

2016



KYA Football Rules



KYA Football Board

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Keller Youth Association Football Rules 2016

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KYA Football is a recreational youth football league located in Keller, Texas, just North of Ft Worth in the DFW Metroplex. KYA Football has a Spring and a Fall youth football season. KYA Football is part of KYA Sports. KYA Sports was founded in 1975 and became a non-profit in the State of Texas in 1973. KYA Football is one of the top youth recreational football programs in North Texas.

Article II. Player Qualifications

Section 2.01 Special Needs

Any children with special/physical needs **MUST** be brought before the KYA Board of Directors for approval to participate in the program.

Section 2.02 Age Divisions & Weight Limits on Ball Handling

(a) Mite – 5 to 6 and 75/80 lbs

A **Fall Season** player shall be **no less than 5 years of age or more than 6 years of age** on or before August 1 of the current calendar year. The Mite age division ball handling restricted player weight shall not exceed **seventy-five (75) pounds** at official weigh-in for the Fall season.

A **Spring Season** player shall be **no less than 5 years of or more than 6 years of age** on or before August 1 of the previous calendar year. The Mite division ball handling restricted player weight shall not exceed **eighty (80) pounds** at official weigh-in for the Spring Season.

(b) Bantam – 7 to 8 and 85/90 lbs

A **Fall Season** player shall be **no less than 7 years of age or more than 8 years of age** on or before August 1 of the current calendar year. The Bantam division ball handling restricted player weight shall not exceed **eighty-five (85) pounds** at official weigh-in for the Fall season.

A **Spring Season** player shall be **no less than 7 years of or more than 8 years of age** on or before August 1 of the previous calendar year. The Bantam division ball handling restricted player weight shall not exceed **ninety (90) pounds** at the official weigh-in for the Spring season.

(c) Sophomore – 9 years old and 105/110 lbs

A **Fall Season** player shall be **9 years of age on or before August 1** of the current calendar year. The Sophomore division ball handling restricted player weight shall not exceed one hundred five (105) pounds at official weigh-in for the Fall season

A **Spring Season** player shall be **9 years of age on or before August 1** of the previous calendar year. The Sophomore division ball handling restricted player weight shall not exceed one hundred ten (110) pounds at official weigh-in for the Spring season.

(d) Junior – 10 years old and 115/120 lbs

A **Fall Season** player shall be **10 years of age on or before August 1** of the current calendar year. The Junior division ball handling restricted player weight shall not exceed one hundred fifteen (115) pounds at official weigh-in for the Fall season.

A **Spring Season** player shall be **10 years of age on or before August 1** of the previous calendar year. The Junior division ball handling restricted player weight shall not exceed one hundred twenty (120) pounds at official weigh-in for the Spring season.

(e) Senior – 11 to 12 and no limit

A **Fall Season** player shall be no less than 11 years of age or more than 12 years of age on or before August 1 of the current calendar year as long as they are not enrolled in middle school.

A **Spring Season** player shall be no less than 11 years of age or more than 12 years of age on or before August 1 of the previous calendar year as long as they are not enrolled in middle school.

The Senior division will have **no ball handling restricted players** due to player weight.

Section 2.03 Age Verification

1. Player shall submit to the required official a certified birth certificate or a copy thereof, at a date and time determined by KYA Football league officials. This is usually done at registration, sizing and weigh-in events. The only approved exception to a birth certificate is a passport.
2. Any exceptions must be approved by the Vice President of Football.

(a) Age Division Exceptions

(i) Playing up a Division

The parents of a player wanting to play up an age division must email a request to the VP of football for a player to be considered to play up a division. The VP of Football or KYA Commissioner will contact the parent via telephone or email and confirm the parent's desires for said player to play up. The KYA football board will consider the parents request and conduct a final vote for approval or non-approval. The VP of football or KYA Commissioner will email the player's parent via email within seven business days of email request being submitted to VP of football of final decision.

(ii) Playing Down a Division

KYA Football does not permit players to play down an age Division.

Section 2.04 Weight Verification – “Stickered”

1. Players at official weigh-in shall have their weights certified by KYA Football league officials prior to the first game.
2. The official weigh-in shall be at a specified time and place, designated by the KYA Football Board.
3. Failure to participate in the weigh-in process will result in a player being a “stickered” weight restricted player. Any exception will require KYA Football Board approval.
4. Any player whose weight is above the division weight restriction shall have his/her helmet labeled in a conspicuous manner or “stickered” by KYA Football Commissioner/Vice President.

(a) Weight Restriction Play Circumstances

1. Weight restricted players may not handle and advance the ball except as outlined below.
2. Weight restricted players must also be on the line of scrimmage at the time of the snap of the ball.

