

2024
NORTH CENTRAL TEXAS PEE WEE
FOOTBALL ASSOCIATION
BY-LAWS and RULES
(Effective May 29, 2024)

PLAYER CERTIFICATION & WEIGH-IN DATE
SATURDAY, AUGUST 17, 2024

MAKE UP PLAYER CERTIFICATION & WEIGH-IN DATE
SUNDAY, AUGUST 25, 2024

FIRST GAME DATE
SATURDAY, SEPTEMBER 7, 2024

RE-WEIGH DATE
SUNDAY, NOVEMBER 3, 2024

WEEK 1 PLAYOFF GAMES
SATURDAY, NOVEMBER 9, 2024

NCT SUPER BOWL GAMES
LOCATION TO BE DETERMINED
SATURDAY, NOVEMBER 23, 2024

(Revised 07/22/2024)



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**2024 NORTH CENTRAL TEXAS PEE WEE FOOTBALL ASSOCIATION
Board of Directors, Officers, TASO Official & Advisory Board**

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North Central Texas Pee Wee Football Association 2024 By-Laws & Rules

ARTICLE I -- NAME

Section 1
Section 2

The name of this entity is the “North Central Texas Pee Wee Football Association”
The North Central Texas Pee Wee Football Association may be referred to herein, and
in general usage as NCT.

ARTICLE II -- PURPOSE

Section 1

The purpose and goals of NCT are:
(A) To teach the fundamentals of football.
(B) To develop good character within each player.
(C) To create a healthy competitive spirit among the players.
(D) To ensure the safety of each player.

ARTICLE III -- ORGANIZATIONAL STRUCTURE

Section 1
Section 2

The period of duration for NCT is perpetual.
NCT is a nonprofit corporation organized exclusively for such purposes that
qualify NCT as an exempt organization under section 501(c)3 of the Internal
Revenue Code, or corresponding section of any future federal tax code.

Section 3

No part of any net earnings that NCT shall inure to the benefit of, or be distributable to
its members, trustees, officers, or other private persons, except that NCT shall be
authorized and empowered to pay reasonable compensation for services rendered and
to make payments and distributions in furtherance of the purposes set forth in the NCT
By-Laws and Rules. No substantial part of the activities of NCT shall be the carrying
on of propaganda, or otherwise attempting to influence legislation, and NCT shall not
participate in or intervene in (including the publishing or distribution of statements) any
political campaign on behalf of or in opposition to any candidate for public office.
Notwithstanding any other provision on (a) by a corporation exempt from federal
income tax under section 501(c)(3) of the Internal Revenue Code, or the corresponding
section of any future tax code, or (b) by a corporation, contributions to which are
deductible under section 170(c)(2) of the Internal Revenue Code, or the corresponding
section of any future federal tax codes. Moreover, notwithstanding any other provision
of these By-Laws, this corporation shall not, except to an insubstantial degree, engage
in any activities or exercise any powers that are not in furtherance of the purposes of
this corporation.

Section 4
Section 5

Fiscal Year: The fiscal year shall be the calendar year.
Indemnification: This corporation does hereby save and hold harmless and
indemnify the officers and directors of the Association to the fullest extent allowed by
law while acting reasonable within the scope of their capacity as an officer. This
indemnification shall be considered to act secondarily and in excess to any coverage
afforded to any officer under any validity collectible insurance policy from any source.

Section 6

Dissolution: Upon the dissolution of NCT, assets shall be distributed for one or more
exempt purposes within the meaning of section 501 (c)(3) of the Internal Revenue
Code, or the corresponding section of any future federal tax code, or shall be distributed
to the federal government, or to a state or local government, for a public purpose.

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Any such assets not so disposed of shall be disposed of by a Court of Competent Jurisdiction of the country in which the principal office of the corporation is then located, exclusively for such purposes or to such organization or organizations, as said Court shall determine, which are organized and operated exclusively for such purposes.

