players not meeting minimum play requirements will receive additional plays in the next game to meet the minimum play requirements. For example, if a player only plays 8 plays during the game, they must play 12 plays in the next game. Each team will get 1 timeout per half. Timeouts do not carry over.

01.11.01.03

The playing field will be 50 yards in length and will be set up from 25 yard line to 25 yard line on a regulation football field.

01.11.01.04

Each game will consist of two 18 minutes halves with a running clock. The clock will stop in the last 2 minutes of each half for the following: ball out of bounds, incomplete pass, time out, touchdown, injured player, and assessment of a penalty. Halftime for each game will be 5 minutes.

01.11.01.05

The winner of the coin flip will choose offense or defense.

01.11.01.06

The offensive team must have a minimum of 3 players lined up in the backfield. The offensive line will have the center, 2 guards, and 2 ends. The ends are eligible to receive a pass. Offensive linemen must stay within 3 yards of the line of scrimmage.

01.11.01.07

The defense must have 4 down linemen and they must line up inside the offensive ends. The linebackers and/or safeties can't blitz on any play. The defense can only have 1 player lined up outside of each offensive end.

01.11.01.08

A player is down when one of both flags are removed and held by an opponent. If a flag accidentally falls off, the runner is down at that point.

01.11.01.09

The offensive team will have 30 seconds from the ready to play whistle to snap the ball. Failure to start the play in 30 seconds will result in a 5-yard delay of game penalty.

01.11.01.10

All offensive and defensive linemen must use hands below the shoulders when engaged in contact. No forearms or elbows will be used for blocking. If a lineman is flagged for blocking below the waist, it will be a 10-yard penalty and loss of down. If a lineman is flagged for using the forearm or elbow or hands above the shoulders, it will result in a 15-yard penalty and loss of down for the offense or a 15-yard penalty and an automatic first down if called on the defense. If the same lineman is flagged twice for using the forearm or elbow, they will be removed from the game.

01.11.01.11

Tackling is not allowed. Defensive players may not attempt to hold or grasp the ball carrier. This will be defined as tackling. If a defensive player is flagged for tackling, it will be a 10-yard penalty and automatic first down. If the penalty occurs behind the line of scrimmage, the penalty will be enforced from the line of scrimmage. If the penalty occurs past the line of scrimmage, it will be enforced from the spot of the foul.

01.11.01.12

The offensive player must make an effort to avoid the defensive player. Stiff arm or straight arm is not allowed. The offensive player may not extend their arm or hand to ward off or protect their flags. Spinning away from the defensive player is allowed. If an offensive player is flagged for protecting their flags, it will be a 10-yard penalty from the line of scrimmage and loss of down.

01.11.01.13

There will be no punts. On fourth down, the offensive team can elect to go for a first down or declare to punt. If the offensive team declares to punt, the ball will be moved 25 yards from the line of scrimmage or half the distance to the goal if it is on the defensive team's side of the 50-yard line.

01.11.01.14

A touchdown will be awarded six points. For extra point, one point will be awarded for running the ball into the end zone and 2 points awarded for a pass caught in the end zone. If a pass is caught outside of the end zone and run in for the score, the team will be awarded one point.

01.11.01.15

Each team will be allowed to have a maximum of 4 coaches on the sideline. One coach from each team will be allowed on the field during the game. Once the teams are at the line of scrimmage, the coaches must remain 15 yards behind the line of scrimmage and can't adjust players. The on-field coaches can't run down the field while the play is live.

01.11.01.16

All regular season games that are tied at the end of regulation will be considered a tie. All ties during the playoffs will follow the A.A.Y.F.D.T. tackle football overtime rules.

02: PRACTICE

01.11.02.01

Each team will be allowed a maximum of 2 events per week. On a week that does not have a game or scrimmage, each team will be allowed to have 2 practices if they so desire. During weeks of games or scrimmages, they will be allowed 1 practice.

01.11.02.02

All practices will be a maximum of 60 minutes. The practice day must be on a day that the tackle football teams are practicing.

ARTICLE II: DRILL TEAM RULES OF COMPETITION

Section I: Registration/Team Structure

Section II: Practice

Section III: League Regular & Post Season

Section IV: Drill Team Competition

Section V: Director Meeting Guidelines / Equipment

SECTION I: TEAM STRUCTURE/ REGISTRATION

01: REGISTRATION

02.01.01.01

All new members must present a copy of the participant's birth certificate at the time of registration to be verified by an A.A.Y.F.D.T. officer and the corresponding booster club where the member registers.

