

2022 Classic Youth Football League Rules

Classic Youth Football League Recommendations

Participating league organizations should open up registration no later than January, earlier if possible, in order to have participant numbers for team commitments at April league meeting.

- *Minimum team numbers for team commitment in April is 16 players.*
- *The league encourages league organizations to verify your officials are WIAA registered and know their names and WIAA assigned number.*
- *The league would like to ensure that all organizations provide all officials working games in our league a copy of our current league rules before games start. If you hire them/get them copies of our rules.*
- *All organizations must ensure AED's are easily available at practices and games. Game Manager and Athletic Trainer must be aware of its location.*
- *The league recommends all coaches be CPR Certified.*

2020 WIAA/National Federation Football Rules will govern with the following exceptions:

A. Rookie Tackle

5th & 6th Grade teams will participate in a modified version of tackle football to enhance development. This will be an 8 on 8 modified version of the tackle football game. The modified Rookie Tackle game will follow rules established by the WIAA/NFHS, as well as the CYFL rules and a separate specific Rookie Tackle set of rules for that level of play.

B. GAME LENGTH

- 8th Grade games: 8-minute quarters – no overtime allowed
- 7th Grade games: 8-minute quarters – no overtime allowed
- All Half Time periods will be a minimum of 5 minutes in length, up to a maximum of 8 minutes as determined by the Field Manager.

C. PLAYING TIME

1. No player may play in more than four quarters per week.
2. A quarter of play is considered as participation in one or more plays per quarter.
3. Teams are allowed to scrimmage other organizations, but rule "C1" – The Four quarter rule stays in effect throughout the league's season. Additional games are not allowed during the season, but rather after a team's league season has ended.
 - a) *Scrimmages are defined as any practice or contest which two or more organizations participate in which player to player contact takes place.*
 - b) *These contests are considered games if any or all the following are included: Referees, Running clock and/or Scores.*

D. SCORING

1. Two points are scored for a kicked extra point, one point for a run or passed extra point.

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E. PLAYER WEIGHT

1. No Ball Carrier or Offensive Backfield Player may exceed 160.00 lbs. (without equipment). This restriction will be determined prior to league play based on roster/weight verification.
 - Violation of this rule will constitute a head coach suspension for one game.
 - Maximum weight of 7th Grade ball carriers or offensive backs is 140.00 lbs.
 - A ball carrier is defined as receiving the ball behind the line of scrimmage (i.e., a bubble pass). Players over designated weights are allowed to receive the ball past the line of scrimmage.
2. EXCEPTION: Players over the maximum ball carrier weight for each team may punt, kick extra points, field goals and kick-offs.
 - A punter or extra point kicker over the maximum ball carrier weight is allowed to kick the ball. They are not allowed to advance the ball beyond the line of scrimmage but are eligible to pass the ball to another player.
 - Penalty for violation of this rule is: Dead Ball Foul with loss of down but loss of yardage.
 - No receiving team player over the maximum ball carrier weight may line up beyond 15 yards of the opponent's line of scrimmage on a kickoff or punt play.
3. League designated weigh-ins, teams weigh all players between the Monday prior to the first practice date and the Wednesday prior to first league contest (scrimmage).
4. Players under the weight restrictions can play any position all season.
 - *Players within 20 lbs. of the maximum weight for any grade must be certified. A league approved certification form must be used for these verifications. These forms need to be turned in with the league rosters by the league designated date. A copy of this weight verification form must be with the head coach for each game. If the coach cannot produce the verification form when asked, the player will be considered over the weight limit and will not be eligible to play in the offensive or receiving backfield until produced.*
5. **Prior to each game, head coaches are to discuss rosters, weight verifications, player positions, and any other team issues. A game official should be present at this meeting. Playing unverified or overweight players in the backfield positions will constitute the following penalties: 1st offense – Unsportsmanlike Conduct on the Head Coach (15-yard penalty prior to kick-off); 2 offense – Coach Ejection (see rule O3).**
6. Certified players will wear a league designated sticker on the back of their helmet designating them as eligible. These stickers will be handed out at the weight verification sites. This would be for those players within 20 lbs. of the limit and certification is required. If a player is well under the weight limit, and did not need to be certified, he/she will not need a sticker.

F. AGE REQUIREMENTS

1. No players can participate in the Classic Youth Football League on or after their 15th birth date.
2. Players in the 9th grade or above are prohibited from participating at any time.
3. 7th Grade team players must be in the 7th grade or below, age 13 and under.
4. 6th Grade team players must be in the 6th grade or below, age 12 and under.
5. 5th Grade team players must be in the 5th grade or below, age 11 and under.