(i) Approved Weight Restricted “Stickered” Positions

- **Offensive Line** – Center, Guards, Tackles, and Blocking Tight Ends
- **Defensive Line** – Nose Guard, Guards, Tackles, Defensive Ends or Outside Linebackers on the Line of Scrimmage not off LOS more than 1 foot.
- **Special Teams** – Kicker on Kick-Off or PAT, Front Line Kick Return team

(ii) Weight restricted “Stickered” players may catch or advance the ball only on:

- Blocked Punts

- Fumbles
- Interceptions
- Stripping of the ball carrier
- Kick-Off return if kicked directly to the player. (Weight restricted players must be on front line of kick receiving team)

Section 2.05 Penalties for Weight Restriction Rules

- A.** Any player whose weight is above the division weight restriction shall have his/her helmet labeled in a conspicuous manner “Stickered” by KYA Football Commissioner/Vice President. A “Stickered” player not wearing the weight restriction sticker will result in an immediate game ejection for the player’s head coach, plus an automatic one game suspension which could be a play-off game or a Super Bowl game. A second weight restricted offense will result in the head coach being suspended for the remainder of the season, including play-offs. The incident will also be reviewed by the KYA Football Board to determine if a season suspension, ban, or further action, is appropriate.
- B.** The use of a “Stickered” player a position other than those outlined above as approved “Stickered” positions does constitute a violation of the bylaws of KYA Football and the head coach will be subject to disciplinary action. During the game, the offending team will be assessed a fifteen-yard unsportsmanlike conduct penalty and loss of down. The offending team’s head coach will be ejected for the remainder of the game in which the violation occurred, as well as the following game. The incident will be reviewed by the KYA Board to determine if additional action should be taken.

Article III. Coach Qualifications

Section 3.01 Coach Definitions

(a) Head Coaches

(i) Returning Head Coach

A returning head coach is a volunteer coach that has completed a minimum of one season of youth football within the Keller Youth Association football program as a Head Coach. Information must be provided and verifiable.

(ii) Returning Head Coach within a Division

A returning head coach within the age Division.

(iii) New Head Coach

A new head coach is a volunteer coach that has successfully completed the mandatory Keller Youth Association football head coaching training program, NAYS.org Certification, and has been approved by the Keller Youth Association football board and KYA Sports board as a new head coach. These approvals do not necessarily mean you will be the head coach of a team. Once a new head coach has successfully completed the new head coaching training program, they will be placed on the final list of head coaches to be considered for a team based on a point ranking system and KYA football board vote.

(iv) Pending New Head Coach

A pending new head coach is a volunteer coach that has expressed interest in being a head coach of a football team in the Keller Youth Association football program. The pending new head coach would have to attend and complete the mandatory Keller Youth Association football head coaching training program to be considered a New Head Coach. Once a pending

new head coach has successfully completed the new head coaching training program, they will be placed on the final list of head coaches to be considered for a team.

(b) Assistant Head Coach

An assistant head coach is a volunteer coach that has completed a minimum of one season of youth football within the Keller Youth Association football program assisting an approved head coach and has been registered with the Keller Youth Association football program as an Assistant Head Coach, as well as has completed all the required training, certifications, and meet all the qualifications of a Head Coach.

(c) Assistant Coach

An assistant coach is a volunteer coach that has volunteered to help the Head Coach. This coach will not have to meet the Keller Youth Association coaching requirements. This assistant coach will not be considered for a New Head Coach or an Assistant Head Coach until all of the Keller Youth Association coaching requirements have been met.

Section 3.02 Coaching Requirements

- A.** All Head and Assistant Head Coaches must be approved by the KYA Football Board and the Keller Youth Association board each football season: Spring and Fall.
- B.** All Head and Assistant Head Coaches must complete and pass a background check.
- C.** All Head and Assistant Head Coaches must be a current member of NYSCA and in good standing with KYA.
- D.** All Head and Assistant Coaches must complete and agree to the 'Coaches KYA Code of Conduct.'
- E.** All Head and/or Assistant Coaches must complete four games of field duty requirements during the regular season. Only Head or Assistant Head coaches should be performing field duty as they are background checked. These coaches will mostly likely complete two different sessions of four games instead of all four at once.
- F.** Each team must have one individual designated as the head coach before the football draft.
- G.** Each team must have one individual designated as the Assistant Head Coach before the first game. It will be the duty of the Head Coach to complete the above Section 1 requirements before the first game in order for the Head Coach and/or the Assistant Coach to participate in the Keller Youth Association football games.
- H.** No Head Coach may represent himself as a Keller Youth Association Commissioner while he is acting as the Head Coach during a football game.

Section 3.03 Head Coaches selection process

- A.** All Head Coaches will be selected and or re-selected each KYA Football season by using a process that includes but not limited to an accumulative point system, tackle football coaching experience, past game performance within KYAFB, parent referrals and or complaints, unsportsmanlike penalties, game ejections, coaching interviews, attendance at KYFB coaches meetings, coach training & certifications, KYFB volunteer activity, work schedule, reputation within KYA not just KYAFB, annual / seasonal background checks and a KYA Football Board vote.
- B.** All Head Coaches that successfully complete one season of football (Spring or Fall) will be eligible to receive (2) points. These points are not guaranteed points and are based on performance and factors listed above.
- C.** All Assistant Head Coaches that successfully complete one season of football (Spring or Fall) will be eligible to receive (1) point. The Head Coach that the Assistant Head Coach coached under must sign off and recommend the Assistant Head Coach to the Keller Youth Association Football Board in order for the Assistant Head Coach to receive the (1) point allowed. KYAFB will contact the Head Coaches at the end of the season for the recommendation.

- D.** All Football Commissioners that complete their role as Football Commissioner during any football season (Spring or Fall) will be eligible for (1) point for their Football Commissioner duties. If the Football Commissioner is also a Head Coach, he is only eligible to receive (2) points for completing the Head Coaching duties. A Commissioner will not receive points for being a Commissioner and a Head Coach at the same time. The greater points of the two positions will be awarded.
- E.** The maximum number of points a Commissioner and/or a Head Coach is eligible to receive after completing one season will be (2) points per season completed. These points are not guaranteed.

