



2017 PIEDMONT TRIAD YOUTH FOOTBALL LEAGUE (PTYFL) Rules

A. Eligibility

1. Team Association -

- a) Eligible players must play for the team associated with the High School that they are zoned to attend. (*School you attend*)
- b) For players that live in the attendance zone of one of the High Schools associated with the League (as referenced in A.1.a) above but do not attend one of these schools (i.e. are home schooled, attend private school, attend charter school or attend another school that is not affiliated with the PTYFL) participation is based upon the schools attendance zone in which the player lives. (*School you would attend*)
- c) For players that live outside the attendance zones of one of the High School affiliated schools (as referenced in A.1.a above), participation is based upon the school that is closest to their residence (*Closest school*) and approval of the PTYFL Board (reference rule A.1.d. below).
- d) No players that live outside the attendance zones of one of the High School affiliated schools may participate in the League unless approved by the PTYFL Board. **Appeals and/or exceptions to participation rules may only be granted by the PTYFL Board and these exceptions will only be considered on a case-by-case basis.**
- e) Players that played in the PTYFL founding organizations the previous year may stay on the same team as the previous year.
- f) Players that did not play in the PTYFL founding organizations the previous year will be eligible based on their current High School affiliation.
- g) Players may be 'transferred' to another High School affiliated team in the event of a full roster of the team at their associated High School. This is to be done at the discretion of

the organizations involved SR's. Players that transfer to another team due to a full roster may stay at that team or return to the original team the next year.

- h) Organizations fielding multiple teams in any age group (i.e. 8 & Under, 10 & Under and/or 12 & Under) must establish rosters based on criteria such as elementary school zone or via open draft using criteria approved by the League such as age (i.e. equal number of each age). Returning players shall be permitted to return to team from immediate prior year.

*** Expansion Teams See Section 'F' below.

2. Age Limits

- a) To be eligible to play in the **8 & Under League**, a player cannot turn 9-years old on or before August 1st of the playing year.
- b) To be eligible to play in the **10 & Under League**, a player cannot turn 11-years old on or before August 1st of the playing year.
- c) To be eligible to play in the **12 & Under League**, a player cannot turn 13-years old on or before August 1st of the playing year.

d) "Younger & Heavier" –

Younger players may 'play up' at the discretion of their parents with the approval of the Head Coach and the SR provided they meet the requirements below.

- i. **8 & Under League** – No play up
- ii. **10 & Under League** - 8-year olds may 'play up' into the 10 & Under League if they turn 8 on or before August 1st of the playing year AND provided they weigh at least 60 pounds on certification day.
- iii. **12 & Under League** - 10-year olds may 'play up' into the 12 & Under League if they turn 10 on or before August 1st of the playing year AND provided they weigh at least 80 pounds on certification day.

3. Registration -

- a) No Registrations are to be accepted prior to February 1st of the playing year.
- b) Registration forms must be submitted to the appropriate SR for each school. On-Line registrations will be permitted, but must be printed for League certification. Postmarks will be used to determine team rosters if over 16 registration forms are received. Each

team's roster may be expanded to no more than 22 participants at the discretion of the schools SR. Additional roster expansion is at the discretion of the PTYFL Board.

- c) A valid copy of each player's Birth Certificate must be provided prior to Certification/Weigh-In in order to verify age.
- d) For a registration to be valid the registration form must be filled out completely and the "Parent's Code of Conduct" form must be signed and returned with the registration form.
- e) Final payment must be paid prior to the beginning of the season (roster certification), A player must be removed from the roster if not certified by the 2nd game of the regular season.
- f) Registration fees are NOT refundable if the player quits after 3rd week of practice. Extenuating circumstances are at the discretion of the individual member organizations.
- g) Registration closes on Labor Day of the playing year (1st Monday in September)
**12-year old players that are trying out for the Middle School football team and wish to hold a position on the roster should send in their registration without any payment and note on the registration form that they are trying out for Middle School football. We encourage all 12-year old players to try out for the Middle School football team.
- h) No dual participation is allowed in other organized football leagues including, but not limited to, Middle Schools, Recreation Departments, Pop Warner, Etc. Once a player has played in any Middle School game and/or has been rostered on a Middle School team and/or played a game with any other league organization is INELGIBLE to play in the PTYFL.**