02.01.01.02

The A.A.Y.F.D.T. dictates the Drill Team Membership Fee. The Mascot membership fee is \$150. The Junior and Senior membership fee is \$300. This membership fee is comprised of: a registration payment and a fundraising commitment. The registration fee for Mascots is \$150. The registration fee for Juniors and Seniors is \$150. Mascots are encouraged to fundraise an additional \$150. It is mandatory that Juniors and Seniors fundraise \$150 to complete their membership fees.

**This membership fee is outside of any additional Drill Team fees that may be imposed by the booster club drill team, which are determined at the beginning of every season and approved by the booster club board of directors (aka, Drill Team Budget). An example of additional fees may be uniform, accessory and/or rental fees.*

02.01.01.03

Drill Team Uniform packages are selected and ordered by each booster club. To ensure that they appear appropriate, the Booster Club Drill Team Directors must approve all uniforms and/or changes to uniforms each season. Booster clubs may not charge more than an additional \$160 for a uniform package for any Drill Team member.

02.01.01.04

Parents must be members in good standing in a Booster Club for a child to be a member of a Senior, Junior or Mascot Drill Team. All Drill Team requests for a booster club release will go through the League Drill Director for approval, to verify if it is a valid request and will seek both club signatures (outgoing and incoming) for final approval.

02: TEAM STRUCTURE

02.01.02.01

The ages for Senior drill teams will be: 9 years old but not more than 12 years old by September 1st of current season and in grade 6 or below.

Note: upon Head Senior Instructor's discretion and the Booster Club Drill Team Director's concurrence**, an 8-year-old, 3rd grader, may dance up to Senior Level.*

02.01.02.02

The ages for Junior drill teams will be: 6, 7 & 8 years old by September 1st of current season and are at/or below grade 3.

Note: upon Head Junior Instructor's discretion and Booster Club Drill Team Director's concurrence**, a 5-year-old may dance up to Junior Level.*

**Instructor accepts responsibility of determining if child is mature (attention span, dance compatibility) enough to be an asset to the team.*

*** Booster Club Drill Team Director is prepared to defend decision.*

02.01.02.03

In most circumstances, a member should only be a Junior for 3 years; her advancement to the Senior team is subject to her parent, the Head Instructor and the Booster Club Drill Team Director's approval. If any member enters their 4th year as a Junior, this must be reviewed by the league Drill Director and ultimately approved by the majority of booster club DTDs. Examples of this may be a member with a learning disability or a member who is held back a grade in school.

02.01.02.04

The ages for Mascot drill teams will be: 3, 4 & 5 years old by September 1st of current season and are at/or below Kindergarten. Mascots must be potty trained to register.

02.01.02.05

Each club will have three Drill Team Squads***. Mascots (with 3 minimum registered members), Juniors (with 30 maximum) and Seniors (with 45 maximum). These numbers may be increased or decreased by the League Drill Director's approval following a justification submitted by the booster club Drill Team Director and it must include the Head Instructor's concurrence.

If a Junior or Senior Squad maximum is met before the 1st Day of Official Season Practice, the League Drill Director will work with the booster club Drill Team Directors to determine member's team placement. The closing of Drill Team rosters prior to minimums or maximums being met MUST be approved by the league Drill Team Director. It is also recommended to seek approval from the booster club president.

****Depending on the number of girls signed up, some teams may have to combine levels to make one squad.*

02.01.02.06

All Drill Teams must be under the supervision of a booster club Drill Team Director. Each Drill Team may have Head instructors and assistants as needed. The booster club Drill Team Director is responsible for all levels of teams.

02.01.02.07 – **STUDENT/JUNIOR INSTRUCTORS**

Students under the age of 18 who wish to assist with instructing may do so only in conjunction with an A.A.Y.F.D.T. approved coach/instructor.

02.01.02.08

Discipline problems should be handled by the booster club Drill Team Director. If a DT Director has a continual problem after attempting the support of the member's parents, the issue should be taken to the Booster Club President and League Drill Director.