Section 3.04 Coaching Responsibilities

- A.** The head coach is responsible for conduct of himself, his assistant coaches, players and the player's parents.
- B.** KYA rules allow for only one head coach, four assistant coaches and one statistician (five play sheet) to be on the field. One photographer is allowed inside the fences, but must be outside of the coach's box. A coach is allowed to have no more than 2 people to handle water duty. The head coach is responsible to ensure that no more than the maximum allowed personnel are with the field of play and all other people associated with their team are outside the Field of Play. (See F. below in regards to field of play).
- C.** The KYA Football Commissioners and Vice President of Football will dictate suspensions.
- D.** "Banned" is out for life from coaching within KYA Football.
- E.** Any unsportsmanlike conduct penalty against any coach and player must be reported to a KYA Commissioner and/or KYA Vice President. A form will be available at the field or online to document the penalty with the coaches, referee and KYA Football Board member. The KYA Commissioner and/or KYA Vice President will review the cause and determine if any further action needs to be taken. How where is form?
- F.** The Head Coach shall be responsible for making sure no photography, video recording or audio recording shall be allowed on the field of play unless authorized by the KYA Football Board. The field of play shall include but not be limited to the football playing fields itself. It shall also include any area inside the fence barriers which surround the playing field or within ten (10) yards of the sidelines or end zones whichever is greater.

Section 3.05 Head Coach Coaching Two KYA Teams

- A.** Due to the time commitments to Head Coach two youth football teams, preparation, organization and communication it takes to run two teams successfully and to ensure all the players receive the best experience in KYA Football, a Head Coach is not allowed to Head Coach two teams, unless asked by the KYA Football Board in an emergency situation.

Article IV. Player Freeze Rules

Section 4.01 Player Freeze Definitions

- A.** Frozen Player – A frozen player is a player that is guaranteed to play for a specific Head Coach. This player will not have to attend grass drills.
- B.** Wild Card – A freeze option for a player that is not claimed by a returning Head coach and is available and willing to be frozen by a New Head Coach.

Section 4.02 Returning Head Coach

- A.** A Returning Head Coach shall be allowed up to (4) players to be frozen to his team. These (4) players must have played for the Returning Head Coach during the previous fall season or the previous spring season. A Returning Head Coach may freeze (4) players from his previous fall season or his previous

spring season to play with him on his spring team. These two seasons must have been consecutive. A Returning Head Coach may freeze (4) players from his previous fall season or his previous spring season to play on his current fall team.

- B.** If a player is eligible to be frozen by two different Head Coaches, and is requested to be frozen by one or both Head Coaches, the final decision will be the player/player's family. The player may choose which team he would prefer to be frozen or may choose to enter the draft.
- C.** Players requested to be frozen by a Head coach do not have to be frozen to a team. Players that are not frozen to a team or choose not to be frozen are expected to attend one of the two grass drill days.
- D.** If a Returning Head Coach's son did not play for him in any of the previous season's coached, and the Returning Head Coaches son decides to play for his father, the Returning Head Coach will be allowed to freeze his son even though he did not play for him in the previous season. The Returning Head Coach would still only be allowed to freeze a total of (4) players.

Section 4.03 New Head Coach

- A.** A New Head Coach shall be allowed up to (2) players to be frozen to his team. The New Head Coach shall be required to freeze his son and his Assistant Head Coach's son.
- B.** If the New Head Coach's Assistant Coach does not have a son playing on the team, he shall be allowed to freeze (1) player as a wild card freeze. This player must meet all of the Keller Youth Association player requirements for their division.
- C.** If a New Head Coach has more than one son playing on his team, he will be allowed to freeze the Assistant Coaches son and his second son will be his automatic third pick in the draft.
- D.** If the New Head Coach does not have a child to freeze, the new Head Coach has only (1) one wildcard freeze.

Section 4.04 Frozen Players

- A.** All frozen player's information will be submitted to the division commissioner for approval. All Head Coaches will be notified once the players submitted to be frozen have been approved.
- B.** All frozen player's information will be due two weeks prior to grass drills each season. This two week before grass drills deadline will allow the Keller Youth Association football board one week to approve the frozen player list.
- C.** All Head Coaches will be provided with the frozen player information for each team within each division of Keller Youth Association football. This information will be included with each draft list that is provided by the football commissioners to the Head Coaches.

Article V. Grass Drills

Section 5.01 Location

- A.** Grass drills will be held at the Keller Sports Complex at times designated by the football board.
- B.** If the field is unplayable, or restricted by the City of Keller, the football board will arrange for alternate location within KISD boundaries. Coaches and players will be notified via email, social media, and the website as soon as possible of the new location.

Section 5.02 Scheduling the grass drill dates and times

- A.** The football board is responsible for scheduling the drills. Dates and times should be posted to social media and the website at least 30 days prior to the first drill date.
- B.** Drills are scheduled the two consecutive Saturdays prior to the draft.
- C.** Each division will have a separate time allotted for the drills. Players should arrive 30 minutes before the designated drill.

Section 5.03 Volunteers

- A.** The football board can obtain assistance in planning and executing the drills with volunteers. These volunteers can include coaches, former coaches, parents, KYA board members and middle school or older students within the KISD school district.
- B.** The board can also utilize high school or middle school players to assist in set up, player management, assistance in drills, and other areas as needed. These volunteers are eligible to receive volunteer hours for such organizations as Green Cord, National Honor Society, church, etc. Any member of the football board may sign their volunteer forms.
- C.** All volunteers will be provided a “volunteer” badge.
- D.** Commissioners and football board members should wear certain attire (i.e. a cap, hoodie/sweatshirt, t-shirt, etc.) to be easily identified by players, coaches and volunteers
- E.** Only authorized volunteers, coaches, assistant coaches, team reps and football board members are allowed on the playing field during the drills.