4. Player Certification –

In order to be eligible to compete, each participant must meet each of the following criteria:

- a) Complete a registration form, provide a copy of the players Birth Certificate, pay any required fees and be assigned to a team.
- b) The participant's name must be officially recorded on a roster.

A team roster with each player's name and number (in numerical order), a copy of the participant's registration form and Birth Certificate must be furnished to the authorized PTYFL official at weigh-in. This copy will be retained by the League.

- c) Be weighed-in on the first weigh-in date, which will take place the week before the first scheduled game (or another date selected by the League) by an authorized PTYFL representative. Weigh-in will occur in shorts and t-shirt without shoes. The players SR (or

other approved representative) and/or a SR (or other approved representative) from another team must also be present. The weight recorded on the Certified Roster is to be the observed weight.

A player missing the scheduled weigh-in date may weigh-in at the next game day but will be ineligible to play that day. Registration form and Birth Certificate must be turned in at Player Certification.

Note: The League must approve of the scales used for Certification.

- d) A copy of each team's certified roster will be distributed to each SR within one week of weigh-in. Each SR is to distribute copies of these certified rosters to his coaches. This certified team roster must include the following at a minimum:
- i. Jersey Number
 - ii. Player Name
 - iii. Birth Certificate Verification
 - iv. Birth Date
 - v. Age
 - vi. Weight
 - vii. Certified By
 - viii. Indication of eligibility to be a ball carrier

e) Once a roster is certified players are not allowed to be moved between 8U, 10U and a 12U teams. Extenuating circumstances are at the discretion of the League. **ONCE A ROSTER IS CERTIFIED SET THERE WILL BE NO CHANGES.**

5. Ball Carrier Weight Limits -

- a) While there are no weight limits on players other than those described above there are weight limits on ball carriers.
- i. No ball carrier may exceed 85 lbs. in the 8 & Under League.
 - ii. No ball carrier may exceed 115 lbs. in the 10 & Under League.
 - iii. No ball carrier may exceed 135 lbs. in the 12 & Under League.
 - iv. No ineligible ball carrier can line up in an eligible ball carrier position (i.e. outside offensive tackle box, in offensive backfield, etc.)
- b) Eligibility for ball carriers will be determined at the "certification" weigh-in mentioned in Rule 4 (Player Certification).
- c) Players that are ineligible to carry the ball must have their helmet conspicuously marked with a 2" X 2" RED "X" (or other method approved by the League) on the back of the helmet. These stickers will be provided at weigh-in by PTYFL representatives.

B. Practice

1. Practice Schedule -

- a) The first official league game will be held on the first Saturday on the weekend after Labor Day Weekend (September 9th for 2017).
- b) No practice of any kind may held prior to the Monday of the week containing August 1st of the playing year (July 31st for 2017).
- c) The first week of practice will consist of conditioning and player evaluation ONLY. No hitting is allowed. (This week is optional).
- d) The second week of practice will consist of the following:
 - i. Days one & two are in helmets only. No hitting. (August 7th & 8th, 2017)
 - ii. Days three & four are in helmets and pads. No hitting. (August 9th & 10th, 2017)
 - iii. Day five you may hit. (August 11th, 2017)

All players must follow this 2-2-1 schedule, if a player starts late or misses practices they must still fulfill the 2-2-1 requirements.

*** Teams are allowed to hold a one week ‘mini-camp’ with a maximum duration of 4 days (2 hours per day maximum) after July 1st of the playing year. A fee must be charged to participants and the other teams in the league must be notified and allowed to participate.

