

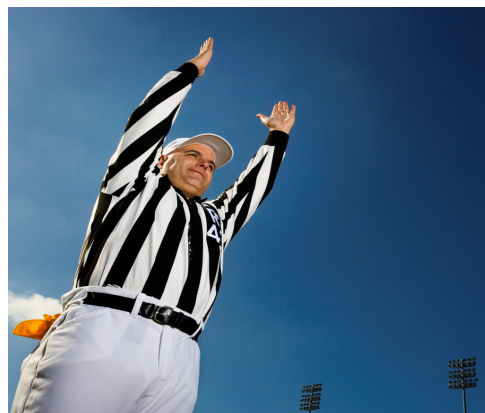
**SCARSDALE RECREATION
YOUTH FOOTBALL LEAGUE
(SRYFBL)**



**2010
RULES & PROCEDURES**



Rippy Philipps - Heathcote Graduate 1974



Jack Hurson - The Touchdown Call

Updated: August 16, 2010
Rich Massaroni – Scarsdale Recreation

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE (SRYFBL)
RULES AND PROCEDURES
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Scarsdale Recreation Youth Football League (SRYFBL) Constitution

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Article I – NAME

The name of this organization is Scarsdale Recreation Youth Football League (SRYFBL). This organization is sponsored by the Recreation Department of the Village of Scarsdale, Village Hall, 1001 Post Road, Scarsdale, New York 10583.

Article II – PURPOSE

The purpose of the SRYFBL is to support a collaborative effort, sponsored by the Recreation Department of the Village of Scarsdale, to create an atmosphere among participating communities, players, coaches, parents, league representative, and officials which nurtures a life long love of the game of football.

Article III – LEAGUE MEMBERSHIP

Section 1 – Membership

Membership in the SRYFBL is at the annual invitation of the Superintendent of Recreation, Village of Scarsdale, to youth football programs in Scarsdale and in neighboring communities.

Section 2 – Qualified Voters

Youth football programs accepting this invitation shall designate a senior representative (community contact). Each senior representative (community contact) shall have a designated alternate and one vote on all committees where the representative is a member. It is expected that each community will be represented by the senior representative (community contact) or alternate at all appropriate Executive Board and Standing Committee meetings.

Section 3 – Annual Meeting

The SRYFBL shall hold an Annual Meeting in December or the following January to review the League Operations for the recent year. At the Annual Meeting, Officers and all Standing Committee Chairs shall provide brief reports and the Nominations Committee shall present the slate of Officers, Committee Chairs, and Committee Members for the coming year.

Article IV – THE OFFICERS

Section 1 – Terms of Office

The Officers of the SRYFBL shall be the Superintendent of Recreation of the Village of Scarsdale who shall be the SRYFBL Chair of the SRYFBL and a member of the Village of Scarsdale Recreation Department who shall be termed the SRYFBL Chief Administrative Officer who shall also serve as Executive Board Secretary. The Officers shall serve for the duration of their employment in the Recreation Department of the Village of Scarsdale.

Section 2 – Responsibilities

The Chair of the SRYFBL shall coordinate the relationship between the SRYFBL, the Scarsdale Recreation Department and the youth football programs that participate in league activities.

The Chair:

- Shall be the SRYFBL Chief Executive Officer.
- Shall provide a brief report and overview of this relationship at the annual meeting.
- Shall extend annual invitations to join the SRYFBL to youth football programs in Scarsdale and in neighboring communities.
- May veto any action or decision of the Executive Board or Age Group League Committees.
- Shall confirm any rules decision made by the Interpreter.
- Shall Chair the SRYFBL Nominations Committee.

A designated member of the Recreation Department of the Village of Scarsdale shall be the SRYFBL Chief Administrative Officer.

The Chief Administrative Officer:

- Shall fulfill the role of Secretary to the Executive Board.
- Shall conduct all official correspondence and maintain all official SRYFBL files and financial records.
- Shall record minutes at Executive Board meetings.
- Shall coordinate all game schedules, assignment of game officials, all Executive Board and Annual meetings in carrying out assigned duties by the Superintendent of Recreation of the Village of Scarsdale.
- Shall serve as Executive Board Chair in the absence of the Chair.

Article V – THE EXECUTIVE BOARD

Section I – Membership and Organization

The voting members of the Executive Board shall consist of the Superintendent of Recreation of the Village of Scarsdale who shall be termed the SRYFBL Chair and Chief Executive Officer, a member of the Village of Scarsdale Recreation Department who shall be termed the SRYFBL Chief Administrative Officer, the Chair of the Executive Board, the Chair of each Age Group League, the Chair of the Coaching Committee, and four elected members from communities outside the Village of Scarsdale. The Interpreter who shall Chair the Officials Liaison Committee shall be a non-voting member of the Executive Board. There shall be a minimum of five meetings a year, including the Annual Meeting. Assembly, conference call, e-mail, or other means may hold meetings acceptable to the Committee. Two meetings shall be held during the regular season. Special Meetings may be call by the Chief Executive officer, the Chief Administrative Officer, The Chair, or any five members of the Executive Board on timely notice to all members. A quorum shall consist of six members but must include either the Chief Executive Officer or the Chief Administrative Officer. Minutes shall be kept of all meetings. Up to three representatives from each community may attend meetings as observers except when an Executive Session has been called. Actions taken and decisions made in Executive Session shall be reflected in the minutes of the Executive Board. The terms of the Chair of the Executive Board and all Executive Committee members other than the Chief Executive Officer and the Chief Administrative Officer shall be two years. Terms should overlap so that one half of the terms expire every year. It is recommended that no member, other than the Chief Executive Officer and the Chief Administrative Officer shall serve more than two consecutive terms on the Executive Board.

Section 2 – Responsibilities

The Executive Board shall, among other responsibilities:

- Be the coordinating, governing and policymaking body of the SRYFBL.
- Take such official actions as it deems to be in the best interests of the SRYFBL.
- Collaborate with the Village of Scarsdale Recreation Department in defining the obligations of each participating community in the SRYFBL as well as, confirming the specific responsibilities that will be undertaken by the Scarsdale Recreation Department.
- Confirm all policy decisions of the Age Group and Standing Committees.
- Appoint Age Group Representatives to the Nominations Committee as well as Ad Hoc committees where appropriate.
- Confirm all appointed members to each Standing Committee.
- Confirm the senior representative (community contact) from each participating community and the senior representative and head coach of each Age Group team.

The Chair of the Executive Board shall preside at all meetings of the Executive Board.

The Age Group League Chairs shall carry out their responsibilities as defined in Article VI.

The SRYFBL Interpreter as Chair of the Officials Liaison Committee shall approve playing rules interpretation subject to the concurrence of the Chair and Chief Executive Officer and assist in the assignment of game officials.

2010 SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE

EXECUTIVE BOARD STRUCTURE

(Approved: May 19, 2010)

EXECUTIVE BOARD:

Chair	Suzanne Busby	722-1160	sbusby@scarsdale.com
Chief Administrative Officer	Rich Massaroni	722-1101	rmassaroni@scarsdale.com

Executive Board Members

Edgemont	David Chao	723-6629	davidchao@optonline.net
Hastings	Steve Vavra	478-8390	coachstevevavra@optonline.net
Irvington	Bob Clinton	332-0276	robert.clinton@bbam.com
Pelham	Justin Meagher	813-1744	jpmeagher@optonline.net
Scarsdale	Rippy Philipps	725-8760	rippy.ph@verizon.net
White Plains	Jim Huebner	715-6330	hbtigers@gmail.com

HEAD OF OFFICIALS:

Jack Hurson	591-8788	JAHurs@juno.com
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RECREATION ADVISORY STAFF:

Irvington Recreation	Joe Archino	591-7736	jarchino@irvingtonny.gov
Scarsdale Recreation	Phil Foley	434-8578	pfoleylhs67@msn.com

GRIEVANCE COMMITTEE:

3 rd / 4 th Grade Division Liaison	Pete Lombardi	760-4285	ptlom@aol.com
5 th / 6 th Grade Division Liaison	Shawn Singer	713-0599	bronxre@aol.com
7 th / 8 th Grade Division Liaison	Rippy Philipps	725-8760	rippy.ph@verizon.net

Article VI – STANDING COMMITTEES

Section 1 – Membership, Terms of Office, and Organizations

The Standing Committees of the Scarsdale Recreation Youth Football League (SRYFBL) shall include the three Age Group League Committees, the Officials Liaison Committee, the Coaching Committee, and the Nominations Committee.

