



**ANGELINA/NECHES YOUTH  
FOOTBALL CONFERENCE**

By-Laws/Playing Rules

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## **CONFERENCE ORGANIZATION**

1. The Angelina/Neches Youth Football Conference will serve as an avenue for participating leagues to share in a safe, fair, and competitive environment.
2. The Conference Committee will consist of two (2) representatives from each of the founding leagues (the League President and one more).
3. Leagues joining the Conference after the inaugural season shall play one probationary season before being considered as members of the conference. If said league is in good standing with the Conference after the probationary season and the Conference Committee approves, the new league will become a member of the Conference. Two (2) representatives from Conference member leagues will be invited to Conference Committee meetings unless the Committee sees the need to meet in a closed door session.
4. To serve on the Conference Committee, members must pass a background check annually. Background checks will be funded and completed by the league they represent.
5. All members of the Conference Committee will have equal say in drafting and amending by-laws and playing rules, creating game schedules, ruling on protests and disputes, and handling all other conference wide activities.
6. All Committee Conference meetings will be scheduled no less than three (3) days in advance unless all participating league presidents agree otherwise.
7. A Conference Committee meeting will not be considered official unless a quorum is present. A quorum will be considered 80% of the Conference Committee.
8. All matters discussed at Conference Meetings must be on the agenda. Items may be placed on the agenda by contacting the other fellow league presidents.
9. Conference Committee Meetings are open only to Conference Committee Members.
10. Unless player safety and/or the integrity of the Conference is at risk, playing rules will not be amended during the season.
11. Leagues will maintain full control of their finances to handle as they see fit.
12. Insurance for players and coaches will be provided by the leagues, not the conference.

## **REGISTRATION AND FEES**

1. All leagues will schedule, organize, and facilitate their own registration. This includes start and end dates. However, a hard cut-off date will be determined by the Conference prior to the start of registration season.
2. A league's registration fees will be determined respectively with consideration of other league's fees. In other words, any given league should not intentionally undercut

another league's fees nor hike prices in an effort to negatively affect another league's registration.

3. Registration forms should include no less than the player's name, player's birthdate, parent's name(s), phone #s, and address.

### **SCHEDULES**

1. Schedules will be created at a Conference meeting with a representative of each league in attendance.
2. Schedules will be created as fairly as possible while considering equal amounts of home games and travel.
3. Once complete, schedules will not be changed for any reason other than inclimate weather, catastrophe, or matters out of the control of the Conference. The Conference will accommodate special requests when possible, but they must be brought to our attention before or at the scheduling meeting.

### **PLAYOFFS**

- 1) The top four (4) teams in each division will compete in the playoffs.
- 2) The league with the best record in a division will host the playoffs for that particular division. When the host cannot provide a field or is unsuitable, the Conference Committee will choose the location of the games.

### **ELIGIBILITY**

1. Any player may choose to participate in any league of his or her choosing.
2. Once a player is on a roster, he or she is locked on that particular roster for the remainder of the season.
3. Players who play for a UIL sanctioned team may participate in Conference play.
4. All players must be in following age range as of August 1<sup>st</sup> to participate in a given age group. Players may play up a league, but not down.

Age Group	Age Range	Max. Weight	Max. Ball Carrier Weight
Flag	5 - 6	None	None
Freshmen	7 - 8	140 lbs	90 lbs
JV	9 -10	170 lbs	115 lbs
Varsity	11-12	None	145 lbs

5. Max weight and ball carrier shall be recorded on the first day of games. Weights will be monitored by board members of another league within the Conference.
6. Players above the ball carrier weight limit must play with a back stripe down the middle of their helmet. Players above the ball carrier weight cannot play in the backfield.
7. Players above the max weight of their respective may opt to play in the next league up.
8. All teams shall carry with them and have available at each game a roster book with a copy of each player's registration form and birth certificate and a picture. Each team will provide said roster book for examination prior to each game.
9. Any team caught playing an ineligible player will forfeit the game immediately, the coach will receive a minimum of a four (4) game suspension, and said team will not be eligible for the playoffs. The Conference Committee has the authority to ask any team in question for their credentials. Any team not providing requested credentials will be considered ineligible.
10. Player eligibility may be questioned at any point in the season, including games already played

### **TEAM DRAFT**

- 1) In the event a league has more than one (1) team in any age group, those teams must be created via draft.
- 2) Draft procedures outlined by the Conference Committee must be followed with the end result being equally competitive teams.
- 3) Draft Procedures are as Follows:
  - a) The Head Coach and one (1) Assistant Coach may protect their own children and no others.
  - b) The Head Coach's child will be taken in the first round of his or her respective age group.
  - c) If the Head Coach has two (2) or more children in the same age group, the second child will be the fourth draft pick of that age group, the third child will be the fifth and so on.
  - d) The Assistant Coach's child will be taken in the third round of his or her respective age group.
  - e) If the Assistant Coach has more than one child in the same age group, those children must be drafted with the next available draft pick that is not filled with the child of a Head Coach.
  - f) Players who do not participate in a field trial will be drafted as hat picks.