02.01.02.09

Conduct/Policies at practice or performances will include the following:

- a. All members should have a parent or guardian at all functions except inside or outside closed practices or as required by the Drill Team Director.
- b. All members must abide by policies and rules governing their organization, including merits/demerits, Code of Conduct, and Attendance Policies.

SECTION II: PRACTICE AND ATTENDANCE

02.02.01

Official Practices for all drill teams will not begin before the date set by the A.A.Y.F.D.T..

02.02.02

Drill Team Practice is defined as any occasion when three or more members and one or more Drill Instructors assemble for practice, instruction, or choreography review (not including purely social activities).

NOTE: Stretching and warm-up time are NOT considered a part of practice, provided it is not mandatory, lasts no longer than 15 minutes, and is led by Senior Drill Team members instead of coaches or the Director.

02.02.03

Drill Team may choose as an option to hold a camp no more than 6 hours over 3 days during the 2 weeks (no more than 3 hours over 2 days during the 1-week period in the event conditioning camp for the boys is one week) of conditioning camp that the football teams optionally conduct. Each session may be used as time for introductions, big/lil sis announcements, cheers, exercise, hand out of practice wear and/or fundamental cheer/dance technique. This is an option prior to the official first day of practice as noted for that year's A.A.Y.F.D.T. schedule.

Drill Team may also hold a league wide cheer/dance clinic prior to the official first day of practice (as noted for that year's A.A.Y.F.D.T. schedule). This event will be hosted by the A.A.Y.F.D.T. and will be a fundraiser for a Drill Team competition venue and it will be encouraged that all booster club drill teams participate. This event will give an even playing field to all squads for basic dance steps, movements, new cheers/chants and a sideline cheer foundation.

02.02.04

Senior level practice:

Game season – two times a week, or three times a week. Total practice time: 4 hours.

Non-game season – three times a week, or four times a week. Total practice time: 6 hours.
May add 1 hour for post-season dress rehearsal.

02.02.05

Junior level practice:

Game season – two one and a half hour practices or three one-hour practices per week. Total practice time: 3 hours.

Non-game season – three or four per week. Total practice time: 4 ½ hours.

May add 1 hour for post-season dress rehearsal.

02.02.06

Mascot level practice: No more than 2 hours per week.

02.02.07

If a drill team practice is missed due to bad weather conditions, the practice may be carried to the following week, or no more than 30 minutes could be added to any scheduled practice day. This scheduled practice could be held on a separate non-scheduled practice day. It is the responsibility of the Booster Club Drill Team Director to post schedule changes on their booster club's media/website, and to notify the League Director of any changes.

02.02.08

If a drill team is invited to participate/perform at a community event, they must present at that month's Drill Director's meeting as notification. The venue for such performance shall not be a that year's competition venue, unless prior approval by the League Drill Director, and replaces (1) practice day during that week's practice schedule, and the possibility of no run-through time in the practice gym on competition day.

02.02.09

If bad weather conditions occur during a Saturday game, a Booster Club Drill Team director can cancel performances. The Booster Club Drill Team Director must be at the field until all members have been notified of the canceled performances or practices. The League Drill Director must also be notified of any canceled performances.

For codes 02.02.07, 08 and 09: Drill Teams not providing adequate notification via email, website or phone call will be fined \$100 or more.

02.02.10

Absences from practices/performances (all absences-excused or unexcused)

- a. If a team practices only two times a week, missing one practice the week of a game will result in not performing at that same week's Saturday halftime.
- b. If a team practices two or more times per week, missing two practices the week of the game will result in not performing at that same week's Saturday halftime.
- c. Missing one-practice two weeks in a row results in not performing during the next Saturday's halftime.
- d. Penalty for 2 tardies and/or leaving before practice ends will be treated as one absence.
- e. Missing two games, unless excused by the Booster Club Drill Team Director, will result in forfeiting position on team (excused absences from a game are: death in family, illness with doctor's note as verification, prior approval for a religious obligation, or a school sponsored function).
- f. Excessive absences could warrant dismissal from the team, as per discretion of the Booster Club Drill Team Director with no refund.
- g. Any member not eligible to perform on any given Saturday must attend the game in full uniform. Although the member may not perform during the half-time, she is still expected to cheer during the game.
- h. Members must have a signed attendance agreement on file.
- i. Notification of a tardy or absence is mandatory. If a member is going to be late or absent from practice, the Booster Club Drill Team Director MUST be notified with two forms of communication. Any of the following may be used to meet this requirement: phone call, email, text. If email is used, the Drill Team Mom Coordinator must be included in the notification.