- **The Age Group League Committees** (3rd and 4th Grade League Committee, the 5th and 6th Grade League Committee, the 7th and 8th Grade League Committee) shall consist of a Scarsdale Resident as Chair and at least three additional voting members from separate communities other than Scarsdale.
- **The Officials Liaison Committee** shall consist of the Interpreter as Chair, a member of the Executive Committee as Chair, a member of the Westchester County Football Official Association and one additional voting member from each Age Group League.
- **The Coaching Committee** shall be chaired by a member from any community and shall consist of at least three additional voting members.
- **The Nominations Committee** shall be chaired by the SRYFL Chief Executive Officer and shall consist of the SRYFL Administrative Officer and one representative from each of the Age Group Leagues as appointed by the Executive Board. One of the Age Group League representatives must be a Scarsdale resident.

Committee members shall be the senior representative from their community. Every community **MUST** be represented on at least one and not more than two Age Group League Committees. Committee Chairs and Members will take office 10 days after the Annual Meeting. With the exception of the SRYFBL Chief Executive Officer and the SRYFBL Administrative Officer and the Nominations Committee, it is recommended a Standing Committee Chair or member not serve more than two consecutive two year terms. Terms should overlap so that one half of the terms expire each year. Members of the Nominating Committee shall serve no more than one term.

Each Standing Committee shall elect from among its elected members a Vice Chair and Secretary, shall hold meetings of the full committee at least five times a year including two in season and shall so report to the Chief Administrative Officer and the Executive Board, noting in particular, changes in grade league policy. Meetings may be held by assembly, conference call, email or other means acceptable to the Committee. With the approval of the Executive Board, Committees may appoint additional non-voting members whose terms shall expire at the Annual Meeting. A quorum shall consist of a majority of the voting members of the Committee.

Section 2 – Responsibilities

Each **Standing Committee** shall have the responsibilities listed below and such other responsibilities as the Executive Board may assign to it. In discharging its responsibilities a Committee may use sub-committees or authorized staff. Each Committee shall maintain a summary of its operating policies, which shall be passed from Chair to Chair.

The **Age Group League Committees** shall, in collaboration with the SRYFBL Administrative Officer, have responsibility for the operation of their respective age group leagues. They shall recommend playing rules, scheduling and field arrangements, and recommendations on circumstances unique to their leagues to the Executive Board for approval. The Committee Chairs shall maintain a minimum of weekly communication with the League Administrative Officer or designee. They shall pay particular attention to establishing and updating specific Age Group operating policies.

The **Officials Liaison Committee** shall recommend appropriate playing rules for approval by each Age Group League Committee and final approval by the Executive Board. It shall be a resource on rules instruction and interpretation and in working with the Westchester Football Officials Association to attempt to attract and retain officials who are superb on the field educators.

The **Coaching Committee** shall sponsor programs that up grade the quality of instruction and coaching at each Age Group level. Each year it should concentrate on one of the three Age Group leagues and provide appropriate instructional materials and possibly clinics prior to the season.

The **Nominating Committee** shall prepare a slate for elected officers to be filled at the Annual Meeting that complies with the requirements of the By-Laws relative to term and community representation. It shall propose nominees for approval by the Executive Board to fill vacancies who shall serve until the Annual Meeting. It shall also propose nominees for any special Ad Hoc Committees as requested by the Executive Board.

Article VII – FISCAL YEAR

The Fiscal year shall be the calendar year.

Article VIII – AMENDMENTS

The Constitution and By-Laws may be amended by the Executive Board by a two-thirds plus one affirmative provided the proposed amendments have been presented in writing for preliminary consideration at a prior general meeting. All amendments must be endorsed by the SRYFBL Executive Board Chair.

Article IX – TRANSITION ARTICLE

The Constitution and By-Laws shall take effect shall take effect immediately upon adoption with the objective that the all Committee Chairs and membership will be filled by January 2003. In the interim, the SRYFBL Chair shall appoint all Committee Chairs and members as needed.

LEAGUE ORGANIZATION

The league will be organized under the jurisdiction of a Central Football Committee (Executive Board) and will consist of:

- A representative of the Department of Parks Recreation and Conservation of the Village of Scarsdale (Recreation Department).
- A representative from each community/school (community contact) officially entered in the Scarsdale Recreation Youth Football League (SRYFBL) Program.
- For the purpose of any meeting of the Executive Board, a majority of voting members shall constitute a Quorum.
- Matters requiring a vote by the Executive Board shall be decided by the majority vote of the one representative from each community, who shall be designated the Area Representative or Community Contact.
- Permanent changes of these rules and procedures may only be made in an Executive Board meeting by a majority vote of the Area Representatives (or their officially designated alternates) present in the meetings.
- Meetings of the Executive Board shall be called by the Recreation Department immediately preceding and following each season. Additional meetings may be held when needed, as determined by the Executive Board. The Recreation Department shall be responsible for giving adequate prior notice to all members of the Executive Board.
- The community representatives are responsible for disseminating information to all coaches and other interested parties in their respective areas concerning committee meeting dates and other information pertaining to the program.
- The Executive Board shall coordinate with the Recreation Department in regard to all support and services provided by the Recreation Department to the program.
- No Head Coach may be under 21 years of age.

TEAM ORGANIZATION

Teams from the following areas are eligible to participate in the SRYFBL:

- Edgemont
- Greenburgh
- Hastings
- Irvington
- Ossining
- Pelham
- Pleasantville
- Scarsdale
- Tarrytown
- White Plains
- Yonkers

Other areas or schools may be added, from time to time, with the agreement of the Scarsdale Recreation Department and the SRYFBL Executive Board.

Teams may be entered by the community representative in four (4) divisions. A player may not exceed the following grade level classification limits for the team specified at the time the official weigh-in is conducted. The four (4) divisions include:

- 1st / 2nd Grade = Flag Football
- 3rd / 4th Grade = Tackle Football
- 5th / 6th Grade = Tackle Football
- 7th / 8th Grade = Tackle Football

Each division level classification is a composite of a player's age and weight. Calculations are made from the player qualification table specified on Page 11.

No players may play down in a division lower than that which he is in attendance. Players over their classification limit may play up, in a higher-grade level pending approval from Executive Board.

In the event a community is unable to enter a team in a particular league, the Area Representative would so notify the Recreation Department as soon as possible so that the Recreation Department may call a Committee meeting to resolve how best to arrange for the participation of players interested in the program for the area not entering.

The first allowable practice session will be the third Saturday in August. Teams may hold supervised conditioning, technique, and instructive practice sessions totaling a maximum of ten hours per week. Helmet and cleats may be worn by players during these sessions.

Starting with the first practice session in pads, teams may only practice six hours per week until the first game. Note that each player must practice at least 3 sessions before practicing in pads.

Pre-game warm up shall not exceed one hour.

Practice schedules for all teams in all divisions must be submitted to the Recreation Department prior to the first official scheduled practice. Any changes during the season must be reported to the Recreation Department.

Any team holding an illegal practice will forfeit the next game following such illegal practice, regardless of that game's outcome. Any further consequences will be determined by league administration.