- 4) League presidents must oversee all drafts and sign off on all rosters.

### **ROSTER BOOKS**

- 1) All teams shall carry with them to all games a roster book.
- 2) A roster book shall consist of no less than the following information:
  - a) A picture of each player with their name, jersey #, birth date, age, verified weight and your league president's signature.
  - b) A copy of each player's registration form and emergency contact information.
- 3) 30 minutes before the start of each game, both teams shall meet at midfield to verify each team's roster book.
- 4) Any late arriving player must check in with the head official and verified by the opposing coach. This will be done using a team time out or during a break between quarters.
- 5) Any team arriving without their roster book will forfeit the game.

### **VOLUNTEERS**

- 1) It is the responsibility of each league to ensure all board members, coaches, team moms, and any other individual who will be in direct contact of the players must pass a criminal background check prior to participation.
- 2) The Conference Committee may at any time request proof of a volunteer's background check.
- 3) Automatic Disqualifiers for volunteers include, but are not limited to:
  - (a) All Sex Offenses – Regardless of when the incident occurred.
  - (b) All Felonies within the past seven (7) years.
  - (c) All Violent Misdemeanors within the past (5) years.
  - (d) Any other offense the Conference or League deems to be a disqualifier.

### **FORFEITS**

1. Game time is forfeit time.
2. For games that run over time, game time for the next game is at the conclusion of the previous game. Teams will not be forced to start games early.
3. Forfeited games will not be rescheduled.

### **CONDUCT**

1. Fighting will not be tolerated. Law Enforcement will be called and charges will be pressed. Coaches and parents involved in a fight will be banned from participating in or attending a minimum of one calendar year.. A second such suspension will result in banishment from all Conference activities for indefinitely.
2. Players or coaches ejected for unsportsmanlike conduct of any kind will carry a minimum of a one (1) game suspension. A second such suspension will result in banishment from the Conference for a minimum of the rest of the season pending Conference Committee review. Suspensions can and will carry over to the next season.
3. A coach or parent may be ejected before, during, and following a game.
4. Any player, parent, or coach who assaults a game official, coach, volunteer, or league board member will be banished indefinitely and charges will be pressed against the offender.

### **PROTESTS**

1. Judgment calls cannot be protested.
2. Protests will be received and considered for the following:
  - a. Misinterpretation of a playing rule.
  - b. Failure of a game official to apply the correct ruling to a given situation.
  - c. Failure of a game official to apply the correct penalty for a given violation.
  - d. Matters of player eligibility.
3. A notification of intent to protest must be made at the point the matter in question occurs, and immediately before play continues. The coach of the protesting team must notify the official in charge that the game will continue under protest.

NOTE: Protests will be accepted from coaches only. The Conference will not accept protests from players or spectators.

4. The official protest must be filed within 48 hours of the contest in question to a member of the Conference Committee.
5. A protest during tournament play on must be done before the next play.
6. The formal protest shall contain the following:
  - a. The date, time, and place of the game, and teams involved.
  - b. Game situation.
  - c. The names of officials and score keepers.

- d. The rule and section of the official rules under which the protest is being made.
  - e. The decision and conditions surrounding the making of the decision.
  - f. All essential facts involved in the matter protested.
7. Formal protests against player or team eligibility shall contain the following:
- a. The name of the player(s) or team being protested.
  - b. The date, time, and place of game.
  - c. The rule and section of the official rules under which the protest is being made.

NOTE: Protests against player eligibility need not be made at the sight of the contest unless during tournament play.

8. The matter under protest will be investigated by the Conference Committee. All necessary information will be solicited from the proper sources.

The decision made on a protested game will result in one of the following:

1. The protest is found invalid and the game score stands as played.
2. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the proper ruling. Some errors are correctable and will be done so without replaying any or all of the game.
3. Teams that lose eligibility protests will forfeit the game and the offending head coach will receive a suspension.
4. Decisions involving ineligible players are retroactive to all games involved.
5. Proper protest procedures must be followed or the protest will not be considered. Protests will not be accepted after the specified deadlines. All decisions made by the Conference Committee are final!!

### **TROPHY ALLOCATION**

1. All participation medals, coach plaques, and championship trophies for players and coaches will be supplied by the league they are registered in.

