



2016 Game Rules and Guidelines

I. TITLE

1. The league shall be known as the Greater Catholic Youth League (the "GCYL"). New league entries will not change the title.

II. MEMBERSHIP PROGRAMS

1. Each Member (Program) shall be designated as defined in the Greater Catholic Youth League (GCYL) Regulations and Bylaws Effective March 12, 2010 or as amended in the future. All member programs shall be afforded all rights and obligations as defined in the above fore mentioned regulations and bylaws.
 - ◆ Voting Members shall meet the required obligations as stated by the league no later than January 1 beginning in 2012 or as amended in the future.
 - ◆ Participating Members shall complete all requisite paperwork as required by the league by the date published annually by the league.
 - ◆ Addendum A is a list of schools and their affiliations. Any change to this must be approved by the GCYL Board of Voting Members.
2. The Regulations and Bylaws of the GCYL shall supersede any terms, roles or duties of member programs identified within this document.
3. Each Program may have only one league representative.
4. A Program representative will be recognized upon receipt of a letter of introduction by the school or parish athletic association or equivalent.
5. If two or more parishes or grade schools find it necessary to combine or merge to form a single Program in order to participate, they must submit a formal request to the league office prior to any combination or merger. Such requests must include the approval of the athletic commission of each parish or school. The final decision to permit or deny such request will rest with the GCYL Board of Members. The league reserves the right to contact directly the athletic commission and/or pastor of each parish/school to review and discuss combinations or mergers.
6. Programs are required to field teams for the Varsity, Reserve and Pony levels in order to be eligible in the 3rd, 5th or 7th grade football.
7. Each league entry will be assessed an entry fee to cover league costs. The amount of the fee will be determined by need. Any Program paying league fees after July 31st will be assessed a \$25.00 fine per each month late. All surplus funds will be returned to Programs evenly. If any Program is not

represented at two successive meetings, the secretary will send a letter to the athletic association of the parish informing them that they are not being represented.

8. Any school that would like to explore the possibility of starting a program of their own would be welcomed by the league and given as much support as possible.
9. Mandatory education / training for member coaches to maintain compliance with 501.c3 status
 - a. All league teams must be represented (preferably head coach) at a mandatory education / training session covering health issues, concussions, and ground rules prior to the commencement of each league competition season. The league will have multiple meeting time and locations to accommodate area schools.

III. LEAGUE EXPANSION

1. Interested prospective members have been identified in Article I, Section 1.03 PURPOSE of the GCYL Regulations and Bylaws.
2. Any expansion beyond that designated in the Regulations and Bylaws shall require modification to the Regulations and Bylaws passed in accordance with the voting procedures therein.

IV. QUALIFICATIONS

1. Enrollment:
 1. Each player, in order to be eligible, must be either (1) currently enrolled in the school or (2) must be registered in the parish of one of the schools involved in the Program he represents. In the case of an in-season transfer, the player has the option of playing for either team prior as long as the transfer occurs prior to the 3rd week of the season. Many schools require players to attend CCD to participate on the team, but this is not a league rule. The Board of Voting Members reserves the right to verify Program rosters with the parish and/or schools.
 2. Unattached players may be assigned to play on member programs if it meets with the approval of both parishes/schools and the GCYL Board. The player assignment will be made through the GCYL Board who will assess geographic alignment and competitive balance with in the league and the member programs for all prospective players who fall under this scenario. If a family is registered at more than one parish, they are eligible to play with only one Program. Their choice of Program becomes permanent to the extent that multiple parish membership continues and for the duration of the affected individuals involvement in the league athletics. If a family is registered to a parish and attends school associated with a different parish, they are eligible to play with either their parish or school's Program. Their choice of Program

participation becomes permanent to the extent that this situation continues for the duration of the affected individual's involvement in the league. Any deviations from this rule will require Board approval.

3. Any player that played for a parish program but did not attend that parish school or an affiliate parish school and the next year decides to move to a different parish program will lose one year of eligibility and must sit out that year. The only exception to this would be if that player attends the parish school to which he is transferring. The transferring player must sit out that season (calendar year of play). A player must petition the governance committee for exception due to extenuating circumstances.
4. A player playing at the sixth grade level will only be allowed to play a total of three years for their combined sixth, seventh and eighth grade careers, regardless of the league in which they play any of those school years.
5. Any player that is expelled from school is immediately ineligible for the remainder of the season and post-season.