Maximum Permitted Practice Sessions and Hours per Week of Practice			
Starting with the 1st Practice	3rd & 4th	5th & 6th	7th & 8th
With no pads	3 sessions / 6 hours	3 sessions / 6 hours	3 sessions / 6 hours
In Pads	3 sessions / 6 hours	3 sessions / 6 hours	3 sessions / 6 hours
After 1 st week of Games	3 sessions / 5 hours*	3 sessions / 5 hours*	3 sessions / 5 hours*

* The 3rd practice shall not exceed 1 hour / may only be a walk through the day prior to the game / no equipment may be worn.

To provide adequate playing opportunity and coaching for all team members, the maximum number of players on a team is 35 and a minimum of 18. Exceptions will be reviewed by the Executive Board.

Every player shall play a minimum of 1 quarter per game. The only exceptions to this rule are if coaches feel that playing would endanger the player in any way, or for disciplinary reasons.

League teams desiring to play or scrimmage non-league teams must inform the Recreation Department prior to the playing of the game for approval. Certificates of Insurance must on file prior to such event.

Scouting of opposing teams is illegal. Coaches and players must not attend the practice or games of opposing teams.

PLAYER ELIGIBILITY

To be eligible to participate in the program, a player must:

- Attend school or reside in one of the areas indicated on Page 8 (Team Organization)
- Meet the classification points as of the official weigh-in date.
- Participant only in this program and not in any other "pick-up" or organized football program.
- Provide written parental consent and birth certificate to league administrators.
- Have proper protective equipment as defined by the SRYFBL.
- Be properly registered on the official team roster as presented to the Recreation Department by the Area Representative (Community Contact).
- Be enrolled in the 8th grade or below.

A team utilizing an ineligible player in any league game shall, regardless of the outcome, forfeit the game to the opposing team. There is no time limit set on the discovery of such ineligibility.

The Executive Board shall have the right to declare any player ineligible if they do not meet the criteria set forth in this document.

All players shall be officially qualified in accordance with the Player Qualification Table (Page 11) and the procedures set forth in this document. Such qualifications shall determine the eligibility of a player to participate at a particular grade level and whether the player is eligible to be a ball carrier, offensive end, linebacker or defensive back.

The qualification of each player, as determined by the cumulative total of his classification points for weight, and age (Classification #) as identified in the Player Qualification Table (Page 11). The determination of age shall be as of September 30th of the current season.

**** Please See "Player Qualification Table" on the next page.**

PLAYER QUALIFICATION TABLE

<u>AGE</u> <u>YR/MO.-YR/MO.</u>	<u>AGE</u> <u>YR/MO.-YR/MO.</u>	<u>AGE</u> <u>FACTOR</u>	<u>WEIGHT</u> <u>LBS.</u>	<u>WEIGHT</u> <u>FACTOR</u>	<u>WEIGHT</u> <u>LBS.</u>	<u>WEIGHT</u> <u>FACTOR</u>
7- 9 -	10-0	0	41- 60	0	146-150	18
10- 1 -	10-3	1	61- 65	1	151-155	19
10- 4 -	10-6	2	66- 70	2	156-160	20
10- 7 -	10-9	3	71- 75	3	161-165	21
10-10 -	11-0	4	76- 80	4	166-170	22
11- 1 -	11-3	5	81- 85	5	171-175	23
11- 4 -	11-6	6	86- 90	6	176-180	24
11- 7 -	11-9	7	91-95	7	181-185	25
11-10 -	12-0	8	96-100	8	186-190	26
12- 1 -	12-3	9	101-105	9	191-195	27
12- 4 -	12-6	10	106-110	10	196-200	28
12- 7 -	12-9	11	111-115	11	201-205	29
12-10 -	13-0	12	112-120	12	206-210	30
13- 1 -	13-3	13	121-125	13	211-215	31
13- 4 -	13-6	14	126-130	14	216-220	32
13- 7 -	13-9	15	131-135	15	221-225	33
13-10 -	14-0	16	136-140	16	226-230	34
14- 1 -	14-3	18	141-145	17		
14- 4 -	14-6	20				
14- 7 -	14-9	22				
14-10 -	15-0	24				
15- 1 -	15-3	26				

All players who are designated as an X or XX, must wear a taped 6" x 6" black color X or XX designation on their helmets at all times.

Designation Limit	3rd & 4th	5th & 6th	7th & 8th
Maximum Ball Carrier (weight)	85	110	135
X Player (Lineman) (weight)	86 - 110	111 and up	161 & UP => OT, DT
XX Player (LDT/ROT/P) (weight)	111 - 130		
X Player (Max) (factor points)	10	23	
XX Player (Max) (factor points)	14	27	
Ineligible Player	131 lbs and up	Factor 28 and above	Factor 42 and above

WEIGH-IN PROCEDURES

The Scarsdale Recreation Department together with the Executive Board shall be responsible for measuring and recording the weight (hereafter referred to as the "weigh-in," verifying age and determining the classification eligibility of each player.) The following procedures shall be followed.

- The Scarsdale Recreation Department shall prepare by the opening day of school team roster forms for distribution to all coaches. The weigh-in shall be held the second weekend prior to the first scheduled game.
- Prior to the designated weigh-in date, coaches shall prepare all team rosters in duplicate on the official forms. Player's name, address, telephone number, birth date and jersey number must be clearly stated. The spaces for weight and classification shall be left blank. Any team that does not have all player information including numbers into the Scarsdale Recreation Department by the first game will be ineligible to play any scheduled games until all information is submitted.
- The weigh-in will be held at a place determined by the Scarsdale Recreation Department on official scales which will be obtained by the Scarsdale Recreation Department. The weigh-in will be conducted under the direction of the Scarsdale Recreation Department. Each team will be assigned a specific time to arrive at the weigh-in site. At the weigh-in, the weight will be recorded on the each team roster. Players will be weighed in without uniforms.
- Each player must provide a copy of their BIRTH CERTIFICATE at time of weigh-in.
- NO PLAYER will be able to participate in first game without the birth certificate being submitted to the coach. The coach is responsible to keep a folder of all team player information and have available at each game.
- Once officially recorded, data may be revised or amended only upon written request and upon approval of the SRYFBL Executive Board.
- The Scarsdale Recreation Department will notify the respective coaches regarding the players who are ineligible to play.
- Every effort must be made for all players to attend the official weigh-in. In the event, however, a player cannot make the official scheduled weigh-in, subsequent weigh-in appointments will be made through the Scarsdale Recreation Department. Such weigh-ins will be held at the Scarsdale Recreation Department only at specifically scheduled times. The Recreation Department will notify all appropriate coaches of any players weigh-in at the alternate dates. Weigh-ins for new players, once the season has begun, will be permitted by special request to the Scarsdale Recreation Department.
- No exceptions may be made to the above described weigh-in procedures without unanimous approval of the Central Committee.
- No later than the Tuesday before the first game, each coach will email the League Administrator the numbers of all X and XX players. By Friday of that week, a composite list of all X and XX players in the league will be emailed to all coaches and officials.

The Scarsdale Recreation Department shall distribute prior to the first game to the Head Coach of each team entered in a division the following information:

- Rosters of all teams entered in the grade level including individual classification numbers, and weights.
- A complete schedule of games, game locations and designated officials.
- Information on any rule change or other directives concerning the conduct of the football programs.

OFFICIALS & FIELDS

The Scarsdale Recreation Department will arrange and hire officials (referees) to officiate all games. An official game requires the presence of two officials. If only one official is present, the contest will be deemed a scrimmage. Games may not be played without at least one official present.

The official time will be kept by one of the officials. Coaches noting serious discrepancies in the officiating, including improper timing should notify the Scarsdale Recreation Department so that the quality of officiating may be improved.