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G. EQUIPMENT

1. Footballs used for all league games must follow the guidelines below. Any football can be used for practices to be determined by each individual organization.
 - a) Footballs for all 8 and 7 grade games must be a Youth sized (size 8) Leather football. Composite leather and rubber balls are not allowed. League preferred footballs are: a) Wilson TDY (1300) and GST (1320) , b) Spaulding J5Y, c) Rawlings R5Y d) Under Armor 495 and e) NIKE Vapor or Manufacture equivalents approved by league consensus.
 - b) Footballs for all 6th and 5th grade games can be Youth (size 8) or Junior (size 7) sized Leather or Composite Leather footballs. No Rubber footballs will be allowed. League preferred footballs are the same as the list for 8th and 7th grade.
 - c) Any other footballs not mentioned above and wished to be used for league play must be approved by a league majority no later than at the league's June meeting
 - d) Home teams are required to supply game balls for both teams unless the visiting team chooses to use one of their own.
2. Shoes: Molded type and screw-in lug type shoes are allowed. Screw-in lugs should not exceed 5/8" or have metal tips.
3. Electrical devices (walkie-talkies) are not allowed on field during contests.
4. No helmet ten years of age or older may be used – NO EXCEPTIONS.
5. Teams must follow manufacture's equipment re-certification policy.
6. Jersey numbering for player positions will follow WIAA Rules.
 - a) Any known exceptions need to be discussed with the head referee and the opposing head coach.
 - b) For an ineligible number to be eligible, the player must wear a helmet pinny. [Intent is to alleviate issuing multiple jerseys and switching jerseys during a contest.]
 - c) For an eligible number to be ineligible, the player must wear a scrimmage vest. There will be NO vest for special teams. [Intent is to alleviate issuing multiple jerseys and switching jerseys during a contest.]
7. All teams must have white (light) colored Away jerseys and primary color jerseys for Home games.
8. Mouth guard use must follow WIAA rules. Mouth guards that have been modified or chewed to render them unsuitable for their intended purpose will also be unacceptable. When a modified or chewed mouth guard is discovered, the player will be asked to replace the mouth guard but will not be penalized.
9. No player is allowed to wear hoodies or any other clothing in which the fabric extends over the shoulder pads or helmets.

H. PRESEASON PRACTICE

1. Practice may begin the first Monday of August, unless the league calendar dictates an earlier date.
2. A practice is defined as an organized gathering of players and coaches.
3. EXCEPTION: Meetings for sign-up and equipment issues are allowed.

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I. PRACTICE TIME

1. Prior to school starting, unlimited practice is allowed.
2. After school is in session, a maximum of six (6) hours per week are allowed.
3. Prior to contact work (hitting with equipment), each player must complete ten (10) hours of supervised non-contact practice.

J. ROSTERS

1. All players must have a current physical on file with their registered organization. This current physical must be completed by a licensed medical person (physician preferred) within two years of current date.
2. Registration forms (rosters) and field maps are due to a league designee no later than Tuesday prior to the first game competition.
 - a) **Rosters not turned in by the designated league date will result in forfeiture of all games until said rosters are received by the league.**
 - b) Roster information will include: Player's first name, last name, grade, assigned team, jersey number and weight (a "C" should be added next to the weight to notate weight was verified).
 - c) Rosters must have the names of all coaches listed on the bottom.
 - d) A league standard Roster must be used.
 - e) On this date, all team rosters will be locked from adding players. Exceptions to this will need to be reviewed by a league committee before being added to a team.
 - f) Rosters will be imaged and distributed to league representatives.
3. Players on public school rosters are required to reside in the members designated high school district boundary. For private school teams participating in the league, no recruiting of players from present league teams is allowed.
4. Players who move into the organizations school district after the start of the season can be added to the team only after all required roster information has been given to the league prior to the players participation in a league contest. (Remember 10-hour rule). All players under this situation must have a league weight verification form completed, one copy for the league and one copy for the head coach to carry and must be verified by a league representative before game participation is granted no matter the player's weight.
5. Special eligibility requests or waivers to any league rule must be openly discussed at a league meeting for all participating organizations to approve by majority vote.
 - a) This includes players whose father is a coach. That father must have been coaching at least one year with that team in the league before the request will be considered. Verification as to length of service will be established by the team roster from past season(s).

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K. GAME TIMES

1. The league recommends game times are: Saturday at 9:00am for 8th grade games, 7th grade game to start 10 minutes after 8 grade game ends or as schedule dictates. Game start times can be flexible for program specific requests.
 - a) By mutual agreement or when a field conflict occurs, coaches can reschedule game times.
 - b) Home team is responsible to notify assigned referees and trainers of change, preferably one week or more before rescheduled date.
2. Games will be considered complete after the completion of the 3rd quarter of play.