2. **Age:**

Due to safety considerations for GCYL participants, players must fall within the following age ranges to be eligible for play;

- i. 8th grade could not turn 15 in the year playing.
- ii. 7th grade could not turn 14 in the year playing unless he is playing on 7 & 8th grade team and would not be able to play his 8th grade year.
- iii. 6th grade could not turn 13 in the year playing
- iv. 5th grade could not turn 12 in the year playing unless he is playing on a 6th & 5th grade team and would not be able to be on the same team the following year.
- v. 4th grade could not turn 11 in the year playing.
- vi. 3rd grade could not turn 10 in the year playing unless he is playing on a 4th & 3rd grade team and would not be able to be on the same team the following year.

3. **Grade:**

Bandit: A player to be eligible to play in any league game must be enrolled in the second grade or under.

Pony: A player to be eligible to play in any league game must be enrolled in the second grade, third grade, or fourth grade.

Reserve: A player to be eligible to play in any league game must be enrolled in the fourth grade, fifth grade, or sixth grade.

Varsity: A player to be eligible to play in any league game must be enrolled in the sixth grade, seventh grade, or eighth grade.

4. Weight:

Bandit: Please see the bandit rules and guidelines form for information

Pony: A player to be eligible to play in any league game must not exceed 120 pounds.

Reserve: A player to be eligible to play in any league game must not exceed 140 pounds.

Varsity: A player to be eligible to play in any league game must not exceed 170 pounds.

The weight restrictions shall be increased two (2) lbs. in each class at the beginning of the play-offs.

1. **ALL players MUST be weighed prior to each game by the opposing team's coach or representative. All players must have their jersey with them. Players will not be allowed to weigh in with no clothing in order to make weight. The opposing team's head coach, or representative, will act as the final judge. The home team must furnish a calibrated scale approved by the league. All teams must use a beam type scale (aka detecto). If prior to the start of the game a player makes body weight for his respective division, with or without football equipment, he will be eligible to play. To participate in the game, all players must wear all required football equipment as listed in Article VIII of these rules.**
2. **Each team shall have an opportunity to weigh-in at least 30 minutes prior to the game time. If mutually agreeable to both teams, earlier weigh-ins will be permitted. At weigh-ins, rosters with names and numbers are to be exchanged between teams.**
3. **No team or any of its representatives may waive the weight limit for any player.**
4. **All players must be presented for weigh-ins.**
5. **The GCYL recognizes that some players may have the need to have an Early Weigh-In to allow a player close to the weight limit the chance to see if they are eligible to play in their upcoming scheduled contest for general health**

considerations. All teams hosting games are required to provide time for an early weigh.

6. The early weigh-in time shall take place no later than one (1) hour prior to the start of the Pony football game on Saturdays and Sundays and last for a time period of no longer than 30 minutes from the start of the early weigh-in period;
 7. Players reporting for early weigh-in MUST have their uniform jersey with them and can weigh-in with just their shorts on if they choose. No player will be recognized as passing early weigh-in without their official jersey;
 8. A coach or coordinator from both programs must be on hand to witness and certify the early weigh-in. Teams are responsible for passing along the information to the appropriate head coaches of the players involved in the early weigh-in and the results. Names of the respective players and the results should be exchanged by both programs;
 9. If a player makes weight at the early weigh-in, they DO NOT have to weigh in again with the rest of the players;
 10. In the event that a program has a team that is playing on a different field than the other squads, they may contact a representative of the team at the field where the odd team is playing and make arrangements to have a coach or coordinator of the visiting program at that field to certify their players early weigh-in results (i.e. If Team A is playing at Team B, but Team A's varsity squad is playing at Team C's field, they can make arrangements with Team C or D to have their varsity players attend the weigh-in at Team C's field and assign a designated representative from that program to observe the weigh-in.)
 11. Coordinators or Coaches should work directly with each other prior to game day in order to facilitate the smooth operation of the Early Weigh In process and in the best interests of the players involved so that maximum game participation can be achieved.
2. Participation
- a. A player can only play for one team (Bandit, Pony, Reserve or Varsity) per day. Any roster changes must be submitted to league Board prior to the third game of the season. At the start of third game of the season, all rosters are final through the remainder of the season and playoffs. During the first two weeks of the regular season, overweight players can either practice with their age group team while trying to lose weight or play up. (Coaches should limit contact of overweight players if they are practicing with their age group.)

b. Prior to the beginning of the 3rd week of games, all rosters must be final and turned into the league Board. At this time, overweight players must choose which team they will be with for the remainder of the season. If a player is overweight for his age group and wishes to move up, the change must be before the roster is final (start of game #3). Players who have started the season playing up due to weight may also move down during this 3 week period. Any changes/additions, etc. to the roster after the 3rd game must be approved by the Board.

i. THE GCYL CONFERENCE IS A COMPETITIVE FOOTBALL CONFERENCE.
THERE IS NO GUARANTEE OF PLAYING TIME.