The Scarsdale Recreation Department shall be responsible for confirming the time and game site with the officials, which it has appointed to assure that officials will be available at all scheduled games. When a designated official is unable to make a game, a substitute will be sought by the Scarsdale Recreation Department. If there are no officials available, the Head Coaches of the opposing teams shall be notified by the Scarsdale Recreation Department for the postponement of the game.

Each community (area) will designate and maintain a field in proper playing condition including all lining.

It is recommended that spectator sideline stripes shall be marked five or more feet back from the regular sidelines and also at the 20-yard lines. Spectators should be kept behind these stripes and inside the 20-yard lines. Bicycles, baby carriages and other items, which could endanger the players, should be kept well back of the spectator's stripes.

RAINOUT/RESCHEDULING POLICY

Should the Scarsdale Recreation Department feel that the weather/field conditions are suitable for play it will call a "rainout Saturday" by 7AM. However, should a community feel its field is suitable for play and the visiting community agrees, then that game(s) may be played. It will be the responsibility of the home team to confirm with the officials by 7:15 AM that the game is on or when the game is to be rescheduled and determine officials' availability.

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE

(SRYFBL) PLAYING RULES

Unless otherwise noted, the 2010 Scarsdale Recreation Youth Football League (SRYFBL) Playing Rules are based upon the 2010 Rules Book of the National Federation of State High School Associations (The Federation). Age group modifications are drawn from the New York State Modified Rules for Grades 7 and 8. Grade level exceptions relative to formations, X and XX players, the kicking game, and timing are noted in this 'Rules and Procedures Guide' and the "Quick Rules" one page summary for each division.

Mission:

The SRYFBL is a collaborative partnership on the part of players, coaches, parents, guardians, fans and officials to create an atmosphere that nurtures a life long love of the game of football with an emphasis on safety, instruction, full participation and fun.

Sportsmanship:

All players, coaches, fans, and officials shall show the highest respect for one another.

Modesty and respect shall be displayed in victory and graciousness and respect shall be displayed in defeat and times of disappointment. **UNSPORTSMANSHIP CONDUCT WILL NOT BE TOLERATED** and all adults are expected to set a positive example. Officials are authorized to remove anyone not acting appropriately.

Team Eligibility:

Every team must be properly registered and in good standing with the League Office which will require:

- A \$500 League Fee deposit by July 1 with the balance due by September 17, 2010.
- A Certificate of Insurance, Coach Certification and Approval of Team Colors by weigh-in.
- Providing Home Field availability dates for at least four (4) games.
- Attendance required at all mandatory league meetings.

Player Eligibility:

Every player must be properly registered with the League Office which will require:

- A copy of the Birth Certificate by weigh-in.
- Attendance in 3rd through 8th grades only; No 2nd graders; No involvement with other football programs.
- Submitting a fully completed Roster, including jersey number by September 17, 2010.
- Incomplete Rosters will result in teams NOT eligible to participate in any league scheduled games.
- Must be weighed-in by a League Official by the league designated date and time.

Officials / Conduct / Goals:

- League director will coordinate the scheduling of all games and officials.
- Each community is responsible to provide league director of their respective divisional practice schedules.
- To emphasize safety on the field, the officials will use a quick whistle.
- Coaches are responsible for the conduct of players, coaches and parents on the sideline.
- Coaches MUST carry a copy of the “Quick Rules” and their player roster at every game.
- Tobacco and alcohol use are strictly prohibited.
- Scouting of other teams is not permitted.
- League director or game officials may request the removal of individuals from the area or call the game at any time.
- League director MUST be notified of any player, coach, parent or guardian that is removed from a game. An automatic one (1) game suspension will be levied against such individuals removed and/or ejected from a game. League director will review each incident, on a case by case basis, to determine if further action needs to be taken.
- The Head Coach is responsible to report all “Major” accident/injuries, “WITHIN 24 HOURS” whether they occur during official scrimmages, practices or games to League Director. The definition of a “Major” accident/injury is one that requires the assistance of an EMT, Police and/or Fire Department personnel, hospital Emergency Room or Medical Doctor visit. Obvious examples include a broken bone, head blow (concussion), bone separation, etc.

Playing Rules:

The basis of the SRYFBL rules is the National Federation of State High School Association Rule Book – grade level exceptions relative to formations, X and XX players, the kicking game, and timing are noted in this document and “Quick Rules” summary.

Key Rules (Reminder):

1. Coaches MUST carry a copy of the “Quick Rules” and roster at every game.
2. The game will start promptly at the scheduled time.
3. There will be a 2 minute break between quarters and 5 minute break for halftime.
4. Each team will have three (3) 45 second timeouts per half. A delay of game penalty will be assessed for violation of the 45 second timeout rule.
5. The game becomes an official game at halftime.
6. There is no overtime.
7. There is no 5th quarter.
8. To emphasize safety on the field, the officials will use a quick whistle.
9. “Horse Collar” tackles (side or back of neck) are NOT permitted and will result in a 15 yard penalty.
10. Tobacco and Alcohol use is strictly prohibited.
11. Coaches are responsible for the conduct of players, coaches and parents on the sideline.
12. League or Game officials may request the removal of individuals from the area or call the game.
13. Scouting of other teams is not permitted.

EXCEPTIONS TO THE NFHS (FEDERATION) RULES

Rule 1 – THE GAME, FIELD, PLAYERS and EQUIPMENT

A – The home team shall mark the field and provide down and distance markers and a competent chain crew.

B – The coaches and officials must agree the field is safe to play. The officials will have the final decision.

C – Warm up may not exceed one (1) hour.

D – The officials will gather the teams at midfield ten (10) minutes prior to the start of the scheduled start of the game for pre-game instructions.

E – Each team may have up to four (4) team captains.

F – The coaches will affirm that every player is eligible, exchange “Player ID Cards” of all X and XX players with the opposing coach and referee and be in compliance with practice limits.

G – Each team must use a football that is approved by the league:

- 3rd/4th Grade - Wilson K-2 or equivalent size
- 5th/6th Grade - TDJ Intermediate or equivalent
- 7th/8th Grade - TFJ Intermediate or equivalent

H – The game will start promptly at the scheduled time. Forfeit time is fifteen (15) minutes after the scheduled game time.

I – To start the game, the official will place the ball on the 50 yard line (100 yard field) and the 40 yard line (80 yard field) to begin play.

J – A minimum of two (2) officials must be present for the game to be an official game. If only one (1) official is present at the scheduled start time, the coaches have the option to play the game as a “Scrimmage” with the guidance of both teams’ coaches.

K – The clock will stop after a P.A.T.

L – There will be a 2 minute break between quarters and a five (5) minute break at halftime.

M – Each team will have three (3) forty-five (45) second time outs per half. A delay of game penalty will be assessed after 45 seconds from ready to play.

N – The game is official at halftime. There is no overtime. There is no 5th quarter.

O – “Halftime Change of Possession” – if a team trails by 14 points at halftime, the losing team will start the 2nd half with possession of the ball at midfield. If the losing team does not score, the winning team will take back possession of the ball from the last point on the field. If the winning team drives the ball deep into the losing teams’ territory and does not score, the losing team will regain possession and start at midfield. If the winning team scores again, the losing team will regain possession starting at midfield.

P – Filming of games will be permitted as long as the person(s) filming the game are not on the field of play
At any time.

Q – “Coaches on the Field”

3rd / 4th Grade Division

Two (2) coaches from each team are permitted on the field for player instruction. Coaches are allowed in the huddle. Once the huddle breaks, Coaches **MUST BE SILENT** plus be positioned 10 yards behind the deepest lined up offensive or defensive player. Coaches **MUST NOT TOUCH** players or give any further verbal instructions. Violation of this rule will result in the Coach being removed from the field of play but will be allowed to participate as a bench coach for the remainder of the game.