2. Practice Duration –

The PTYFL understands the demands placed upon today’s families and places family and education as a top priority, for this reason there are limits on the number and duration of practices.

- a) Preseason - During the 4 weeks prior to the first game practice time for all teams in all leagues is limited to 5 days per week (Monday through Saturday only) and no more than 2 hours per day.
- b) Regular Season - After the first game practice time for all teams in all leagues is limited to a total 4 ½ hours per week (Monday through Saturday only) on no more than 3 separate days and no more than 2 hours per day.

We love football and want very much for your child to love football. Football is time consuming and demanding and we do not want to imply that we think otherwise. We simply hope that you will appreciate the restrictions we are placing on coaches and teams with regard to practice limits once the regular season begins. We must keep what we are

doing in perspective. Teams comprised of young boys do not need to practice as much as a varsity football team.

3. Safety –

Safety should always be a prime concern on the football field. Parents place their children in our trust and we must be good stewards of this trust.

- a) Coaches must be certified to participate in practices and/or games (see Section 17).
- b) Coaches should be attentive to the heat and have water available at all practices and games and must follow high school and/or middle school practice limitations when temperatures are excessively high.
- c) A basic First Aid Kit and a supply of ice must be present at all practices and games.
- d) At a minimum the following information must be available on the sideline at all practices and games for each participant:
 - i. Players name.
 - ii. Parent(s)/Guardian(s) names and phone numbers.
 - iii. Emergency contact(s) names and phone numbers.
 - iv. Information on any health or medical concerns.
 - v. EMS services must be at each game. This will be coordinated by host team.

C. Equipment -

1. Equipment Check-In/Check-Out -

- a) All equipment is the responsibility of the participating organization.

2. Required Equipment -

- a) Each participating organization will require and/or furnish the necessary equipment for their players on each team's roster including:
 - i. Football Helmet
 - ii. Shoulder Pads
 - iii. Football Pants w/ 7-piece pad set
 - iv. Game Jersey*

* Some teams have elected to purchase 'custom' jerseys and there may be additional cost for these – see your SR.

** No 'clear' mouth pieces are allowed.

- b) The above equipment is required to be only worn to participate in any practices or games.
- c) Cleats are required for each player and must be furnished by the player. **Only molded cleats are allowed. No detachable or metal cleats are allowed.**
- d) Any additional equipment that a player desires must be approved by the Coach/PTYFL.
Note: No tinted visors are allowed.

4. Equipment Care & Return -

- a) Equipment is to be returned to the participating organization at a date and time specified by your coach and/or SR. The equipment that has been issued to each player is the financial responsibility of each player's parent or guardian. Equipment that is not returned may incur a charge by the participating organization at their sole discretion.

5. Footballs -

In an effort to improve game play the following sizes of footballs will be utilized in the PTYFL.

- a) Flag and 8 and Under: Pee Wee Size for 6-9 year olds (Wilson K2, Nike 1000K)
- b) 10 and Under League: Pee Wee Size for 6-9 year olds (Wilson K2, Nike 1000K)
- c) 12 and Under League: Junior Size for 9-12 year olds (Wilson TDJ, Nike 1000Y)

Note: Football manufacturer and type listed above is for example purposes and is not intended to limit use to the ones listed only to give a guideline for size.

D. Playing Rules

1. Basic Rules –

National Federation of High School State Athletic Associations (NFHS) rules will be used as the basic rules for play in both leagues with the following exceptions.

2. Game Length –

- a. All 8 & Under League games will consist of four 8 minute quarters.
- b. All 10 & Under League games will consist of four 8 minute quarters.
- c. All 12 & Under League games will consist of four 8 minute quarters.

- d. Halftime will be 5 minutes for both age groups.

2. Playing Time -

Coaches are expected to play every player in every game. Special teams' plays are considered important playing time. All coaches should address the issue of playing time with parents at a mandatory pre-season meeting.