3. Roster and Contract

a. Each team will receive a roster of players that were in their program during either of the last two years. All the players on these rosters will only have to fill out a release form to be eligible to play. If a program wants to add any player not on these rosters, the player must go to the GCYL web site and fill out a new player registration form in order for the league to determine whether or not this player is eligible.

b. All rosters must be submitted on the standard form provided by the league. Any roster sent in any other format will not be accepted. All rosters must be submitted by July 1st. Players may be added to the roster until the third game of the season; however any additions to the roster after July 1st must be made on the GCYL website. The league must approve all players that are added or registered on the web site.

New Player Registration for 2015 Season EXAMPLE (online questionnaire)

Players Name: John Doe

What Parish do you belong to?:

St. PIOX GCYL Program Name:

St. Jude Level of play / participation:

Varsity

Family Email Address:

ron.k@fuse.net

Phone Number:

5125555555

What School did you attend in 2014?:

Dulles

What School will you attend in 2015?:

St. Jude

Who did you play football for in 2014?:

Highlanders

Players Age?: 12/29/CCCC

If you played for a different team or attended a different school in 2014 compared to 2013, why did the change occur?: Family Move to Area

c. 3rd grade players will not be required to register on the GCYL website per the above rule.

d. The Governance committee and EC will review all "new" players for eligibility and affiliation.

- e. A player not enrolled in the school or registered with the parish can *petition the governance committee pending the signature of the parish pastor* or the player will not be eligible.

Each team's roster must include all coaches listing names and phone numbers on the team roster form. **THIS RULE WILL BE STRICTLY ENFORCED.**

- a. Any changes in the roster must be submitted in writing to the league Board before any player's eligibility to play will be considered.
- b. Additions to the roster may only be made prior to the third (3rd) scheduled Saturday of the season.
- c. Any team having a player or players that are ineligible due to age and or school affiliation will face disciplinary action up to and including forfeit of games from the league. The league will hold a meeting to discuss the roster violation to determine the appropriate penalty. In most cases, forfeiture of all games in which the illegal player participated will be imposed. All voting Program members minus the team involved will vote on the appropriate action.

V. PLAYING RULES: FEDERATION RULES PREVAIL

All coaches and players must remain inside the coaching areas, no further than the 25 yard line in each direction. COACHES MUST STAY OFF THE FIELD EXCEPT DURING TIME OUTS OR INJURIES.

1. There will be no limit to substitutions.
2. All teams will play four 8-minute stop and go quarters.
3. All divisions will be allowed three (3) time outs per half. Time outs not used in the first half cannot be carried over to the second half. Two coaches from each team may join the team on the field regardless of which team called the time out. Water will be made available to both teams during an injury time out at the time of the injury.



4. **The Elimination of Kickoffs on all levels in the GCYL for 2016 and beyond.**
After a score and try, the football is awarded to the opposing team at the 35 yard line for all levels. In the event of a safety, the football is awarded to the opposing team 25 yards beyond what normally would be the "kicking" team's 20 yard line, which would be the 45 yard line. The opposing team would snap the ball at the +45 yard line (they only have 45 yards to score). *Voted in 3/2016*
5. **OVERTIME**
Regular season overtime shall consist of one period. One period constitutes each team possessing the ball for one offensive possession. The ball will be placed at the 10 yard line and the offensive team shall have 4 attempts to score. Each team will be provided 1 attempt from the 3 yard line for extra point conversion. If the score remains tied after one period, the game will end in a tie.

Playoff overtime shall consist of multiple periods until the score dictates a winner.

Overtime shall begin immediately after the scheduled contest. Officials will allow 1 minute between the regular contest and subsequent periods in playoff overtime. A coin flip will decide possession and direction of play. The winner of the coin toss shall have first choice of possession or direction of play. Direction of play shall not change in an overtime period. Each additional period in play off overtime will allow the choice of possession or direction of play to switch between teams.