5th / 6th Grade Division

OPTIONAL – NEEDS TO BE DETERMINED PRIOR TO GAME WITH REFEREE

One (1) coach from each team will be permitted on the field for player instruction. The Coach is allowed in the huddle. Once the huddle breaks, the Coach **MUST BE SILENT** plus be positioned 10 yards behind the deepest lined up offensive or defensive player. The Coach **MUST NOT TOUCH** players or give any further verbal instructions. Violation of this rule will result in the Coach being removed from the field of play but will be allowed to participate as a bench coach for the remainder of the game.

7th / 8th Grade Division

No coaches are allowed on the field.

R – “No Huddle Offense”

3rd / 4th Grade Division

Not allowed. The offensive team **MUST** huddle prior to snapping the ball for an offensive play within the allotted 45 second play clock.

5th / 6th Grade Division

Only allowed in the last 2 minutes of the 2nd and 4th quarters – not required to huddle prior to snapping the ball for an offensive play within the allotted 45 second play clock.

7th / 8th Grade Division

There are no restrictions. This is legal at any time during the game.

S – Tackling – Horse collar tackles (back or side of the neck) are not allowed and will result in a 15 yard penalty at all playing division levels (New 2009 NFHS Rule).

T – Loose Ball (Interception)

3rd / 4th Grade Division

An offensive pass that is intercepted by the defense may be advanced, except if intercepted by an X or XX player. If an X or XX player intercepts the ball, it is a “Dead Ball” at the spot of the interception.

5th / 6th Grade Division

An offensive pass that is intercepted by the defense may be advanced, except if intercepted by an X or XX player. If an X or XX player intercepts the ball, it is a “Dead Ball” at the spot of the interception.

7th / 8th Grade Division

Only skilled position players (DE, LB, CB, S) may advance an intercepted pass. If intercepted by a lineman, it is a “Dead Ball” at the spot of the interception.

U – Loose Ball (Fumble)

3rd / 4th Grade Division

A fumble may NOT be advanced by any player. It is a “Dead Ball” at the spot of the recovery.

5th / 6th Grade Division

A fumble may be advanced, except if recovered by an X or XX player. If recovered by an X or XX player, it is a “Dead Ball” at the spot of the recovery.

7th / 8th Grade Division

Only skilled position players (DE, LB, CB, S) may advance a fumble. If a fumble is recovered by a lineman, it is a “Dead Ball” at the spot of the recovery.

V – Point After Touchdown (P.A.T.)

3rd / 4th Grade Division

Kicks are worth 2 points while running is worth 1 point.

5th / 6th Grade Division

Kicks are worth 2 points while running is worth 1 point.

7th / 8th Grade Division

A run or pass from the 3 yard line is worth 1 point.

A run or pass from the 6 yard line is worth 2 points.

A kick from the 3 yard line (no rush) is worth 2 points.

W - Punting

3rd / 4th Grade Division

NO punting. The receiving team takes possession 25 yards from the line of scrimmage of half the distance of the goal line (within 25 yard line).

5th / 6th Grade Division

Normal 5-6 formation with 1 exception Ends may split up to 8 yards outside the Tackle.

The punter is handed the ball by the official 8 yards deep.

There is NO rushing the punter.

The LBs on the punt return MUST be within 5 yards of the line of scrimmage.

The DBs may be as deep as needed.

An X or XX player may punt but shall proceed to the sideline immediately after kicking.

7th / 8th Grade Division

Live punts – full rush and punting team has option to fake punt.

Rule 2 – DEFINITION OF PLAYING TERMS

A – A player designated by an X or XX on their helmet:

- Must be designated on the pre-game form exchanged with the opposing coach and the referee.
- If a player designated with an X or XX gains possession of the ball the ball is dead and may not be advanced. Once in possession of X or XX the ball is DEAD.
- A player designated by an X is limited to playing offensive center, guard, or tackle and defensive guard, tackle, or end and kicker.
- A player designated by an XX is limited to playing offensive right tackle and defensive left tackle.
- A team may have only one player wearing a XX in the game at any time.
- XX players CANNOT participate in punts at the 5th/6th; 7th/8th grade levels and must proceed to the sideline immediately after kicking.

B – Permitted Formations

3rd / 4th Grade Division

OFFENSE

- Maximum Split – 1 yard between linemen.
- Balanced Line – 3 men on line of scrimmage on each side of the center (E/T/G/C/G/T/E).
- All linemen must be in a 3-point or 4-point stance.
- No back shall be wider than 1 yard outside the End.
- Motion is NOT permitted.
- Ends (E) can be an “X” player but X’s are not permitted to touch the ball (running or receiving) or going downfield on passes beyond the line of scrimmage.

DEFENSE

- 6-2-3
- Guards and Tackles must be in a 3-point or 4-point stance.
- The line must be HEAD UP to the Offensive Guard and Tackle and must engage with 2 hands prior to hitting a gap. Shading or slanting is NOT permitted in the lineup formation.
- DE may stand, but may be no more than 1 yard outside the widest player to its side.
- LBs must be a minimum of 2 yards behind the deepest lineman and outside the Guard.
- DBs must be a minimum of 4 yards behind the deepest LB.
- Inside the 10 yard line the DBs may be 2 yards behind the deepest LB.
- LBs and DBs may not move forward prior to the snap and cannot blitz.

PUNT

- No punting.
- Receiving team takes possession 25 yards from the line of scrimmage or half the distance of the goal line (within 25 yard line).

SAFETY

- The receiving team shall be awarded 2 points.
- The receiving team shall receive the ball starting at midfield.

P.A.T. / FIELD GOAL

- On a kicked P.A.T. or field goal, the referee shall hand the ball to the holder at 7 yards behind the LOS for a free kick. The defense shall stand quietly in their positions, not jumping up and down, and not rushing the kicker. An X or XX player may play anywhere.
- A field goal is worth 3 points. P.A.T. kicks are worth 2 points. P.A.T. running or passing are worth 1 point.

B – Permitted Formations (continued)

5th / 6th Grade Division

OFFENSE

- Maximum Split – 1 yard between linemen. No Split Ends.
- Balanced Line – 3 men on line of scrimmage on each side of the center (E/T/G/C/G/T/E).
- All linemen must be in a 3-point or 4-point stance including Ends..
- No back shall be wider than 1 yard outside the End.
- Motion is prohibited to the side with 2 players outside the Tackle.
- Motion is allowed no further than 5 yards from the weak side end position.
- Ends (E) can be an “X” player but “X’s” are not permitted to touch the ball (running or receiving) or going downfield on passes beyond the line of scrimmage.

DEFENSE

- 6-2-3
- Guards and Tackles must be in a 3-point or 4-point stance.
- Guards and Tackles may shade the Offensive Guards and Tackles (defensive helmet to offensive shoulder pad), but may not lineup in the gaps. No shading inside the Offensive Guard towards the center position.
- DE may stand, but may be no more than 1 yard outside the widest player to its side.
- LBs must be a minimum of 2 yards behind the deepest lineman and outside the Guard.
- DBs must be a minimum of 4 yards behind the deepest LB.
- Inside the 10 yard line, the DBs may be 2 yards behind the deepest LB.
- LBs and DBs may not move forward prior to the snap and cannot blitz.

PUNT

- Normal 5-6 formation with 1 exception. Ends may split up to 8 yards outside the Tackle.
- Punter is handed the ball by the referee 8 yards behind the line of scrimmage.

SAFETY

- The receiving team shall be awarded 2 points.
- The receiving team shall receive the ball starting at midfield.

P.A.T. / FIELD GOAL

- On a kicked P.A.T. or field goal, the referee shall hand the ball to the holder at 7 yards behind the LOS for a free kick. The defense shall stand quietly in their positions, not jumping up and down, and not rushing the kicker. An X or XX player may play anywhere.
- A field goal is worth 3 points.
- P.A.T. kicks are worth 2 points.
- P.A.T. running or passing are worth 1 point.