3. Substitution -

Free substitution is a major part of football. It is always in effect and is encouraged.

4. Overtime -

In the event that a game is tied at the end of regulation, NCHSAA rules regarding overtime will be employed. After a coin toss to determine initial possession, both teams will be given an equal number of downs (4) to score from the 10 yard line. Should neither team score or the score is tied after each has played their 4 downs, play will continue with teams alternating possession until a winner can be determined. Each team will be awarded (1) time out for each overtime period. Timeouts do not carry over.

5. Penalties -

Regulation penalties will be enforced in both the 8U, 10U and 12U League.

6. Defensive alignment -

- a) 8 & Under League – In the interest of quality play, **no defense shall align a defensive player (NG/NT) directly on the center or in the 'A' gaps. Interior-most defensive linemen shall be lined up 'heads up' on the offensive guard and MUST be in down lineman stance (i.e. 3 point or 4 point stance). If the offense chooses to spread the guards out wider than 'normal' (>1') the defensive linemen may choose to lineup in the same relative position as if the offensive guards were not spread out. (Officials judgment).** Linebackers lined up over the center shall not be within 3 yards of the LOS (Line of Scrimmage) prior to the snap. In the event of ball placement inside the 3 yard line "going in" (i.e. defensive alignment of 3 yards from goal line defending against a touchdown), the linebacker may line up within 3 yards from LOS.
- b) 10 & Under League - In the interest of quality play, **no defense shall align a defensive player (NG/NT) directly on the center or in the 'A' gaps. Interior-most defensive linemen shall be lined up 'heads up' on the offensive guard and MUST be in down lineman stance (i.e. 3 point or 4 point stance). If the offense chooses**

to spread the guards out wider than ‘normal’ (>1’) the defensive linemen may choose to lineup in the same relative position as if the offensive guards were not spread out. (Officials judgment). Linebackers lined up over the center shall not be within 3 yards of the LOS (Line of Scrimmage) prior to the snap. In the event of ball placement inside the 3 yard line “going in” (i.e. defensive alignment of 3 yards from goal line defending against a touchdown), either the linebacker OR noseguard/nosetackle may line up within 3 yards from LOS but in no instance can both.

e) **12 & Under League** – In order to prepare our athletes for play at the next level, defenses shall be allowed to align a defensive player (NG) directly on the center (heads up only) during the regulation game that is in a three or four point stance.

7. Offensive alignment -

- a) Only eligible ball carriers (See A.5 above) may line up in any position that is eligible to carry the football.
- b) Only eligible ball carriers (See A.5 above) may line up outside the ‘Tackle Box’. This will be explained in further detail at the Coaches Certification.

8. Kickoffs -

- a) All kickoffs shall take place from the teams own 40 yard line.
- b) The receiving team must line up a minimum of 6 players no less than 10 yards and no more than 15 yards off the ball. All other receiving team players that are more than 15 yards off the ball must be eligible ball carriers. (See A.5 above).
- c) Any receiving team player that is lined up no less than 10 yards and no more than 15 yards off the ball is permitted to advance the football regardless of ball carrier eligibility.
- d) Ineligible ball carriers are to be lined up no less than 10 yards and no more than 15 yards off the ball and may not go back beyond the point 15 yards off the ball and advance the ball under any circumstances. Should an ineligible ball carrier take possession of the ball beyond the point 15 yards off the ball the player should be instructed to fall on/down the ball as the ball will be blown dead at the point they take possession.

9. Punting -

Punting is a valuable skill in football and we encourage participants to do so to develop this skill.