Section 5.04 Players

- A.** Players will check in and be assigned their draft number. This number will be adhered or pinned to the front of the shirt, and should be easily seen by coaches and videographer.
- B.** Players will be lined up in order of their number and follow the instruction of the commissioner leading the drills.
- C.** Parents must wait outside the fenced area of the field. The players may leave when they have completed all drills.

Section 5.05 Coaches

- A.** Coaches may interview players prior to the drills as they are placed in line.
- B.** Coaches and assistants may attend and observe the drills on the playing field. Coaches will check in and be given a badge noting their name. They must wear this at all times they are on the playing field.
- C.** If a head coach or assistant coach cannot attend the drills due to any circumstance, they may assign a representative to attend on their behalf. The division commissioner must be notified by email or text the name of the substitute.

Section 5.06 Drills

- A.** The football board is responsible for creating and executing in an orderly manner drills that will best display the player’s skills and could include but not be limited to the following:
 - i. Timed run
 - ii. Footwork
 - iii. Hitting and Tackling
 - iv. Passing and Receiving
- B.** Players should wear weather appropriate sports attire with cleats or appropriate athletic shoes. Top siders and “Sunday Shoes” like wing tips are not appropriate athletic shoes. No shoulder pads or helmets are allowed.
- C.** The football board will ensure there are no obstacles between the videographer and the player running the drills including equipment and personnel.

Article VI. Player Allocation

Section 6.01 Draft Day Notification

- A.** All Head Coaches will be notified of the time and location of where the draft will occur. Each age division will have their draft at separate times. Due to time restraints it is possible that not each age division draft will occur on the same day. In the past there has been a division or two on Friday nights and the remaining drafts completed on Saturday.

Section 6.02 Attendance and Etiquette

- A.** All Head Coaches will be allowed to bring one (1) assistant coach to the draft room. When in the draft room it is preferred that only the Head Coach communicates with the Keller Youth Association staff on hand.
- B.** All Coaches and Keller Youth Association staff will maintain a professional etiquette at all times in the draft room. The Keller Youth Association football draft is a privilege and should be a fun atmosphere. Any Coach or Keller Youth Association staff that does not display a professional attitude at any time will be subject to discipline under the Keller Youth Association disciplinary policy.
- C.** We strongly discourage sharing the final draft order after the draft with other parents and/or players because of the emotional and/or mental damage that could be inflicted upon our players. Add the draft information is confidential and will not be made available to the public.

Section 6.03 Draft Order

- A.** The draft order will be selected prior to the draft day. When possible, the draft order will be determined on the second day of grass drills. Each Head Coach will have the opportunity to draw a number from within a large bucket to determine their corresponding number in the draft. Head Coaches will draw numbers for the draft order based on the seniority points system mentioned within the Coaches article.
- B.** Once the draft order has been determined the draft order will be final. If during the week between the second grass drills and the actual live draft, player registrations were to increase requiring an additional Head Coach, the draft order will be determined on the draft day or a meeting among all of the Head Coaches before the draft day if possible. The same draft order selection mentioned above will be utilized again on the draft day or at the Head Coaches meeting before the draft day if possible. The same rule would apply if a Head Coach was to be removed from the draft before the actual draft occurs. If any of the Head Coaches or the number of Head Coaches within a division need to change before the live draft, all Head Coaches will have the opportunity to re-draw for the draft order.

Section 6.04 Draft Sheets

- A.** All Head Coaches will be provided the player information for grass drills and the live draft before the grass drills and before the live draft. The draft sheets that will be provided by the Keller Youth Association football commissioner will include the following information:
 - i. Player's first and last name. Brothers will be specified.
 - ii. Player's age and date of birth.
 - iii. Player's height and weight. (Player must attend a uniform sizing for this information to be available)
 - iv. Frozen status
 - v. Comments from the parents. This is the information provided from the parent that registered their son.

Section 6.05 Draft Process

- A.** When available the Keller Youth Association will utilize a football draft software program very similar to the NFL draft. The program will display all of the available players to be chosen during the live draft.
- B.** A serpentine draft will be utilized for each age division draft. For example: If there are (8) total teams within a division, the draft pick order will be as follows: Pick #1, #2, #3, #4, #5, #6, #7, #8, #8, #7, #6, #5, #4, #3, #2, #1.
- C.** This same process will repeat throughout the entire live draft until all available players have been allocated to a team. It is possible that the teams will not have the same number of players on each team.
- D.** All frozen players must be chosen first during the live draft.
- E.** After a team has drafted or chosen their frozen players, they will have access to all of the live players available within the draft.
- F.** Each Head Coach will be allowed one (1) minute to make their selection. It will be the duty of each Head Coach to make their selection within a timely matter. If a Head Coach does not make their pick within the one (1) minute time period allotted there will be a (20) second warning or grace period. During this time the Keller Youth Association draft coordinator will locate the first available player in the live draft. The first available player will be defined as the player with the lowest draft number or the player at the top of the draft list. At the end of the (20) second warning or grace period, if the Head Coach has not spoken his draft selection, the Keller Youth Association draft coordinator will automatically choose the next available player for this team. The live draft will continue after this warning or grace period.