6. An unlimited number of captains are permitted on the field for the coin toss.
7. Pony Division Free Punts
 - a. No player on the punting team (offense) or the receiving team (defense) may enter the neutral zone until the ball is kicked. No player on the punting team may release downfield until the ball is kicked. There will be no release by the punting team and no movement by the receiving team linemen until the ball is kicked.
 - b. A player on the punting team (offense) must notify officials whether or not a free punt will be executed prior to the 4th down play. Upon notification of the official, no play other than the free punt may be executed unless the punting team calls a time out. The punting team must notify the official immediately at the time the time-out is called that they do not want to punt and will run a play from scrimmage. The offensive team cannot punt the ball unless they have notified the official of a free punt. They must run a play from scrimmage.
 - c. The official, upon notification by a player on the punting team (offense) of a free punt, will immediately stop the game clock and will not restart the clock until the ball is KICKED.
 - d. The receiving team (defense) must have at least 7 players on the line of scrimmage for the free punt.
 - e. The punting team (offense) must have at least 7 players on the line of scrimmage. The punting team (offense) must have at least 7 players on the line of scrimmage with a maximum of one (1) yard splits between each player on the line of scrimmage.
 - f. The ball must be snapped directly from the center to the kicker, who must be positioned at least 5 yards behind the center. When a bad snap or fumble by the kicker occurs, the kicker must punt the ball from the point where he gains possession taking no more than the normal punting steps (maximum 3 steps) from the point of possession.
 - g. All Federation rules not listed in this section will apply on free punt plays.
8. Bandit rules: Handout will be made at Bandit meeting to be held prior to the commencement of each season.
9. Official can institute a running clock in regular season contests after notifying both head coaches. The running clock can only be applied in the second half when a score is in excess of 30 point differential. Running clock shall not apply for injuries, timeouts or change of possession.

VI. EQUIPMENT

- 1. All players will be required to wear a mouth guard, shoulder pads, helmet with face mask, football pants, jersey with numbers front and back, thigh pads, kneepads, and hip pads.**
- 2. Pony and Reserve players will be permitted to wear molded cleat football or soccer shoes or gym shoes. No street shoes will be allowed. Varsity players will be permitted to wear regulation football shoes, as prescribed in Federation rules, or the shoes mentioned above. No metal tip or metal cleats of any kind will be allowed.**
- 3. All teams must only use one of the officially approved league balls described below. All footballs noted below must be “traditional leather”. “Composite Leather” is not an approved football.**

	RAWLINGS	RAWLINGS	WILSON	WILSON
7/8 Varsity Youth	ST5 YB	PRO5 YB	TDY GST	TDY
5/6 Reserve Junior	ST5 JB	PRO5 JRB	TDJ GST	TDJ
3/4 Pony Pee Wee	ST5 PWB	PRO5 PWB	K2 GST	K2
Bandit	ST5 PWB	PRO5 PWB	K2 GST	K2

- 4. All jerseys must be numbered front and back. (if any team does not meet this criteria they will be grandfathered in until such time that they replenish or replace jerseys)**

VII. GAME TIMES

Games will be played on Saturday or Sunday. Each participating program will provide specific game day and time information to the league on a yearly basis. All games must be played on the designated time and location as outlined by the league schedule. Any deviation of the schedule must have prior approval of the league executive committee members.

VIII. POSTPONED GAMES

- 1. Games will be played at the time set up by league VP and President with the approval of the coaches.**
- 2. Teams that fail to make up postponed games prior to the playoffs will be ineligible for post-season play.**
- 3. All postponed games must be played within 72 hours from date of postponement.**
- 4. Any postponed game scheduled and not made up will result in a loss. If the league officers determine that one of the teams from a postponed game is earnestly trying to schedule and play the game and other team is trying to**

avoid the game, the team trying to avoid the game may be assessed with a forfeit.

IX. PROTESTS

No game protests will be allowed. This is consistent with OHSAA guidelines. All rulings on the field are final. Only player eligibility may be protested by the designated program coordinator.