ARTICLE IV -- MEMBERSHIP

- Section 1** NCT membership is open to non-profit organizations that can field one or more football teams in each division. Application for membership in NCT must be in writing and presented for discussion. Applications must be submitted by the June meeting. The vote to accept or decline an application will take place at the meeting, or electronically if time is of the essence, pending a 30-day investigation period of applicant. All new members are on a one-year probationary status with no voting rights. During this probationary period, new members can be removed from NCT without cause.
- Section 2** Annual Membership Fees – Each member association of NCT will pay an annual non-refundable fee of \$100.00 per team (flag & tackle) along with an additional \$125 per team Film Fee (tackle only and film licensing may be subject to change). All fees are payable no later than the NCT first August meeting. Any town that does not pay their association team fees and film fees by the specified deadline shall forfeit their association's rights to host or participate in the NCT playoffs for that year.
- Section 3** Any expenses incurred by NCT shall be equally shared by all active member associations of NCT.

ARTICLE V – BACKGROUND CHECKS

- Section 1** It is the goal of the North Central Texas Pee Wee Football Association (NCT) to ensure the safety of the children that participate in all NCT football activities. The coaches, directors, officers of each NCT member organization and the NCT Officers will be of good character and exhibit behavior that ensures child safety.
- (A) NCT Representatives shall select an independent company to conduct background checks of all coaches, directors, officers and cheerleader coaches. NCT Representatives will report results of each association only to Town Representative. All background checks shall go back a minimum of sixty (60) month period for review.
- (B) Each member association shall monitor their volunteers' behavior to ensure that this goal is attained. Each member association shall discipline or remove any person whose behavior or background is inconsistent with this goal.
- (C) If a Town Representative or NCT Representative is made aware of a situation in which the safety of a child is at risk or may be at risk, a NCT Representative must be notified so that the appropriate action may be taken to protect the child.
- (D) If the member association fails to act in the appropriate manner and allows a coach who failed to pass or submit a Background Check form, the Head Coach of the team shall be banned for the remainder of the season and the following year. NCT Executive Board shall also be authorized to take the disciplinary action that they deem appropriate against the individual or member organization, up to and including removal, banning, forfeiture of games and disassociation.
- (E) Any person convicted of or accepting deferred adjudication for an alcohol related offense within the past twelve months may not transport any NCT participants other than their own children.
- (F) Any person convicted of or accepting deferred adjudication for a first DWI or misdemeanor within the past thirty-six months may not transport any NCT participants other than their own children.

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(G) Any person convicted of or accepting deferred adjudication for a second DWI, a misdemeanor for illicit or illegal drugs, assault or a felony within the past sixty months may not participate in any NCT activities other than being a spectator.

(H) Any person convicted of, on probation for, or accepting deferred sentencing for any felony charges including assault, domestic violence related offense, sexual offense, injury to a child or child related offense from the time that he or she was seventeen years of age until the present time may not participate in any NCT activities other than being a spectator.

(I) Member organizations shall pay the following for background checks: \$25 per application received before/on the day of the annual NCT coaches meeting. (*7on7 & Tackle*) and \$35 per application received after the annual NCT coaches meeting. (*7on7 & Tackle*).

(J) Failure to disclose information on a Background Check Form is grounds for denial.

(K) If a person's background check application is denied, they shall **NOT** be allowed to appeal the denial. Any coaches that were able to have their denials overturned within the last 24 months will be allowed to participate as an approved NCT volunteer.

(L) If any person is found to be a threat based on past or current behavior, to the safety of the children, spectators or coaches or their main purpose is the disruption of games and safety of the participants may be removed from any NCT and member association activity by a majority vote of the NCT Board of Directors. This shall be enforced by each association and upheld for the remainder of that season or a specified time voted on by the Directors.

ARTICLE VI – OFFICERS/EXECUTIVE COMMITTEE

Section 1

The Officers of NCT shall consist of the President, Vice President, Secretary, Treasurer and Rules Chairman. The Officers shall be non-voting members of the Board of Directors. No two offices may be held by the same person.

Section 2

Elections of Officers for each season will be held by the Board of Directors during the last meeting of the year preceding the year in which Officers shall serve.

Section 3

If the office of President becomes vacant the Vice President shall assume the duties for the remainder of the elected term. If the offices of the Vice President, Secretary, Treasurer, or Rules Chairman become vacant the Board of Directors shall appoint a replacement to serve for the remainder of the elected term.