- a) **8U League**

- i. No fakes are allowed.
- ii. **In the interest of safety and quality of play punt plays will be “dead” plays until the ball is punted.** A punt will be regarded as a dead ball situation and the clock shall stop until the ball is punted.
- iii. The kicking team may not send any players downfield until the ball is kicked.
- iv. The punter will have 3 seconds (officials’ judgment) to punt.
 - v. A punt that is blocked or that does not cross the line of scrimmage is a ‘dead ball’. A ball that is tipped or deflected but continues across the LOS is a live ball. A mishandled snap is a dead ball – Officials discretion.
- vi. Defensive teams can drop no more than 3 eligible ball carriers deep. The remaining 8 must be on the LOS and must remain within 5 yards of the LOS until the ball kicked. A ball that is caught by any of the (8) men on the LOS will be blown dead.
- vii. Players on the Defensive line may jump at the LOS in an effort to block the punt but at no time should they rush the kick.
- viii. Should the Defense rush they will be charged with a 10 yard penalty and the Offense given an automatic 1st down.
- ix. Teams electing not to punt may opt to move the ball 15 yards down field.
- x. Under no circumstance should the ball be placed inside the 10 yard line when teams exercise option D.9.a.ix.
- xi. Play is dead in the event of a “Dirty Snap.” Dirty Snap is when a snap that the punter and/or kicker cannot handle cleanly or is snapped over their head or is dropped. Does not include a snap that hits the ground on the way back and is handled cleanly on a short hop. The punt must be kicked within 3 seconds of handling.

b) **10U and 12U League – Teams are required to punt**

- i. No fakes are allowed.
- ii. **In the interest of safety and quality of play punt plays will be “dead” plays until the ball is punted.** A punt will be regarded as a dead ball situation and the clock shall stop until the ball is punted.
- iii. **The kicking team may send 2 outside gunners (Ball Carrier Eligible) down the field at the snap of the ball. Return team is allowed to block these players down the field. No other players are allowed to go down field until ball is kicked.**
- iv. The punter will have 4 seconds (officials’ judgment) to punt from the snap of the ball.
- v. A punt that is blocked or that does not cross the line of scrimmage is a ‘dead ball’. A ball that is tipped or deflected but continues across the LOS is a live ball. A mishandled snap is a dead ball – Officials discretion.
- vi. Defensive teams can drop no more than 3 eligible ball carriers deep. The remaining 8 must be on the LOS. A ball that is caught by any of the (8) men on the LOS will be blown dead.

- vii. Players on the Defensive line may jump at the LOS in an effort to block the punt but at no time should they rush the kick.
- viii. Should the Defense rush they will be charged with a 10 yard penalty and the Offense given an automatic 1st down.
- ix. Play is dead in the event of a "Dirty Snap." Dirty Snap is when a snap that the punter and/or kicker cannot handle cleanly or is snapped over their head or is dropped. Does not include a snap that hits the ground on the way back and is handled cleanly on a short hop. The punt must be kicked within 3 seconds of handling.
- x.

10. Place Kicking –

Like Punting, Place Kicking is an important skill that we hope to begin developing at the lower levels of football.

- a) No fakes are allowed.
- b) Field Goals will count as 3 points each.
- c) The kicker will have 4 seconds (officials' judgment) to kick.
- d) A mishandled snap is a 'dead ball' – Officials discretion.
- e) A kicked ball may be returned as long as it remains in the field of play. A blocked attempt or an attempt that does not cross the line of scrimmage is a 'dead ball'.

11. Playing Fields -

The length of the field will be regulation size (100 yards x 53 1/3 yards).

12. Timeouts -

Teams will be granted 2 timeouts per half. Time outs will last one minute. Each team will be given 1 timeout per overtime session. There is never a carryover from regulation to overtime and from overtime period to overtime period.

13. Halftime -

Halftime will be 5 minutes.

14. Extra Points -

- a) Running or passing the ball into the end zone for an extra point will count for 1 point.

Teams may kick the ball through the uprights for 2 points.