B – Permitted Formations (continued)

7th / 8th Grade Division (Crossover League Rules)

OFFENSE

- Players up to 135 lbs (QB, RB, TE, SE) can play all skill positions.
- Players from 136 lbs. to 160 lbs. can play all lineman positions (C, G, T).
- Players 161 lbs. and over are considered Xs and are restricted to playing Offensive Tackle (must have large X on helmet in contrasting color).
- Each team can play two (2) X's at a time at RT and LT.
- Split Ends can be 10 yards from the Tackle (teams can use 2 split Ends)
- Wing Backs and Flankers can be 1 yard off the Tackle or Tight End
- Motion to the opposing tackle before snap permitted
- No unbalanced line formations

DEFENSE

- 6-2-3 or 5-3-3 or 4-4-3
- Players up to 135 lbs can play the skill positions (LB, DE, CB, S)
- Players from 136 lbs. to 160 lbs. can play all interior lineman positions (G, C, G).
- Players 161 lbs. and over are considered Xs and are restricted to playing Tackle only in a 6-2-3 or 5-3-3 defense but must play DE in a down position in a 4-4-3 defense
- Each team can play two (2) X's at a time at DRT and DLT (6-2-3 or 5-3-3) and DE (4-4-3)
- LBs have to be 2 yards off the ball (no other restrictions)
- CBs have to be 4 yards off the ball (no other restrictions)

KICKOFFS

- No kickoffs – ball is placed on the 40 yard line

PUNT

- Live punts – full rush and punting team has option to run a fake punt.
- Only a skill position player can punt the ball

SAFETY

- The receiving team shall be awarded 2 points.

P.A.T. / FIELD GOAL

- 1 point – run or pass from the 3 yard line.
- 2 points – run or pass from the 6 yard line.
- 2 points – kick from the 3 yard line – no rushing the kicker.
- 3 points – for kicking a field goal.

FUMBLES / INTERCEPTIONS

- Only skilled position players may advance a fumble or interception. If recovered by a lineman, the ball will be spotted at the recovery spot.

TIME OF GAME

- 12 minute quarters; 10 minute running time; Federation Rules for the final 2 minutes.
- Clock will stop after P.A.T.

Rule 3 – PERIODS, TIME FACTORS and SUBSTITUTIONS

A – The game will start promptly at the scheduled time.

- There will be a 2 minute break between the 1st and 2nd quarters.
- There will be a 5 minute break at halftime.
- There will be a 2 minute break between the 3rd and 4th quarters.
- Each team will have three (3) 45 second timeouts per half. A delay of game penalty will be assessed for violation of the 45 second timeout rule.
- The game becomes an official game at halftime.
- There is no overtime. There is no 5th quarter.

B – Delay of Game

- All Level of Play – 45 seconds from the ready for play

Rule 4 – KICKING THE BALL and FAIR CATCH

A – There shall be NO “Kick-Offs”.

- The ball will be placed on the 50 yard line (100 yard field).
- The ball will be placed on the 40 yard line (80 yard field).

B – After a safety the receiving team shall put the ball in play at midfield.

Rule 5 – ENFORCEMENT OF PENALTIES

A- The name, number, and team affiliation of any player, coach, or fan ejected from any contest must be reported by the Referee to the Recreation Department. An automatic one (1) game suspension will be levied. League administration will review each situation, on a case by case basis, to determine if further action will be taken.

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE (SRYFBL)

QUICK RULES

ADMINISTRATIVE / PRE-SEASON

(As of: 08/12/2010)

Mission:

The Scarsdale Recreation Youth Football League (SRYFBL) is a collaborative effort among the players, coaches, parents, guardians, fans, and officials to create an atmosphere that nurtures a life long love of the game of football with an emphasis on safety, instruction, full participation, and fun.

Sportsmanship:

All players, coaches, fans, and officials shall show the highest respect for one another. Modesty and respect shall be displayed in victory, and graciousness and respect shall be displayed in defeat and in times of disappointment. Unsportsmanlike conduct will not be tolerated, and all adults are expected to set a positive example. Officials are authorized to remove anyone not acting appropriately.

Team Eligibility:

- Every team must be properly registered and in good standing with the League office, which will require, at minimum:
 - A \$500 League Fee deposit by July 1st, with the balance due by September 10th.
 - A Certificate of Insurance, Coach Certification, and Approval of team colors (if changes thereto) by weigh-in.
 - Home Field availability for at least three (3) games.
 - Attendance at all mandatory league meetings.

Player Eligibility:

- Every player must be properly registered with the League office, which will require, at minimum:
 - A copy of the Birth Certificate by weigh-in.
 - Attendance in 3rd through 8th grade; Note: No 2nd graders; No involvement with other football programs.
 - A fully completed Roster, including Jersey number, by September 10th.
 - Note: Incomplete rosters will result in teams NOT eligible to participate in any league scheduled games.
- Every player must be weighed by a League official prior to competing.
 - A league formula of age and weight will determine player eligibility (supplied by league).
 - Players exceeding the ball carrier weight (an "X Player") shall be limited to playing Center, Guard, Tackle and Defensive End. In addition, an "X" player may punt and may play any position on a P.A.T.
 - Players exceeding the X Player limit (a "XX Player") shall be limited to playing Right Tackle on Offense and Left tackle on Defense. In addition, a "XX" player may play any position on a P.A.T. and may punt, but shall proceed immediately to the sideline after punting the ball.
 - X and XX Players must have a corresponding 6" x 6" X or XX of contrasting color on the back of their helmet. Players without proper identification before the game starts will not be permitted to play.
 - Players exceeding the Maximum Limit may play up 1 division.
 - Players exceeding the Maximum Limit may re-weigh only one (1) time.
 - An X or XX Player may NOT re-weigh.
 - Players may not play below their age or grade level.

Designation Limit	3 rd & 4 th	5 th & 6 th	7 th & 8 th
Maximum Ball Carrier (weight)	85	110	135
Maximum X Player (points)	10	23	161 & UP => OT, DT
Maximum Limit (points)	14	27	

Practice:

- **Official practices on Saturday, August 21, 2010, and the following weekly limits shall apply:**

Maximum Permitted Practice Sessions and Hours per Week of Practice			
Starting with the 1 st Practice	3 rd & 4 th	5 th & 6 th	7 th & 8 th
With no pads	3 sessions / 6 hours	3 sessions / 6 hours	3 sessions / 6 hours
In Pads	3 sessions / 6 hours	3 sessions / 6 hours	3 sessions / 6 hours
After 1 st week of Games	3sessions / 5 hours *	3 sessions / 5 hours *	3 sessions / 5 hours*

* The 3rd practice shall not exceed 1 hour / may only be a walk through the day prior to the game / no equipment may be worn.

Officials / Conduct / Goal:

- League Director will coordinate the scheduling of all games and all officials.
- Each community is responsible to provide League Director of their respective divisional practice schedules.
- To emphasize safety on the field, the officials will use a quick whistle.
- Coaches are responsible for the conduct of players, coaches, and parents on the sideline.
- Coaches must have a copy of these "Quick Rules" at every game.
- Tobacco and Alcohol use are strictly prohibited. Scouting of other teams is not permitted.
- League Director or Game officials may request the removal of individuals from the area or call the game at any time.
- League director MUST be notified of any player, coach, parent or guardian that is removed from a game. An automatic one game suspension will be levied against such individuals removed and/or ejected from a game. League director will review each incident, on a case by case basis, to determine if further actions need to be taken.
- Head Coach is responsible to report all "Major" accident/injuries "WITHIN 24 HOURS" whether they occur during official scrimmages, practices or games, to League Director. The definition of a "Major" accident/injury is one that requires the assistance of an EMT, Police and/or Fire personnel, hospital Emergency Room of Medical Doctor visit. Obvious examples include a broken bone, head blow (concussion), bone separation, etc.