02.02.11

For security and liability reasons, each member is required to be picked up at the end of the practice, game or mandatory drill team event. No Drill Team Director is responsible for any member after the practice, game or mandatory drill team event ends. Failure to pick up your member may result in the following consequences.

1st Time – Warning Letter.

2nd Time – Contact Constable or Sheriff's Office.

3rd Time – Removal from club roster.

02.02.12

No parents, fans, guests or other individuals are allowed within the fences of practice or game fields/gym and/or on the track. If venues are not fenced, everyone must allow a 50-foot "clear" zone from the sideline or practice area.

SECTION III: LEAGUE REGULAR & POST SEASON

01: LEAGUE REGULAR SEASON

02.03.01.01

Saturday performances are limited to and must not exceed 15 minutes, including going on and coming off the field. A performance which exceeds the time limit could result in a penalty for delay of the football game. This time includes all drill team levels performing. At no time, can this half-time be used for one individual squad level performance.

02.03.01.02

The home team will cheer and perform for the first two scheduled football games and the visiting team will cheer and perform for the last two scheduled games, unless an exception has been granted by the A.A.Y.F.D.T. Drill Team Director. Additionally, the drill team may leave after the performance of the second game.

02.03.01.03

Should a football game be postponed more than 45 minutes due to inclement weather, the drill team will be given an opportunity to perform at the halftime at first game and beginning of second. This will be up to the Drill Director and Booster Club President.

02.03.01.04

Sometimes not every football team can fill their minimum roster requirements for a specific squad. For example: a team could not complete a freshman roster, so they only have sophomore, junior and senior games for the season. In this case, the Drill Team normally performing at two halftimes will only perform for one halftime, but will be allowed to perform either in the beginning or after the game they are supporting in order to get their two practice performances in. This decision should be decided in advance between both club presidents, their respective DTDs and the league ADs (football and drill).

02.03.01.05

No member or group will be required to attend all games in any one day.

02.03.01.06

All snacks and drinks and other incidentals are set and organized by the individual drill teams at games.

02.03.01.07

Half time performances: Leaving the stands prior to the start of the 2nd quarter is not allowed. After the 2nd quarter has begun, with no more than (4) minutes left on the game clock, Drill Team Directors and coaches may take the girls down to practice prior to taking the field for halftime. Music may be used to warm up, as well as count out method.

02: LEAGUE POST SEASON (FOOTBALL POST SEASON)

02.03.02.01

Drill Team is not required to attend standard playoff games. Drill Teams who participate will only cheer at Playoff Games.

02.03.02.02

It is up to the discretion of the booster club Drill Team Director whether or not to cheer and participate at a Super Bowl game, if any of their respective football teams make it to the Super Bowl. Once again, Drill Teams who participate will only cheer at Super Bowl Games. This information will need to be provided to the League Drill Director to ensure their admission is free to the Super Bowl games.

**If a Drill Team member does not have a team playing in the Super Bowl, they must pay general admission.*

SECTION IV: DRILL TEAM COMPETITION

01: GENERAL INFORMATION

02.04.01.01

Attendance and participation in the Drill Team Competition is mandatory. Any member not participating will be immediately removed from the team and forfeits all trophies, honors and awards, including participation in the team's banquet. Exceptions are illness, injury, school activities, or death in the family (appropriate documentation is required for any of these exceptions and must be provided to the League Drill Director accordingly).

02.04.01.02

Drill Team members are NOT allowed to work directly with professional coaches and/or choreographers who are paid or compensated for their professional skills. Instead, a booster club Drill Team may have the professionals teach their coaches, who will then teach the drill team members. Any team found in violation of this rule will have their team and related category immediately removed from competition and the booster club will have to pay a \$500 fine.

02.04.01.03

A meeting will take place between the League Drill Director and the Booster Club Drill Team Directors no later than the May director's meeting to review judging sheets and rules for competition.

02.04.01.04

There may be no routine help from the sidelines by anyone, including the instructors or directors, while a team is performing at competition, except for Mascots. Further, no director, assistant director, or instructors are permitted on the floor at competition during any team's performance, with the exception of the mascot performance. If a team is found to be violating this rule at competition, the league Drill Director and/or Competition judges will deduct 10 points for that team and related category.