- i. No fakes are allowed.
- ii. Players on the Defensive line may jump at the LOS in an effort to block kicks but at no time should they rush the kick.
- iii. Should the Defense rush the kick the following penalties will occur:
 - i. The defense will leave the field and the Offense will be given the opportunity to kick again if the kick was previously missed.
 - ii. There will be a 5 yard penalty assessed against the defense on the kickoff.
- iv. A blocked attempt or an attempt that does not cross the line of scrimmage is a 'dead ball'. A mishandled snap is a 'dead ball' – Officials discretion.

15. Mercy Rule -

- a) The PTYFL will not enact a “mercy” rule. Coaches should be alert to the fact that officials will be instructed to use a running clock in the second half once a team gains a 24 point lead. This rule applies to the regular season only.
- b) Should officials have to employ this rule the clock will only stop in the following situations:
- i. Injuries.
 - ii. Change of possession.
 - iii. Moving the chains.
 - iv. Any kicking situation already discussed in the previous rules.
 - v. Timeout called by either team.

16. Delays of Game –

One of the primary purposes of the PTYFL is to teach fundamentals. With younger players this requires patience and sometimes may require extra instruction. Coaches should strive to do this at all times but in the interest of fair play no team/coach shall intentionally delay play.

- a) All plays should be **snapped** within thirty seconds from the time the official marks the ball ready for play.

17. Coaching Staffs -

- a) All coaches must be certified in order to help in practice and/or be present on sidelines during games. On game day coaching staffs will be limited to 7 individuals on the sidelines including the head coach. It will be the responsibility of the head coach and the SR to limit the adults on a respective teams' sideline to the coaching staff, the SR and one stat person. Anyone not falling into the above categories will be removed from the sideline area.
- b) Should a team elect to put a coach in the Press Box this coach must come from one of the 7 coaches on the sideline.
- c) Each team will be allowed one coach (**Offense in the huddle and 5 yards behind deepest player, Defense in huddle and 10 yards behind the deepest defensive player**) on the field in the 8U League. Coaches are not allowed on the field in the 10U (**after 1st 2 games**). Coaches are not allowed on the field in the 12U division.
- d) No fans or spectators are allowed on the sidelines or the field. Fans and spectators must stay in designated areas.
- e) Any Coach ejected from a game is automatically suspended for a minimum of one game. If the suspension is from the team's final game, the suspension will be served the first game of the next season that the Coach returns to the PTYFL.

18. Scouting -

- a) Scouting of opponents' practices is not allowed. Scouting of opponents games is allowed.
- b) Filming, taping or recording of any type is limited to games in which your teams are participating. It is not allowed to film, tape or record games or practices of other teams.

E. Conduct/Sportsmanship

1. Player Conduct -

Players are expected to show good sportsmanship and behavior during PTYFL games. Examples of poor sportsmanship include but are not limited to:

- Fighting.
- Leaving the bench area.
- Taunting, baiting or spitting toward an opponent or Official.
- Profanity.
- Obscene gestures, including gesturing in such a manner as to intimidate or instigate.
- Disrespectfully address (physically contacting an official is subject to automatic expulsion and can result in ineligibility for remainder of career in the PTYFL).

Players that are ejected from a contest are automatically suspended through the next game. Additional suspension time will be at the discretion of the internal committee if the action was deemed especially poor. This includes suspension from any practices and/or games during the duration.

2. Parent/Spectator Conduct -

Parents and spectators are expected to act in a manner that is deemed appropriate, acceptable, and sets a good example for young people. Society today sometimes waters down standards in an effort to defend poor behavior. Examples of poor sportsmanship and behavior at any PTYFL event includes but are not limited to:

- Use of loud profanity in public.
- Arguing to the point of incivility with coaches, event officials or spectators.
- Chastising a child publically for poor performance.
- Public intoxication.
- Repeatedly bashing or publically threatening game officials.

The Piedmont Triad Youth Football League (PTYFL) will not condone any of the above or any behavior closely associated with those above. Should a spectator's behavior require their removal from a PTYFL event, that person or persons will be banned from any future games during said season. Law enforcement will be contacted and the PTYFL will ask that charges be filed for disorderly conduct/disturbing the peace.