X. LEAGUE STANDINGS

1. Both teams must report the scores of all games to the designated league official within 24 hours of game time.

XI. HOME TEAM RESPONSIBILITIES

1. The home team must supply chains, down markers, marked coaching areas (25-25) and yard markers.
2. The entire perimeter of the field should be roped off from end zone to end zone; 10 yards back from the playing field, where feasible.
3. Each team is responsible for crowd control on their side of the field, including ensuring that spectators are at a safe distance away from the sidelines.
4. Coordinators can have fans removed from the game site due to inappropriate behavior.
5. Officials will be paid in accordance with procedures determined by the league.
6. Home team shall be responsible for supplying chain crew volunteers and clock operator.
*** Game officials have the discretion to keep time on the field should concerns arise regarding clock operations. This choice is at the sole discretion of the game officials.
7. Overall game day guidelines would be reviewed by each member program as outlined on our league form posted on the website.

XII. DIVISIONS (See Structure Tab)

XIII. SCHEDULE (See Structure Tab)

XVI. Playoff and Regular Season considerations: (See Structure Tab)

XVII. CANCELLATIONS

1. When severe weather conditions exist at a particular site, the game may be cancelled and rescheduled by the involved coordinators with the consent of

the referee. If all games at particular site need to be cancelled due to field conditions or other circumstances, league officials must be involved in the process. The league VP and President will help reschedule the game. Once a game has begun the referee can postpone or cancel the game due to unsafe weather conditions.

XVIII. GAME DAY COMPLIANCE EXPECTATIONS - SCOUTING

Coaches and parents may attend any GCYL game during the preseason, regular season, or post-season/playoffs. But no recording of any kind of information regarding teams other than your own is permitted. This includes film, video, cell phones recording, handwritten or electronic note taking, pictures, or computers. Anything other than personal memory is prohibited. Attendance to observe practices of any GCYL team other than one's own program is absolutely prohibited. Any violation of the scouting rule will result in the program associated with the person violating the rule to be penalized, including suspension of coaches, depending upon the severity of the violation. Such penalty will be determined by the appropriate committee or EC, except the alleged offending member.

XIX. PRACTICE START DATES & PRESEASON CONDITIONING / WORKOUTS

- 1. There shall be no interaction by the coaching staff or any others that are part of the football program prior to the 30 days before the first regular season scheduled game. This prohibition includes conditioning camps run by former players. Every player must have a minimum of 3 days acclimation / conditioning with their respective team / program in helmets only prior to practicing in full equipment. The 3 day acclimation / condition period commences with the beginning of the approved practice start date. The only exception would be to hand out equipment. Two a day practices are prohibited.**

REVISED: May 21, 2016 governance committee

Addendum (A)

Founding Teams and their 2016 combinations:

Program	Combination / mergers
All Saints	St. Vincent /Good Shepherd
Covington Catholic	St. Pius/All Saints/St. Agnes/Blessed Sacrament/St. Joe's/Mary QofH/IHM/St. Paul /St. Timothy/St. Thomas/ St. Henry/ St. Cecilia/ Prince of Peace - KY
CPS / ST. Marys	Cardinal Paccelli, St. Mary's, Ursula Villa, St Frances De Sales
Guardian Angels	St. John Fisher / St. Rose - (SVTM combined 1 level for 2016)
IHM	Single parish / school
Lourdes	St Martins / St Catherine's
Queen of Peace	St. Joseph's / St. Aloysius / St. Julie Billiard - Hamilton
SMOY	St Phillips Morrow
St. Ann/Sacred Heart	St. Peter in Chains - Hamilton /Sacred Heart
St. Antoninus	Single parish / school
St. Columban	Single parish / school
St. Dominic	St. Teresa/ St Al's on the Ohio/ Corryville Catholic
St. Gertrude/SASEAS	St. Ann Eliz. Seton/ St Andrew/ St Louis/ St. Phillip the Apostle
St. Ignatius	Single parish / school
St. James	OLG, Assumption/ Little Flower/ St Anns/ St Margaret Mary/St. Barts / St. Vivian / St. James Wyoming/ Annunciation/ Our Lady of the Rosary/St Boniface/ St Clare/ St Francis Sariff
St. Johns DR	Corpus Christi / St John Harrison/ St. Bernard / St. John Neumann
St. Jude	St. Al's Bridgetown
St. Michaels	St. Gabriel Cons. School / Mother Teresa school only / St. John West Chester / St. Max
St. Nicholas	Holy Trinity / St. Johns DP / Nativity / St. Cecilia / St. Clements / St Peter & Paul
St. Susanna	Single parish / school
St. Williams	Holy Family , St. Lawrence, Resurrection
Summit Country Day	St. Joesph
Veronica / Thomas More	Veronica / St Bernadette / Thomas More (Combined with GA in 2015)
Victory	Single parish / school
Visitation	Single parish / school