02.04.01.05

Exceptions to competition performances will be made in writing to the league Drill Director before competition categories are set. Exceptions will be reviewed in October's monthly meeting for approval and majority vote by the booster club Drill Team Directors. All approved exceptions will be provided to the competition judges on the day of competition. Exceptions include: member injury, disability and/or another illness or approved reason. Emergency exceptions the day of competition will be the sole responsibility and final decision of the league Drill Team Director. No appeals to final decisions will be allowed.

02.04.01.06

All teams have a designated seating area at competition, depending on the venue and availability.

02.04.01.07

All Drill Team Directors must turn in a team roster upon request for competition. Otherwise, a fine may be imposed.

02.04.01.08

All teams must perform in the order in which were drawn, unless otherwise determined in agreement by the majority of Drill Team Directors at their monthly team meeting. This drawing is held before their October Directors Meeting, for both performance and prop drop off times.

02.04.01.09

All team members must participate in all routines performed at competition unless they have an excused absence.

02.04.01.010

All teams are to be ready two teams ahead of their performance in order to not interrupt the flow of competition.

02.04.01.011

Each Drill Team Director is responsible for turning in their team's competition ads on the date assigned by the League Drill Director. There will be a \$100 fine if not turned in on the designated date and \$50 each day until turned in.

02.04.01.12

Competition Flag Corp - Must be a 6th grader and has completed six years or more with the A.A.Y.F.D.T.. Mascot time may contribute to a 6th grader's tenure, with League Drill Director's approval for verification.

02: CATEGORIES

02.04.02.01

The categories will be Dance, Military, Prop and Pom. Senior teams must compete in two (2) of these categories (one is Pom and the other is their choice), and the Junior team will only compete in one (1) category: Pom or dance, at Competition. All categories must be turned in no later than the Directors meeting designated for the season by the league Drill Team Director.

- a. Each eligible Senior category must have at least 3 teams to participate in that category.
- b. Each eligible Junior category must have at least 3 teams to participate in that category.
- c. All competition routines must be performed throughout the season during a Half Time Performance.

02.04.02.02

Teams not submitting their category by the designated meeting will result in a fine of \$100 and \$50/per day thereafter until turned in, unless arrangements have been made with League Drill Director due to extenuating circumstances.

There will be NO changes to a category once submitted, unless otherwise determined in agreement by the majority of Drill Team Directors at their monthly team meeting.

02.04.02.03 – CATEGORY DEFINITIONS

- a. **MILITARY:**
Overall emphasis is on precision; 75 % straight-arm sequences. General emphasis is on clean, sharp movements. Backdrops may be used. ***See ACCEPTABLE Tumbling allowed***
- b. **DANCE:**
Types of dance may include: contemporary, modern, jazz, urban, hip hop, progressive, lyrical, etc. Some formation changes are recommended for effect. The overall effect should be a dance. Backdrops may be used. ***see ACCEPTABLE Tumbling allowed***
- c. **PROP:**
Costume, music, and prop should carry a theme. Backdrops can be used. The main focus must be on the manipulation of the prop. If stairs, ramps, etc. are used in this category, they must be used or manipulated in some form. Staging and backdrops are not props. Props must be manipulated at least 80%. Props must be of the size and nature that members can carry them on and off the floor. All members of the team must perform 90% of the routine. ***See ACCEPTABLE Tumbling allowed***
- d. **POM:**
Poms must be used 90% of the routine. Game Day Uniforms MUST be worn for Seniors. ***See ACCEPTABLE Tumbling allowed***

***Senior Pom Category will be divided into two subcategories: Small Team (under 20 members) and Large Team (20 and over members). Junior Pom Category will be divided similarly to Seniors, depending on category participation (i.e a large group Junior Pom and small group Junior Pom may need to be defined upon all teams having submitted their categories).*

e. **FIELD ROUTINE/ PRE-GAME PERFORMANCE:**

It is up to the discretion of each team whether or not they do a Field Routine/ Pre-Game Performance. All Field Routines/Pre-Game Performances are to be no longer than one minute and thirty seconds. ***Tumbling allowed***

02.04.02.04 – DEFINITION OF TUMBLING & STUNTS

Effective with the 2017 season, tumbling is allowed in the A.A.Y.F.D.T. Drill Team organization. Additionally, stunts in routines should not involve lifts in any form and pyramids should only be thigh high. Please attain permission in writing from the League Drill Director before applying any tumbling and/or pyramids into competition choreography.