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE (SRYFBL)

QUICK RULES

3rd & 4th GRADE DIVISION

(As of: 08/05/2010)

Pre-Game:

- “Home Team” shall mark the field and provide down and distance markers and a competent chain crew.
- Coaches and officials must agree that the field is safe to play. The game officials will have the final decision.
- Warm up must not exceed 1 hour.
- Game officials will gather both teams at midfield 10 minutes prior to the scheduled start for pre-game instructions.
- Coaches will affirm that every player is eligible, exchange Player ID cards of all X and XX players on the roster with the opposing coach and referee, and be in compliance with practice limits.

Game Start / Time:

- Game will start promptly at the scheduled time. Forfeit time is fifteen (15) minutes after scheduled start time.
- Minimum of 2 officials must be present for a game to be official. If only 1 official is present at the scheduled start time, the coaches have the option to play the game as a scrimmage with the guidance of both teams coaches.
- Game Ball (K2 or equivalent) will be placed on the 50-yard line (100 yard field) and 40 yard line (80 yard field) to begin play.
- The 1st and 3rd quarters of the game will consist of 15 minute quarters (running time).
- The 2nd and 4th quarters of the game will consist of 13 minute quarters (running time), then Federation rules for final 2 minutes.
- Clock stops after a P.A.T. (Point After Touchdown).
- Referee will announce the time remaining after each play during the final 2 minutes of the 2nd and 4th quarters.
- There will be a 2 minute break between quarters and a 5-minute break at halftime.
- Each team will have (3) three 45-second time-outs per half.
- A delay of game penalty will be assessed after 45 seconds from ready to play. Referees will issue one (1) warning per team prior to enforcing a delay of game penalty.
- The game is official at halftime. There is no overtime. There is no 5th quarter.

Permitted Formations:

- Offense:
 - Maximum Split – 1 yard between linemen. No Split Ends.
 - Balanced Line – 3 men on line of scrimmage on each side of the Center (E/T/G/C/G/T/E).
 - All linemen must be in a 3-point or 4-point stance including Ends.
 - No back shall be wider than 1 yard outside of the End.
 - Motion is NOT permitted.
 - Ends (E) can be an “X” player but “X”s are not permitted to touch the ball (running or receiving) or going downfield on passes beyond the line of scrimmage.
- Defense:
 - 6-2-3
 - Guards and Tackles must be in a 3-point or 4-point stance.
 - The line must be “HEAD UP” to the Offensive Guard and Tackle and must engage with two hands prior to hitting a gap. Shading or slanting is NOT permitted in the lineup formation.
 - The DE may stand, but may be no more than 1 yard outside of the widest player to his side.
 - LBs must be a minimum of 2 yards behind the deepest lineman, and outside the Guard.
 - DBs must be a minimum of 4 yards behind the deepest LB.
 - Inside the 10 yard line the DBs may be 2 yards behind the deepest LB.
 - LBs and DBs may not move forward prior to the snap and cannot blitz.

Punt / Safety / P.A.T. / Field Goal / P.A.T. Scoring

- No Punt – Receiving team takes possession 25 yards from the line of scrimmage or half the distance to the goal line (within 25 yard line).
- The receiving team on a safety shall receive the ball at the midfield.
- On a kicked P.A.T. or field goal, the referee shall hand the ball to the holder at 7 yards behind the line of scrimmage for a free kick. The defense shall stand quietly in their positions, not jump up and down, and not rush the kicker. An X or XX may play anywhere.
- P.A.T. kicks are worth 2 points, while running or passing is worth 1 point.

Special Rules / Enforcement:

- Coaches on the Field: 2 coaches from each team are permitted on the field for player instruction. Coaches are allowed in the huddle. Once the huddle breaks, Coaches “MUST BE SILENT” plus be positioned 10 yards behind the deepest lined up offensive or defensive player. Coaches “MUST NOT TOUCH” players or give any further verbal instructions. Violation of this rule will result in Coach being removed from the field of play but will be allowed to participate as a bench coach for the remainder of the game.
- No Huddle Offense – NOT allowed. The Offensive team MUST huddle prior to snapping the ball for an offensive play within the allotted 45 second play clock.
- Halftime Change of Possession: if a team trails by 14 points at halftime, the losing team will start the 2nd half with possession of the ball at midfield. If the losing team does not score, the winning team will take back possession of the ball from the last point on the field. If the winning team drives the ball deep into the losing team’s territory and does not score, the losing team will regain possession and start at midfield. If the winning team scores again, the losing team will regain possession starting at midfield.
- Blocking Below the Waist: Shall be permitted only on the initial charge against the man head up on the line of scrimmage.
- Clipping: 15-yard penalty for below the waist and 10 yard penalty for above the waist.
- Tackling: Horse collar tackles (back or side of the neck) are NOT allowed and will result in a 15 yard penalty (New 2009 NFHS Rule).
- Loose Ball (Interception) – an offensive pass that is intercepted by the defense may be advanced, except if intercepted by an X or XX player. If an X or XX player intercepts the ball, it is a “Dead Ball” at the spot of the interception.
- Loose Ball (Fumble) – a fumble may NOT be advanced by any player. It is a “Dead Ball” at the spot of the fumble.
- A bad snap will be called a “Dead Ball”.
- Filming of games will be permitted as long as the person(s) filming the game are not on the field of play at any time.

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE (SRYFBL)

QUICK RULES

5th & 6th Grade Division

(As of: 08/05/10)

Pre-Game:

- "Home Team" shall mark the field and provide down and distance markers and a competent chain crew.
- Coaches and officials must agree that the field is safe to play. The game officials will have the final decision.
- Warm up must not exceed 1 hour.
- Game officials will gather the teams at midfield 10 minutes prior to the scheduled start for pre-game instructions.
- Coaches will affirm that every player is eligible, exchange Player ID cards of all X and XX players on the roster with the opposing coach and referee, and be in compliance with practice limits.

Game Start / Time:

- Game will start promptly at the scheduled time. Forfeit time is fifteen (15) minutes after scheduled game time.
- Minimum of 2 officials must be present for a game to be official. If only 1 official is present at the scheduled start time, the coaches have the option to play the game as a scrimmage with the guidance of both teams coaches.
- Game Ball (TDJ or equivalent) will be placed on the receiving team's 40-yard line to begin play.
- The 1st and 3rd quarters of the game will consist of 15 minute quarters (running time).
- The 2nd and 4th quarters of the game will consist of 13 minute quarters (running time), then Federation rules for final 2 minutes.
- Clock stops after a P.A.T. (Point After Touchdown).
- Referee will announce the time remaining after each play during the final 2 minutes of the 2nd and 4th quarters.
- There will be a 2 minute break between quarters and a 5-minute break at half.
- Each team will have (3) three 45-second time-outs per half.
- A delay of game penalty will be assessed after 30 seconds from ready to play. Referees will issue one (1) warning per team prior to enforcing a delay of game penalty.
- The game is official at halftime. There is no overtime. There is no 5th quarter.