3. Coaches Conduct –

The PTYFL will not tolerate behavior by coaches that is detrimental to the development of the young people in our organization. All coaches are expected to set a good example in all areas. Should a coach be ejected from a game he will automatically serve a one game suspension. The suspension will be through the next game. Should it be determined by the internal committee of the PTYFL that a coach's behavior is/was especially poor, that coach may be suspended for periods longer than one game up to the balance of the season. If the questionable behavior occurs at or near the end of a season, the suspension may carry into the next season.

The PTYFL uses the NCHSAA Sportsmanship/Ejection policy as the basis of the above rules and this policy will govern if there is a need for clarification.

F. Expansion

We will continually promote our League with the intent of attracting new organizations with a shared philosophy in joining the PTYFL.

Each organization is their own entity outside of the PTYFL and has their own Commissioner or Board, furnish their own equipment and furnish their own insurance. While

Each organization is their own entity and have agreed to follow our League Rules and abide by the decisions of our Commissioner and League Officers. However, due to this growth some of our basic rules have been modified as they pertain to these expansion teams.

1. Organization -

Each Organization must charter under another Organization such as American Youth Football.

2. Representative -

Each Organization must appoint a Representative to attend meetings and speak on behalf of their Organization. This representative cannot be a Coach for the Organization. Decisions by this individual as it applies to the League shall be binding.

3. Insurance -

Each Organization must provide its own insurance coverage. Type and extent of coverage must be approved by the League.

4. Fees -

Each Organization will set its own 'fee to play' as needed.

5. Team Association -

In an effort to mirror the PTYFL core schools participation boundaries have been established for the expansion teams. Except as defined below, players must play for the team associated with the High School that they are zoned to attend.

- a) Students attending a Charter School, Private School or who are Home Schooled are governed by the High School district in which they live.
- b) Guilford County - For the teams in this area the participation boundaries are "grandfathered" as follows:
 - i. Stokesdale – Oak Level Christian Academy, Stokesdale Elementary, Oak Ridge Elementary, Colfax Elementary & Pearce Elementary.
 - ii. Northern Guilford –Northern Elementary, Summerfield Elementary & the portion of the McNair Elementary attendance zone that is within the Northern Guilford High School attendance zone.
 - iii. Northeast Guilford – Brightwood Elementary, McNair Elementary, Reedy Fork Elementary, Brown Summit Elementary and Madison Elementary. Note: McNair is a split feeder school and only the students at McNair zoned for Northeast Middle School are eligible.

- iv. No players residing outside of the participation boundaries defined above will be eligible to participate under any circumstance.

6. Registration -

- a) It is recommended that registration forms be mailed with the postmarks used to determine team rosters. If this method is not chosen another method must be approved by the League.
- b) A valid copy of each player's Birth Certificate must be provided in order to verify age.
- c) For a registration to be valid the registration form must be filled out completely and the "Parent's Code of Conduct" form must be signed and returned with the registration form.

7. Teams -

- a) Rosters are to be filled on a 'first-come first-served' basis. No tryouts or cuts are allowed.
- b) Organizations that elect to field more than one team in any age group must fill the rosters of these multiple teams in a draft format that has been approved by the League. Every effort should be made to distribute players by age and talent equally between the teams.
- c) If an organization expands the number of teams in either of the Tackle age groups the existing team(s) must be disbanded and re-drafted with any new players.
- d) Once the teams are drafted players may not be transferred between teams. Extenuating circumstances are at the discretion of the League.

Organizations that field more than one team in any age group must follow the scrimmaging rules defined in B.4 above. This means that organizations that have more than one team in any age group may not scrimmage each other any more frequently than defined in B.4 above. Any inter-organizational scrimmages count toward the total scrimmages allowed as it applies to scrimmaging with other organizations.