02.04.02.05 – THEMES

Themes are required for prop categories. Themes must be specific in wording to avoid duplication. Numbers will be drawn for order of turning in music & categories if not turned in early or duplication occurs. Themes & music will be awarded on a first come first serve basis. There will be NO duplicate themes allowed.

03: BACKDROPS

02.04.03.01

Backdrops and staging items may be used for all categories (except Senior Pom). All backdrops or staging items used in such a way that may mark or damage the floor, must have rubber, carpet, foam, or padding that will protect from scarring the floor. This includes any section that is touching the floor in the choreography of the routine. The A.A.Y.F.D.T. Board/Director will check backdrops prior to performances. Coaches are responsible for having all backdrops checked at drop off time. Any prop not in compliance must be corrected before the performance or the backdrop cannot be used.

02.04.03.02

Backdrops can be any size as long as they are set up and broken down within the allotted 5 minutes (total). All backdrops must be battery powered only.

Additional staging items may be used to highlight and accentuate the theme selected by the team. Staging must be of the size and nature that it can be set up and removed within the 5-minute period allowed for setup and removal given the limited number of set-up assistants allowed for each item. No members will be allowed to enter the floor before the Emcee says to do so. This includes being inside prior to any props being taken on the floor.

As soon as the music starts, no one will be allowed on the floor for support with holding or manipulating the props or staging items or assisting with special effects.

02.04.03.03

All props/backdrops and/or staging items **MUST** be removed from the holding gym/location at the end of competition. Anything left behind will be trashed and the responsible booster club will pay \$100 fine.

04: MUSIC

02.04.04.01

No musicians may be used as musical accompaniment, not including musical props used by team members. No drums used on entrance or exit.

02.04.04.02

All music must be recorded on a good quality CD and/or provided in digital media format, as designated by the league's competition DJ. Performing music should be recorded on the beginning of a CD/digital media format with no other music preceding or following the music being used for the performance. If CD's are used, they must be labeled with the team name and division entered. All media used for competition must be ready to play.

02.04.04.03

Music/ CD, Song Title along with a print out of the words/lyrics must be turned in no earlier than May and no later than the director's meeting designated by the league Drill Director for that season. Music selections for Senior, Junior and Mascot

teams (including Field Routines) must be pre-approved at this meeting. Numbers are drawn, the director drawing the number 1, will start off the music selection until all numbers have been used.

02.04.04.04

Teams not turning music in by the designated meeting will result in a fine of \$100 and \$50/per day thereafter. 02.04.04.05 Introductions should include team name, category, division (i.e Jr/Sr.), and song title. No changes to music are allowed after submission, unless to change the speed of the music. Final music/CD cut must be turned into League Drill Director before first practice to ensure time for length and appropriateness of music.

05: COSTUMING

02.04.05.01

The annual maximum budget for competition costumes is \$70 per dancer per level. This amount includes all cost for dressing the girl. Props, backdrops and other items may be donated, use fundraising funds, or sponsorship funds for competition.

02.04.05.02

Costumes: Uniforms and dress for performance is at the discretion of the team or coach as long as they comply with the category rules. Juniors may completely costume for any category. Costuming and accessories should be age appropriate. All costumes are to be approved by all directors at the meeting designated by the league Drill Director to ensure no duplications and age appropriateness.

06: PERFORMANCE / JUDGING / SCORING / PENALTIES

02.04.06.01

There will be five judges; one will be designated as the Recorder Judge. The lowest and highest score will be dropped and the three remaining scores will be averaged. All teams must turn in their Digital Recorders in to League Drill Director at October's directors meeting. All Digital Recorders must be in working condition and labeled. The judging sheets and Digital Recorder will be given to the Drill Team Directors at the end of competition.

02.04.06.02

The judge's decisions are final.

02.04.06.03

Scoring: The ranking scoring system will be used at competition for the winner in each category.

02.04.06.04

A 2- point per routine judge penalty will be assessed to any team that disrupts the flow of the competition. Length of the routine will be 1.5-3 minutes. There will be a .5-point penalty per routine judge for routines over three minutes or under 1.5 minutes. There is a 10 second lead way in both directions. Judging and timing will start with the first note of music. Entrances and exits are not judged unless they are to music and part of the 3-minute routines.