Permitted Formations:

- Offense:
 - Maximum Split – 1 yard between linemen. No Split Ends.
 - Balanced Line – 3 men on line of scrimmage on each side of the Center (E/T/G/C/G/T/E).
 - All linemen must be in a 3-point or 4-point stance including Ends.
 - No back shall be wider than 1 yard outside of the End.
 - Motion is prohibited to the side with 2 players outside the tackle.
 - Motion is allowed no further than 5 yards from the weak side end position.
 - Ends (E) can be an "X" player but "X's" are not permitted to touch the ball (running or receiving) or going downfield on passes beyond the line of scrimmage.
- Defense:
 - 6-2-3
 - Guards and Tackles must be in a 3-point or 4-point stance.
 - Guards and Tackles may shade the Offensive Guards and Tackles (defensive helmet to offensive shoulder pad), but may not lineup in the gaps. No shading inside the Offensive Guard towards the Center position.
 - The DE may stand, but may be no more than 1 yard outside of the widest player to his side.
 - LBs must be a minimum of 2 yards behind the deepest lineman, and outside the Guard.
 - DBs must be a minimum of 4 yards behind the deepest LB.
 - Inside the 10 yard line the DBs may be 2 yards behind the deepest LB.
 - LBs and DBs may not move forward prior to the snap and cannot blitz.

Punt / Safety / P.A.T. / Field Goal / P.A.T. Scoring

- Normal 5-6 formation with one (1) exception. Ends may split up to 8 yards outside of the Tackle. Punter handed the ball 8 yards deep.
- Punt Return: LBs must be within 5 yards of line of scrimmage, while the DBs may be as deep as needed.
- The receiving team on a safety shall receive the ball at midfield.
- On a kicked P.A.T. or field goal, the referee shall hand the ball to the holder at 7 yards behind the line of scrimmage for a free kick.
- The defense shall stand quietly in their positions, not jump up and down, and not rush the kicker. An X or XX may play anywhere.
- An X or XX player may punt, but the XX shall proceed directly to the sideline immediately after kicking.
- P.A.T. kicks are worth 2 points, while running or passing is worth 1 point.

Special Rules / Enforcement:

- Coaches on the Field - OPTIONAL – NEEDS TO BE DETERMINED PRIOR TO GAME WITH REFEREE - one (1) coach from each team will be permitted on the field of play for player instruction. The Coach is allowed in the huddle. Once the huddle breaks, the Coach "MUST BE SILENT" plus be positioned 10 yards behind the deepest lined up offensive or defensive player. Coaches "MUST NOT TOUCH" players or give any further verbal instructions. Violation of this rule will result in Coach being removed from the field of play but will be allowed to participate as a bench coach for the remainder of the game.
- No Huddle Offense – Last 2 minutes of the 2nd QTR and 4th QTR only – not required to huddle prior to snapping the ball for an offensive play within allotted 45 second play clock.
- Halftime Change of Possession: if a team trails by 14 points at halftime, the losing team will start the 2nd half with possession of the ball at midfield. If the losing team does not score, the winning team will take back possession of the ball from the last point on the field. If the winning team drives deep into the losing team's territory and does not score, the losing team will regain possession and start at midfield. If the winning team scores again, the losing team will regain possession starting at midfield.
- Blocking Below the Waist: Shall be permitted only on the initial charge against the man head up on the line of scrimmage.
- Clipping: 15-yard penalty for below the waist and 10 yard penalty for above the waist.
- Tackling: Horse collar tackles (back or side of the neck) are not allowed and will result in a 15 yard penalty (New 2009 NFHS Rule).
- Loose Ball (Interception) – an offensive pass that is intercepted by the defense may be advanced, except if intercepted by an X or XX player. If intercepted by an X or XX player, it is a "Dead Ball" at the spot of the interception.
- Loose Ball (Fumble) – a fumble may be advanced, except if recovered by an X or XX player. If recovered by an X and XX player, it is a "Dead Ball" at the spot of the fumble recovery.
- Filming of games will be permitted as long as the person(s) filming the game are not on the field of play at any time.

Rules for 2010 Crossover League Between the Scarsdale Football League & the Tri-County Football League 7th & 8th Grade Teams

Weight Limitations

Offense: Players up to 135 lbs. (QB, RB, TE, SE) can play the skill positions

Players from 136 lbs. to 160 lbs. can play all lineman positions

(C, Gs & Ts)

Players 161 lbs. and over are considered Xs and are restricted to

playing offensive Tackle only (must have a large X on helmet in

contrasting color) Each team can play 2 Xs at a time at RT & LT

Defense: Players up to 135 lbs. can play the skill positions (LB, DE, CB, S)

Players from 136 lbs. to 160 lbs. can play all interior lineman positions

Players 161 lbs. and over are considered Xs and are restricted to

playing defensive Tackle only in a 6-2 or a 5-3 defense but must play DE in a down position in a 4-4 defense

Each team can play 2 Xs at a time at DRT & DLT (6-2 or 5-3) and DE (4-4)

*** ALL TEAMS MUST SUPPLY A COPY OF THEIR TEAM'S ROSTER WITH NUMBERS & WEIGHTS TO THE COMMISSIONER BEFORE THE FIRST GAME**

Offensive Formations:

Split Ends can be 10 yards from the tackle (Teams can use two split ends)

WBs, Flankers can be 1 yard off the tackle or TE

Motion to opposing tackle before snap permitted

No Unbalanced Line formations

Defensive Formations:

6-2, 5-3, 4-4

LBs have to be 2 yds off the ball (no other restrictions)

CBs have to be 4yds off the ball (no other restrictions)

Kicking Game

No kickoffs – ball is placed on the 40yd line

Live punts – full rush and punting team has option to run a fake punt

NB: Only a skill position player can punt

PATs

1 point – run or pass from the 3 yard line

2 points – run or pass from the 6 yard line

2 points – kick from the 3 yard line – no rush

Fumbles/Interceptions

Only skilled position players may advance a fumble or interception. If recovered by a lineman, the ball will be spotted at the recovery site

Time of Game

12 minute quarters

10 minute running time, the Federation Rules for the final two minutes. Clock will stop after a PAT.

Payment of Ref Fees

The home team in all crossover games will pay the referee fees.

SCARSDALE RECREATION YOUTH FOOTBALL LEAGUE

2010 CALENDAR OF EVENTS

DAY	DATE	DESCRIPTION
Wednesday	May 19	Pre-Season “Kickoff” meeting with all participating communities
Thursday	July 1	\$500 league fee deposit submitted by each participating community (remaining balance due by 9/11/09)
Saturday	July 31	Field Availability submission by each community (each community responsible to provide a minimum of four (4) home dates for scheduling purposes) plus any special scheduling requests
Saturday	August 21	Official “Practices” begin
Wednesday	September 1	“Draft” Rosters and Birth Certificate submission. Complete contact information (Coaches & Community Contacts)
Wednesday	September 1	Certificate of Insurance submitted by each community naming “Village of Scarsdale” as additional insured under “Description of Operations” section of the Certificate of Insurance Form. (Village of Scarsdale, 1001 Post Road, Scarsdale, NY 10583)
Friday	September 3	League Schedules available and posted on website
Monday	September 13	Official “Weigh-In” for all teams scrimmaging on Saturday, Sept 18 th (performed by Scarsdale Parks & Recreation @ Scarsdale Middle School Gymnasium @ 6:00 PM)
Monday	September 13	Mandatory Coaches / Referee meeting to review league rules and expectations @ Scarsdale Middle School Auditorium @ 8:00 PM
Friday	September 17	Remaining Balance of League Fees submission by all teams Mandatory Coach Online Certification Training completed Final Player Roster and Birth Certificate submission by all teams
Saturday	September 18	Official “Scrimmages” begin (all Non-Scarsdale teams) Sept 17-18 – Yom Kippur observance
Saturday	September 25	WEEK 1 – Regular Season
Saturday	October 2	WEEK 2 – Regular Season
Saturday	October 9	WEEK 3 – Regular Season
Saturday	October 16	WEEK 4 – Regular Season
Saturday	October 23	WEEK 5 – Regular Season
Saturday	October 30	WEEK 6 – Regular Season
Saturday	November 6	WEEK 7 – Regular Season
Sunday	November 14	BOWL WEEKEND – all 3rd/4th Grade and 5th/6th Grade teams All games will be played @ White Plains Middle School and High School Teams with similar records will be scheduled against each other.