L. GAME FIELD RULES

1. A visible spectator restraining line is required – a minimum of 10 yards from the playing field on fields without sideline fences.
2. Responsible persons age 16 or older must work the sideline chains and down-box for all levels of play.
3. Recommendations to be used/available during game play:
 - a) Field clock
 - b) Stopwatch
 - c) Safe playable field
 - d) Goal posts. No goal posts or lines need be on secondary fields.
 - e) Rest rooms to be available in a reasonable proximity to the field and within a reasonable walking distance.

M. CHAMPIONSHIP GAME

1. None to be held.

N. CONTRACTS FOR REFEREES

1. Booking of all game officials are responsibility of the home team.
2. A minimum of three (3) registered WIAA officials need to be present for a game to start. If a minimum of three are not present, the scheduled game may be conducted as a scrimmage. No score will be kept. No special team play. Present referees must be paid the league standard stipend even if a scrimmage does not take place. A CYFL Sanction will be issued, to be reviewed by league membership.
3. Whether apprentice officials will be used is to be determined by each organization for their home contests. Organizations are not required to utilize this program.
***** Apprentice is defined as an official with less than one full year of officiating experience *****
4. Home teams will be responsible to schedule four (4) officials for each game. Game fees for officials (4-man crew were one can be an apprentice) shall be as follows:
 - a) The league recommends a minimum stipend of \$55 per official per game. If one is an apprentice, they can be paid at a reduced rate of \$45 per game.

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O. LICENCED TRAINED MEDICAL PERSONNEL

1. All league sanctioned games are required to have a minimum of a Licensed Trained Person present. This will be the responsibility of the home team.
2. The Host team is responsible to introduce the medical personnel to each team during the Pre-game meeting. Both teams must have a clear understanding where the said medical personnel will be located on the field for the duration of the game.
3. If a minimum of a licensed trained medical person is not present, no game can start (including no scrimmage). A CYFL Sanction will be issued, to be reviewed by league membership.
4. The Trainer has the final say in any player's medical evaluation to determine whether a player may continue to participate after an injury.
5. The Athletic Trainer reports to the Field Manager, not a coach or parent.

P. COACHES / PLAYERS CONDUCT

1. All football coaches in the Classic Youth Football League must be certified by the USA Football certification program.
 - a) All coaches are required to have the needed certification(s) completed before they are allowed to participate with any team practice and/or games.
 - b) All league coaches should make an attempt to attend coaching clinics during the off-season.
2. **The Head Coach is responsible for conduct of his assistants, players, parents, announcers, volunteers, and/or spectators.**
3. **No profanity or abusiveness (trash talk) shall be directed at any officials, coaches, players, parents, volunteers and/or spectators.**
4. Any coach ejected from a game will be suspended from the next scheduled game.
 - a) If the league feels the offense is serious enough to warrant additional game suspensions, they will have the power to suspend a coach for additional games.
 - b) Any coach receiving two (2) suspensions during the season will be suspended from coaching the remainder of the season and the following season.
 - c) Suspension means the coach may not be within site or sound of the playing field.
5. Any player ejected from a game will also be suspended from the next scheduled game.
 - a) Players suspended may not be in uniform but may attend games as a spectator in the stands.
6. All ejections must be reported to a designated league official on the date of occurrence.
 - a) Statements will be needed from the head official and each head coach by Tuesday of the next week.
7. No smoking or use of tobacco products is allowed on the sidelines.

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Q. SPECIAL LEAGUE RULES

1. All home teams must have a Field Manager present. Responsibilities will include facility, game and crowd management. Welcoming visiting teams and showing pre-game team warm-up space is suggested.
2. A team may have the option of kicking or receiving after any score or at the half if they are 18 points behind.
 - a) In this situation, the leading team must kick over the front receiving line. No Onside kicks will be allowed and the receiving team must gain possession of the ball. If an onside kick is attempted, a 15 yard Unsportsmanlike Conduct call or ball being spotted on the receiving team's 40 yard line will be enforced. Once possession is gained by the receiving team and a return is attempted, regular rules apply. A fumble can be recovered by either team.
3. In the event that a team is ahead by 18 points or more and records a safety, it will kick off from the 40-yard line.
4. Sportsmanship Rule: Teams reaching an 18-point lead need to start substituting better players.
5. COACHES TIME-OUT: One (1) non-chargeable time-out will be allowed for opposing Head Coaches to meet during the game for the purpose of letting opposing coaches know reserves are in the game.
6. There will be a running clock in the second half of a contest when a 30-point difference occurs. This will follow the WIAA 35-point rule.
7. Rushing is allowed on all Extra Point opportunities, all grades.
8. "Hit to Head Tackles" – No tackles will be allowed above the shoulders. These tackles include any grabbing, wrapping, or holding of the neck or head of any ball carrier. *This will constitute a 15-yard facemask penalty.*
9. Drones are not allowed at any league games.