02.04.06.05

Timing will begin when the first child steps onto the floor and will stop when the last child steps off the floor. The team has 5 minutes for entrance, performance, and exit. There will be a 2-point penalty for teams going over this time limit. An A.A.Y.F.D.T. official will time the set up and removal periods and notify judges of appropriate deductions if necessary. As noted before, teams with backdrops/staging items are allowed 5 minutes for setup/removal. Teams going over this will be assessed a 2-point deduction.

02.04.06.05

Backdrops are encouraged for the theme of the category, but will not be held against any team who chooses not to use one.

02.04.06.06

If it is found that a judge's scoresheet was calculated incorrectly, all teams will be re-calculated. If a team was awarded incorrectly, they will not be downgraded, however they will be upgraded. For example: a team who was awarded 2nd place in error can be corrected to 1st place, but will not be penalized to 3rd place. Any team that is upgraded as a result of these judge's errors will receive the proper awards/medals as per the corrected score(s).

07: AWARDS

02.04.07.01

There will be a participation trophy awarded to each drill team member for their performance.

02.04.07.02

Juniors will be announced Line of Gold, Line of Silver, and Line of Bronze.

Seniors will be announced for 1st, 2nd and 3rd place winners per category.

All others not placing will only be announced in random order for their participation/performance.

SECTION V: DIRECTOR MEETING GUIDELINES / EQUIPMENT

02.05.01

One representative from each team is to attend a monthly drill team director's meeting. Should a team not have representation, it is understood they forfeit any voting privileges at that particular meeting. Any and all issues voted upon during any League Drill Director's meeting must be finalized and approved by the A.A.Y.F.D.T. board. If the representative is other than the director, or a voting booster club member, a written proxy must be present at the meeting. Each team may miss one meeting without a fine. Thereafter, there will be a \$100.00 fine assessed for each meeting missed.

02.05.02

All issues will be decided by a 2/3 majority vote. Teams not represented at the meeting shall lose their vote. At least 7 teams need to be present to vote on any issues.

02.05.03

The League Drill Director will vote in event of a tie.

02.05.04

Monthly minutes will be sent out to all Drill Directors, Booster Club Presidents and Executive Members.

02.05.05

All decisions will be final. Please refer to Appeals process in Policies and Procedures, if needed. Additionally, the A.A.Y.F.D.T. Drill Director has the authority to make a ruling for the best interest of the league if a rule is NOT in our current rulebook.

02.05.06

Equipment: All equipment that is in each respective booster club belongs to the A.A.Y.F.D.T. and must be inventoried every year for accounting purposes. Inventories are usually due by the April A.A.Y.F.D.T. meeting. Each director should provide his/her Booster Club President with said inventory sheets.

ARTICLE III: A.A.Y.F.D.T. CODES OF CONDUCT

Section I: Mission

Section II: Coach's Code of Conduct

Section III: Athlete's Code of Conduct

Section IV: Parent(s) / Spectator(s)' Code of Conduct

Section V: Consequences of Behavior

SECTION I: MISSION

03.01.01

The mission of the All American Youth Football and Drill Team (A.A.Y.F.D.T.) is to provide a safe, fun learning environment for the youth of our community. We emphasize sportsmanship, teamwork and respect for authority figures (Directors, Coaches, and Game Officials). Our focus is on developing good life skills through the sports of football and cheerleading. The A.A.Y.F.D.T. will not tolerate verbal or physical abuse of its volunteer coaches, referees, or participants from any Parent, Participant, or Spectator. Spectators, as well as the participants and coaches, are expected to abide by the code of conduct described here at all A.A.Y.F.D.T. events. While most of the adults and children in the program will abide by this code without being instructed, it is being published to protect the children, the integrity of our program, and emphasize the values of the A.A.Y.F.D.T..