Section 6.06 Hat Pick Players

(a) Definition

- i. Hat Pick Player – A Hat Pick is a player that was unable to attend either of the two days of grass drills. There are a variety of reasons uncontrollable by the Keller Youth Association that would lead to a player being deemed a Hat Pick. Any player that is not frozen by a Head Coach or that does not attend one of the two days of grass drills will become a Hat Pick. Any player that is unable to complete each event at a grass drills session will also become a Hat Pick player.

(b) Selection Process

- i. After all frozen and live players have been chosen and allocated to a team, the draft process will move to the Hat Pick player selection.
- ii. The first step will be for the Keller Youth Association draft coordinator to hand out a sheet of paper that lists the first and last names of each player in the Hat Pick. Each player on this sheet will be numbered beginning with the number one (1) and continue in sequential order until there are no more players.
- iii. After the Keller Youth Association draft coordinator has dispersed all of the Hat Pick lists to the Head Coaches the draft coordinator will reveal if there are any additions or changes to the list. If a player was to register the night before the draft it is possible their name will not be on the list provided. It will be the Head Coaches responsibility to pay attention and record this information on the Hat Pick player list provided. Any players that are added to this list before the players are allocated to each team will take the next available number on the list.
- iv. After the above mentioned process has been completed we will now have a final Hat Pick player list.
- v. It will be the responsibility of the Keller Youth Association draft coordinator to provide an appropriate sized container to hold a drawing. Each poker chip or similar device to mark numbers will have a single number on it.

- vi. Before the Head Coaches begin choosing the Hat Picks, the Keller Youth Association draft coordinator shall shake the container in the presence of all of the Head Coaches to make sure the chips are mixed within the container in a fair way. Our goal is to make sure no single individual is able to control the outcome of any of the chips and/or any of the Hat Picks players.
- vii. At his point, the live draft will continue in the same serpentine order that was utilized for the frozen and the non-frozen players. The draft order will not start over. The Head Coach that is next in the order after the last pick will have the first pick of the Hat Pick.
- viii. A Head Coach will only be allowed to draw (1) chip at a time. Once the Head Coach draws a chip he will call out the number for everyone in the room to hear. The number on the chip will be one of the same numbers on the Hat Pick Player list. This player will now become one of the Head Coaches players.
- ix. The above mentioned process will continue until there are no remaining players available as Hat Picks.
- x. After the Hat Pick Players have been dispersed to all of the teams. The live draft will be over. At this point, the Keller Youth Association Football registration will be closed and no additional players will be allowed to participate in the Keller Youth Association football program for the current season.
- xi. A wait list of players that contact KYA Football after the draft will be established. These players waiting to be placed on teams will be used in the event a team needs additional rostered player due to injury or attrition. The roster additions from the wait list will be approved by the KYA Football Board and selected randomly from the wait list.

(c) Player Trades

- i. Upon completion of the Keller Youth Association player draft and player allocation, all Head Coaches will be provided one (1) opportunity to initiate a trade for one (1) player with another Head Coach.
- ii. The existing draft order will be utilized for this process.
- iii. When the trade period begins, each Head Coach will be allowed a two minute period to engage in a single player trade with only one (1) Head Coach. Once the trade decision is made the decision will be final. After the decision is made the trade process will move on to the next Head Coach until each Head Coach for every team has had an opportunity to initiate one (1) trade.
- iv. If a Head Coach has no desire to trade a player, he shall say pass when it is his turn.

Article VII. Game Schedules

Section 7.01 General Info

- A.** Upon completion of the Keller Youth Association player draft and player allocation, all Head Coaches will be informed of their opponents for each game of the season before leaving the draft room event.
- B.** A computer software program will be utilized to randomly select each team's opponent for each game of the season.
- C.** The game times for each game will not be provided on the day of completing the draft and/or player allocation. The Commissioners and the Vice President will be allowed time to coordinate their schedules with the field availability schedules. The game times will be posted to the Keller Youth Association's website as soon as this information has been determined.
- D.** The Commissioners and the Vice President will be allowed to choose their game times of their teams so that they may perform their volunteer duties at a convenient time.
- E.** If natural grass fields and artificial turf fields are to be utilized for games during the season, all teams will have the opportunity to play on both types of fields where the schedule will allow accordingly.

Article VIII. Player Participation

Section 8.01 Game Attendance

- A.** Every player shall participate as a player in every game in which he/she is in attendance with the exceptions outline in section 2.

Section 8.02 Injured or Ill Player

- A.** An injured or ill player in attendance at a game shall be allowed in the bench area and shall not be required to play provided he/she is not in full pads.
- B.** Any player with two unexcused practice absences during a week, which are no show uncommunicated absences. Head Coach must notify parents and KYA Divisional Commissioner regarding unexcused absences. Play times will be at the discretion of the Head Coach.

Section 8.03 Minimum Plays

- A.** Each player will play a minimum of five (5) plays per half (10 plays minimum per game) in every game in which he/she is in attendance. Kick-off or Kickoff return team will not count as part of this rule. Plays during which a dead ball penalty occurs (false start, off sides, illegal formation, etc.,) will not count towards the minimum plays.

Section 8.04 Statistic Sheet / Play Sheet

- A.** Each team must have the KYA APPROVED STATISTIC SHEET. This sheet must record player name, game, date, and number of downs per player up to (5) and signature of statistician. KYA Football Field Directors will randomly check statistic sheets. These sheets are to be placed in the mailbox receptacle (or turned in to a commissioner or field director if the box is not present) immediately at the conclusion of each game with the final score written at the top of the sheet. If a player is found to not have received the minimum plays per half, the head coach will receive a one game suspension.
- B.** The five-play sheet must be kept regardless of how many players were available during the game.
- C.** The five-play sheet must be available during the game for the field commissioners to observe the progress of recording the information on the five-play sheet.