### **PLAYING RULES**

- 1) U.I.L. rules will apply in all areas not covered in this document.

- 2) Game Time:
  - a) Flag games will consist of two (2) 22 minute halves with a running clock.
  - b) Freshman games will consist of four (4) 7 minute quarters with a standard clock.
  - c) Junior Varsity and Varsity games will consist of four (4) 8 minute quarters with a standard clock.
  - d) A running clock will be used in the Freshmen, Junior Varsity and Varsity Divisions in either team has an 18 point + lead (see additional score control rule section 9).
  - e) The play clock will be reset once the ball is placed. The offense will have 35 seconds to run a play. **PENALTY = 5 yards, no loss of down.**
  - f) No overtime for the regular season. Overtime for playoffs will be played by U.I.L. rules.
- 3) Flag and Freshmen games will be played on an eighty (80) yard field.
- 4) Special Teams:
  - a) Possessions of each half will start at the receiving team's thirty (30) yard line.
  - b) An offense may choose to "punt" on fourth down. In this case, the ball will be placed 30 (thirty) yards from the line of scrimmage, or, half of the distance to the goal line and possession will go to the opposing team. The clock will stop once the offense chooses to punt and will restart once the ball is snapped by the receiving team.
  - c) Extra point tries will be awarded as one (1) point for a run, or, two (2) points for a pass.
- 5) Nose guards:
  - a) All defensive guards may not line up any closer to the center than head up with the offensive guards. **PENALTY = 5 yards if no contact.**
  - b) All defensive guards must start in a down stance. **PENALTY = 5 yards if no contact.**
  - c) For Flag and Freshmen Divisions, contact with the center before the center assumes a blocking position will result in a **PENALTY = 15 yards.**
- 6) Linebackers:
  - a) Shall line up no closer than 2 yards from the line of scrimmage. **PENALTY = 5 yards if no contact.**
  - b) For Flag and Freshmen Divisions there shall be **No** blitzing over the center from the Linebacker or Safety position. Contact with the center before the center assumes a blocking position will result in a **PENALTY = 15 yards.**
  - c) **Offensive lineman are not required to assume a three-point stance.**



- 7) Defensive players above the ball carrier weight may advance the ball if said player intercepts a pass or recovers a fumble.
- 8) Coaches:
  - a) Only four (4) coaches, who are approved by their respective league, are allowed on the sideline.
  - b) Two (2) offensive and two (2) defensive coaches will be allowed on the field in the Flag and Freshmen Divisions.
  - c) On-field coaches must be a minimum of ten (10) yards from the line of scrimmage prior to the snap and shall not give verbal directions after the center is set.  
**PENALTY = 5 yards**
  - d) Distraction will result in an automatic **PENALTY = 5 yards.**
  - e) Intimidation by a coach on the field or sideline directed toward a player will result in a **PENALTY = 15 yards.**
- 9) Score Control Rule:
  - a) Upon reaching an 18+ point lead, the leading team's starting backfield shall be substituted and shall not return to a ball carrier / receiving position.

### **FLAG DIVISION SUPPLEMENTAL**

- 1) All Leagues will furnish each Flag Division player with the approved Jersey/Flag combo. No other types of flags will be acceptable.
- 2) Flag games will be played 7 v 7 with a minimum of 3 down linemen. **PENALTY = 5 yards.**
- 3) Four (4) offensive players are eligible to carry the ball and/or receive a pass with three (3) linemen (one center and two guards) being ineligible ball carriers/receivers. The three ineligible linemen shall not wear flags so they may be differentiated from eligible linemen.
- 4) Eligible ball carriers and receivers without three (3) flags:
  - a) Will be considered down upon receiving the ball and may not advance the ball.
  - b) The ball will be marked at the point of possession.
  - c) Whether intentional or not, the play will stand.
- 5) No flag guarding or stiff-arming. **PENALTY = 5 yards from the spot of infraction.**
- 6) Blocking/Defensive Rushing/Blitzing
  - a) Players may engage one another with their hands, but not drive them in any direction.

- b) Hands shall not be in the neck, head, or face area.
  - c) Players may not hold one another.
  - d) Players may not attempt to cut block or go to the ground in an effort to hinder an opposing player.
  - e) Players may not “bull-rush” initiating excessive contact.
  - f) **PENALTY = 10 yards from the line of scrimmage, no loss of down.**
- 7) Defenders may not grab a ball carrier in an effort to pull his/her flags or hinder their opportunity to advance the ball. **PENALTY = 10 yards from the spot of the infraction, automatic first down.**
- 8) **There are no fumbles in flag football. Loose balls will result in a dead ball. The ball will be placed at the point where the ball carrier lost control. Note: the offense may not gain yardage via a fumble.**