SECTION II: COACH'S CODE OF CONDUCT

03.02.01

As a Team Coach, you (through your actions and words) set the example for your participants, parents/guardians, and spectators. You set the tone and lead by example. Read the participants, spectators, and parents Code. Understand what is being asked of all participants in your sport. Actively promote these Codes. Coaches must place the well-being and safety of each participant above all other considerations, including the development of performance. Ensure that each participant is correctly dressed with the necessary safety equipment (helmet, mouthpiece, pads, etc.) before being allowed to play. Get treatment for an injured participant immediately. Co-operate fully with medical personnel in the best interest of the participant. Never, either physically or mentally, push children beyond their abilities. The game is of minor consideration when compared to the child's future health and well-being. Encourage and guide participants to accept responsibility for their own behavior and performance. Never condone unacceptable behavior. Accept the decisions of the game officials on the field as being fair and called to the best ability of said officials. The officials are in charge of all games; their decisions are final. Always be prompt, courteous, and direct when dealing with the League Officials, opposition Coaches, and Referees. Read the A.A.Y.F.D.T. Official Rules of Competition and assist your participants and parents in understanding them. All coaches must be certified through USA Football. Agree to a background screening of your application with regards to your suitability to work with children.

SECTION III: ATHLETE'S CODE OF CONDUCT

03.03.01

I Will:

- a. Have fun!
- b. Arrive at all practices and games on time or provide an appropriate excuse beforehand.
- c. Be a good sport (win or lose), be honest and fair.
- d. Learn the value of commitment to the team; sportsmanship, ethical conduct, and fair play.
- e. Show courtesy and respect to my teammates, opponents, coaches and officials.
- f. Know that athletic contests are educational experiences.
- g. Give complete attention to the instructions of my coaches and league officials.
- h. Accept the fact that a violation of this code may result in my suspension or dismissal as a participant.

I Will Not:

- a. Use profanity, talk "trash", or taunt others before, during, or after any practice or game.
- b. Display any unsportsmanlike behavior.
- c. Criticize my teammates or participants from other teams.
- d. Act in any way that may incite spectators.

SECTION IV: PARENT(S)/SPECTATOR(S)' CODE OF CONDUCT

03.04.01

As a parent or spectator, I will:

- a. Support the coaches, participants, and help teach the value of commitment to the team, sportsmanship, ethical conduct, and fair play.
- b. Support my child's team and help my child and the A.A.Y.F.D.T. make athletic contests positive educational experiences.
- c. Direct constructive criticism of my child's team program to a coach and/or club board member at an appropriate time, 24 hours after the incident. I will work toward a positive result for all concerned.
- d. Accept decisions of the game officials (including coaches) on the field as being fair and called to the best ability of said officials. The officials are in charge of all games; their decisions are final.
- e. Exhibit exemplary sportsmanship at all times.
- f. Emphasize that good athletes strive to be good students that are physically and mentally alert.
- g. Strive to make every football/cheerleading activity serve as a training ground for life, and a basis for good mental and physical health by being present to support the children.
- h. Abstain from being under the influence of or in possession of and/or drinking alcoholic beverages and the possession or use of any illegal substance (including tobacco) on both the game and practice fields.
- i. Stay behind the designated spectator line during practices and games.

As a parent or spectator, I will not:

- a. Interfere/interrupt the coaching staff during games or practices.
- b. Criticize officials or coaches, direct abuse or use profane language toward them, or otherwise subvert their authority.
- c. Criticize an opposing team, its participants, coaches, or spectators by word of mouth, by gesture, or by deliberately inciting unsportsmanlike behavior.
- d. Undermine, in work or deed, the authority of the coach or the A.A.Y.F.D.T..

SECTION V: CONSEQUENCES OF BEHAVIOR

03.05.01

At any A.A.Y.F.D.T. event, practice, or competition, any adult or child who verbally abuses, attempts to intimidate, is flagrantly rude to, or does not control their language or actions with a participant, official, coach, spectator, A.A.Y.F.D.T. or booster club board member will be asked to leave the event. He or she will receive written warning, within 72 hours, regarding their behavior. If the spectator fails to leave upon request, law enforcement authorities may be called to remove the spectator.

Any adult or child that commits a second similar offense will be banned from A.A.Y.F.D.T. events for the remainder of that season.

Any adult or child that commits a third similar offense will be permanently banned from the A.A.Y.F.D.T..

The offense count does not reset each year.

Any adult or child who physically assaults anyone will be banned from the A.A.Y.F.D.T. for one year from the date of the offense. After one year, the parent may apply for reinstatement. If the adult or child commits a second offense, he or she will be permanently banned from the A.A.Y.F.D.T..

The term physical assault includes, but is not limited to: hitting, slapping, pushing, spitting, kicking, or striking in any way with any part of the body or any physical implement.