Article IX. KYA Football Game Rules

Section 9.01 UIL Rules

- A.** All games shall be played according to the current rules of UIL, with the exception of UIL jersey numbering systems (i.e. no ineligible jersey numbers unless otherwise stated in these bylaws.)
- B.** The definition of the line of scrimmage for KYA shall be considered to be one yard either side of the ball.

Section 9.02 Game Duration

- A.** Each game will consist of four (4) quarters with a 5 minute half time.
- B.** Quarters in the games shall be twelve (12) minutes in all Divisions.
- C.** The clock will remain running and only stop on time outs except within the last two (2) minutes of the 2nd and 4th quarters only. The officials will stop the clock with 2 minutes left in the 2nd and 4th quarters (or as soon after 2 minutes as possible if a play is in progress) which will signal the transition to a regulation clock. This "2 Minute Warning" does not serve as a coaching time-out, nor does it

prohibit the officials' discretion to start the 30 second play clock. Therefore, coaches or trainers may not enter the field of play unless they call a timeout themselves. For the remainder of the 2nd and 4th quarters, the clock will stop on time-outs, incomplete passes, out of bounds, or any other event that warrants a clock stoppage under UIL rules.

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

Section 9.03 Coaches

- A. No coaches shall be allowed on the field during a play, except in the Mite Division
 - i. Two Mite coaches (offensive and defensive) are allowed on the field to provide direction to players during the game. They may help to set up players, but are to be ten (10) yards from the deepest player prior to the snap. Once the offense has broken the huddle, coaches on the field are not to direct or communicate to players or the sidelines.
- B. The bench area will be restricted to players and coaches only.
- C. A coach may request a commissioner's time out once per game. This timeout may be called to request clarification or ask for a ruling concerning KYA by-laws only. The commissioner cannot reverse a call made by the official in an attempt to enforce current UIL rules. The commissioner's timeout is to be considered an official's timeout and will result in a clock stoppage. The commissioner's time out will result in a meeting between the coach, field commissioner, and head official to resolve the matter. The ruling of the field commissioner is to be considered final.

Section 9.04 Game Winner Determination

- A. The team scoring the most points in regulation time shall be judged the winner.
- B. If at the conclusion of regulation play, both teams are tied in score, the game will be continued in the following format.
- C. All KYA football games will go into overtime; there are not ties in KYA football games.
- D. KYA has adopted the UIL rules for overtime, except as described in Section 7 below. There will be a one minute break, then play is to resume. Each coach will be allowed one time out in overtime. This is not for each overtime quarter. Only one time out will be allowed for all of the overtime.

Section 9.05 Punting

- A. Mite Division - In Mite, a punt is either an automatic advancement of (20) yards or the offensive team may elect to punt the ball. If the offense elects the automatic advancement (20 yards), and the ball is within the opponent's 40 yard line, the ball is advanced 20 yards. There is not "half the distance to the goal rule". If the offense elects the automatic advancement (20) yards, and the ball is within the opponent's 20-yard line, the punt is considered a touchback, and the ball is spotted on the 20-yard line. Alternatively, the punt play will be under full rush, with no special rules applied.
- B. Bantam Division - A punt is either an automatic advancement of (20) yards or the offensive team may elect to punt the ball. If the offense elects the automatic advancement (20 yards), and the ball is within the opponent's 40 yard line, the ball is advanced 20 yards. There is not "half the distance to the goal rule". If the offense elects the automatic advancement (20) yards, and the ball is within the opponent's 20-yard line, the punt is considered a touchback, and the ball is spotted on the 20-yard line. Alternatively, the punt play will be under full rush, with no special rules applied.
- C. Sophomore Division
 - i. The offensive team may elect to punt the ball. The punt rule is the same as indicted by UIL rules.
 - ii. The punt play will be under full rush, with no special rules applied.
- D. Junior Division
 - i. The offensive team may elect to punt the ball. The punt rule is the same as indicted by UIL rules.

- ii. The punt play will be under full rush, with no special rules applied.
- E. Senior Division**
 - i. The offensive team may elect to punt the ball. The punt rule is the same as indicted by UIL rules.
 - ii. The punt play will be under full rush, with no special rules applied.

Section 9.06 Field Goals and PAT Kicks

- A.** Field Goals and Extra Point Kick attempts may be declared, or undeclared. Declared kick attempts are only available in the Mite, Bantam, and Sophomore age divisions.
- B.** Declared Field Goals and PAT kick attempts
 - a. If the team decides to declare a kick, the coach or team captain must tell the referee before the huddle is broken.
 - b. The referee shall announce the declared kick to the opposing team and coach. The kicking team has to kick the ball and the defensive team may not rush the kicker. The ball may not be advanced by the kicking team if a kick was declared.
 - c. During a declared kick the team attempting the try must execute a successful shotgun snap from center to holder. Upon completion of a successful snap, the holder must immediately get into a proper holding position and the kicker should execute the try within 3 seconds of the ball being set. Failure to execute the try within 3 seconds will result in the ball being considered down and spotted at the point where the ball was placed to attempt the try.
 - d. If the ball is fumbled at any time during the kick attempt, including the snap, the ball is considered down and spotted where the ball first makes contact with the ground.
 - e. The defensive team may raise hands and jump straight up, but not rush the kick.
 - f. Weight Restricted players may kick or hold for the kicker.
 - g. No fake kick plays are allowed on a declared kick.
- C.** Undeclared Field Goals and PAT kick attempts will have full rush.
- D.** Both teams must have seven players on the line of scrimmage.
- E.** A field goal attempt may be returned by the defense if the conversion is missed and the ball remains in the field of play.
- F.** Extra Point Kick Conversions will be 2 points with the line of scrimmage at the three yard line.
- G.** Field Goals will be worth 3 points.

Section 9.07 PAT – Non Kicking

- A.** Teams will have an option to run or pass the ball from the three-yard line for one point, or from the five-yard line for two points.

Section 9.08 Coin Toss

- A.** Five minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, the coach will meet with the referee to select second half options. KYA rules of the coin toss shall be in accordance with UIL rules regarding the coin toss (receive, kick, defer, etc.).

Section 9.09 Overtime

- A.** Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- B.** The officials will escort the coaches to the center of the field for the coin toss. The winner of the toss shall choose one of the following options:

- i. Offense or defense, with the offense at the opponent's 25-yard line, to start the first series.
 - ii. Which end of the field shall be used for both series of that overtime period
 - iii. The winner of the toss may not defer his choice.
- C.** The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- D.** Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line.
- E.** Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession. This routine will keep going until one team scores and the other has their possession and does not score.
- F.** The winner of the game is declared after each team has had a chance to possess the ball from the 25-yard line and one team has scored.
- G.** Both teams shall get equal number of possessions. (i.e., Team one gets ball first and scores; Team two will still get their possession, but if they fail to score, they lose).
- H.** If the overtime goes three or more periods, teams are required to attempt two point conversions after touchdowns in each period.
- I.** If after one attempt from the 25-yard line for each team, and neither team scores, then the ball shall be moved up to the 15-yard line and play resumed. If neither team has still not scored than after a possession by each team then the ball will be placed at the 5 yard line and each team will have four downs to score.
- J.** This routine will be repeated until one team has scored and the other has not with equal number of possessions. A KYA Football Commissioner may alter the rule to facilitate the ending of the game as long as the distance for each team during the extra period is the same. (The ball may be moved back from the 5-yard line to the 15 yard line if deemed necessary.)

Section 9.10 Point Spread Rule

- A.** If at any time during regulation play a team is leading another team by thirty (30) points or more, from that time on the game clock shall not be stopped except for the following:
 - i. The team that trails by 30 or more points and has time-outs remaining.
 - ii. The official stops it.
 - iii. A five-play rule is still in place but not used to penalize a losing coach due to time shortage.
 - iv. The team that leads by 30 or more points, and has time-outs remaining, may take a one-minute time out, but the game clock will not stop.

Article X. KYA "Three Event" Rule

- A.** There can be no more than three (3) events per week in any given week.
- B.** An event is considered to be a practice or game or any combination of practices or games.
- C.** Violation of this rule can result in a one game suspension of the head coach and/or being called in front of the KYA Disciplinary Committee for further action.
- D.** A film study session does constitute a practice and counts toward the three events.

Article XI. Football Rules

Section 11.01 Players

- A.** A game may be played between two teams consisting of a minimum of eight (8) players each.
- B.** Each team roster shall have a minimum of 15 and a maximum of 20 players to start the season.
- C.** Only players appearing on the official KYA team rosters are allowed to play.
- D.** The offensive team must have seven (7) players on the line and one in the backfield. The defensive team may choose any formation except in kicking formation.
- E.** Mandatory play rule: All players will play a minimum of five (5) plays per half. Or Head Coach may be subject to a one game suspension.
- F.** A team will have 30 seconds to put the ball in play after the ready signal.

Section 11.02 Playing fields

- A.** The field shall be a normal football field.
- B.** This field measures one hundred yards in length with two end zones of ten yards each.
- C.** In the event there are no goal posts located on the playing field, conversions will only be made by passing or running.
- D.** A conversion line will be marked from the goal line and at an equal distance from each sideline. 3 yards for a 1-point attempt; 5 yards for a 2-point attempt.

Section 11.03 Football Size & Equipment

- A.** The game ball will be provided by, or approve by, the KYA official on site.
- B.** The Mite and Bantam division game ball used is a “PEE WEE” sized ball.
- C.** The Sophomore and Junior game ball use is a “Junior” Sized Ball,
- D.** The Senior division game ball is a “Youth” Sized Ball.
- E.** Mouth pieces are mandatory for all participants.
- F.** All face shields on helmets must be clear; no tinted or colored face shields, goggles or glasses, will be permitted.

Section 11.04 Game Uniform

- A.** All team members must wear the same color jersey.
- B.** All jerseys will be numbered, front and back, for proper identification by officials and statisticians.
- C.** Only football pants may be worn.

Section 11.05 Prohibited Equipment

- A.** Metal spiked shoes.
- B.** Hard metal or any other hard substance on a player clothing or person.
- C.** Sticky substances such as grease or glue on a player clothing, body, or equipment.
- D.** Tinted or Dark Glasses or Face Shields
- E.** Any Electronic equipment attached to a player’s body or equipment including but not limited to cameras, radios, and communication equipment.
- F.** Any equipment, in the opinion of a referee, which endangers or confuses players.

Section 11.06 Referees

- A.** There will be two (2) referees minimum. A third may be provided by the league.
- B.** Each game official will carry a red or yellow handkerchief and drop it when an infraction occurs.

Section 11.07 Substitution Rules

- A.** Players: The free substitution rule is always in effect and a player may enter the game anytime the ball is dead.

Section 11.08 Time

- A.** Four 12-minute quarters with a running clock. The clock will stop only on change of possession, after each touchdown and penalties within the last two minutes of each half, during time-outs, or at the referee's discretion. The clock will be kept to regulation during two (2) minute warning.
- B.** Three (3) time-outs per half.
- C.** Five (5) minutes between halves.

Section 11.09 Downs

- A.** Each team will have four consecutive downs to advance the ball 10 yards or to score a touchdown.
- B.** Once a team moves the ball 10 yards, it is a first down and a new series of downs begins.
- C.** A team failing to move the ball 10 yards will lose possession. The opposing team takes over at the point where the ball is declared dead and begins its series.
- D.** The forward part of the ball touching any line will be the determining factor in measuring for a first down.

Article XII. Miscellaneous

Section 12.01 Game Acceleration

The commissioner will reserve the right to accelerate the game clock at any time during the second half in the interest of time/field management.

Section 12.02 Scoring Values

- A.** Touchdown 06 points
- B.** Safety 02 points
- C.** PAT
 - i. Passing/running from three-yard line: 01 point
 - ii. Passing/running from five-yard line: 02 points
 - iii. Kicking 02 points
- D.** Field Goals 03 points
- E.** Forfeit (offended team wins by) 1 point to 0 points

Section 12.03 Injured Players

- A.** Once a player is removed from a game because of injury, the player must sit out at least one down or use one (1) timeout.

Section 12.04 Penalties

- A.** The 100-yard field will be assessed five (5) and ten (10) yard penalties; personal conduct penalties may be 15 yards.
- B.** The offended team will always have the choice of accepting or declining a penalty. If the penalty is declined, the down will remain the same as if no infraction occurred. Also, when the penalty is greater than the distance to the goal line, the penalty shall be half the distance to the goal line.

Section 12.05 Pullover Jerseys

- A.** If in the opinion of game officials, or KYA Field Director, the jersey colors of the two (2) teams are too difficult to distinguish between, the visiting team will be responsible for wearing pullover or replacement jerseys of non-conflicting color.

Section 12.06 Discipline

- A.** Unsportsmanlike conduct penalties against any coach will be accompanied with a 15-yard penalty and may be subject to ejection. The official **MUST** eject the penalized coach at his second infraction. This is an ejection only. The team will also be assessed a 15-yard penalty for the second infraction.
- B.** Mandatory play rule: All players will play a minimum of five (5) plays per half or the Head Coach may be subject to a one game suspension.
- C.** Excessive running of the clock by the officials will be cause for refusal of game payment. The offending official must be warned prior to refusal of payment.
- D.** Officials are required to conduct themselves in a professional manner at all times.
- E.** Any official that is considered as goading a coach will be removed at once (to be determined by the field director).
- F.** Any coach, parent or any other person or persons confronting a league commissioner or official in any disrespectful manner at any time may be removed immediately from the event by a KYA Football Commissioner and will be subject to the full penalty extent and maximum penalty that can be imposed by the KYA Board.

Section 12.07 Game Ejections

- A.** Two penalties of any unsportsmanlike conduct result in ejection of a player or Coach.
- B.** When a player or coach is ejected, they will be out for the remainder of that game and the next entire game.
- C.** If a child throws a punch, that child is out for the remainder of that game and the game the following week.
- D.** The referee and/or KYA commissioner/field director has the authority to suspend players and coaches for other behavior deemed to endanger other game participants.
- E.** All game ejections must be reported to the KYA Field Director on duty which shall be documented on a form available at the field and/or online to log the details. An investigation and review of the incident will be led by the division commissioner, and additional penalties may apply. The Field Commissioner on duty will document the penalties and notify the Division Commissioner.

Section 12.08 Play-Off Tie Breaker Seeding

- A.** In case there is a regular season record tie between teams, the following will be used to break the tie breaker and seed the playoffs.
 - a. Head to Head Match Up
 - b. Strength of Schedule
 - c. Points against Common Opponents
 - d. Best 2 out of 3 Coin Toss

Section 12.09 Super Bowls

- A.** Super Bowls will be played dependent upon the number of divisions each season. Super Bowl games will be as follows:
 - i. "A" Super Bowl for each division with 4-6 teams.
 - ii. "A" and "B" Super Bowls for any division with 7-12 teams, "A" being the top tier.
 - iii. Super Bowl contenders will be considered via playoff brackets consistent with UIL rules.

Article XIII. KYA Football Bylaws and Amendments

During last week of each Fall and Spring Football Season, an email will be sent out to registered KYA Football families and KYAF coaches to allow them to address any issues regarding KYA Rules & Procedures. The email will ask them to fill out online form / survey so the KYAFB can address the issue. These issues will be organized and reviewed by the KYAFB. Respondents to the email form along with coaches and their assistant coaches may be invited to a town hall meeting to discuss those topics in front of the KYAF Board. Meeting will not to last more than 3 hours. All will have 3 minutes to voice issues and then discuss topics amongst group and KYAFB.

KYAFB will review meeting notes and discuss the possible changes and vote on those changes that need to be addressed. KYAFB will publish new Rules and Procedures as needed.

The rules were edited and updated by Steve Parker, Garvin Fouts, and Toby Reed and approved by the KYA Football Board on 2/2/2016. To make suggestions to amend or comment on the rules you may use the comment form on the KYAFootball.com website. Thank you.