Section 4

Duties of the Officers:

(A) The **President** shall be the principle executive officer of NCT and subject to control of the Board of Directors. He shall determine the location and time of all NCT meetings and instruct the Secretary to notify the Board of Directors and Officers. President shall preside at all meetings, call special meetings, establish the meeting agendas as needed and shall perform all other duties of the office as necessary.

(B) The **Vice President** shall perform such duties from time to time that may be assigned to him/her by the President. In the President's absence, or in the event of his/her inability or refusal to act, the Vice President shall perform the duties of the President and shall be subject to the control of the Board of Directors.

(C) The **Secretary** shall have custody of the NCT By-Laws & Rules. He/she shall be responsible for maintaining the NCT official meeting minutes, collecting all NCT member association annual forms and all other related information. He/she shall be responsible for the NCT official rosters and player certifications documents each season. He/she shall coordinate all official NCT correspondence and notices as required to per the NCT By-Laws.

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(D) The **Treasurer** shall have custody of the NCT Checkbook, and all other corporate and financial records of NCT. He/she shall receive and disburse all funds with the approval of the NCT Board of Directors. He/she shall keep an accurate record of all funds received and disbursed and shall submit a financial report at all NCT Board of Directors meetings. He/she shall be responsible for corresponding with government agencies and filing any required reports. He/she shall transmit all corporate and financial records to any person elected to succeed him/her.

(E) The **Chairman of Rules** shall be responsible for reviewing the NCT By-Laws & Rules with the Board of Directors during the first quarter of each year. He is responsible for assisting the Board of Directors in interpreting the NCT By-Laws & Rules. After July 1st through the end of the football season the Rules Chairman and the Officers are responsible for making all rules interpretations.

Section 5

Executive Committee:

(A) The Executive Committee shall be composed of the President, Vice President, Secretary, Treasurer and Rules Chairman.

(B) The Executive Committee shall establish the policies and procedures to ensure that the By-Laws and Rules passed by the Board are implemented and followed.

(C) The Executive Committee shall determine and enforce the penalties established by the Board for violations of any Article, Section, Rule or Procedure.

(D) A 2/3 vote of the Board is required to annul or reverse a decision of the Executive Committee. In order to call for a 2/3 vote, two-thirds plus one of the total number of Board members must be present.

Section 6

NCT Commissioners:

(A) The Executive Committee shall be granted the authority to appoint League Commissioners to oversee NCT duties and events during the season.

(B) The appointment of any commissioner will require a majority approval of the Executive Committee before it may become official.

(C) The NCT Commissioners shall be a non-voting position with NCT.

(D) The **Scheduling Commissioner** shall be responsible for coordination and production of the official NCT Game Schedule, Conference Format and Playoff Format each season. He/she shall gather all necessary information such as hosting sites and scheduling requests from member associations to produce a preliminary draft that shall be submitted to the Executive Committee. With approval from Executive Committee, He/she shall submit this information in a final written format before the NCT Board of Directors for approval at the appropriate meetings as scheduled by the NCT Secretary.

(E) The **Certifications Commissioner** shall be responsible for the development, organization and coordination of the annual NCT Player Certification events as scheduled by the NCT Secretary. These duties include the finding a suitable hosting location, preparation and testing of the official scales and schedule. He/she shall work with the Secretary and Webmaster to ensure that NCT certifications become an online event. He/she shall coordinate with the Secretary and Rules Chairman regarding creation of any and all forms for certification and verification process.

He/she shall provide all information to the NCT Board of Directors as requested by the NCT Secretary at the appropriate meetings.

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(F) The **Game Film Commissioner(s)** shall be responsible for all Game Film related activities involved with NCT. He/she shall coordinate with Qwikcut to ensure all NCT teams have been properly created and setup prior to the start of each season. He/she shall prepare and distribute the official NCT Game Film Rules and Requirements to all member associations. He/she shall coordinate with all towns to ensure all game film is in accordance with NCT requirements and acceptable. He/she shall be responsible for communicating with member associations to confirm uploads are completed in a timely manner. He/she shall be responsible for providing written violation reports to the NCT Executive Committee if any member association violates the game film rules and requirements. The NCT Executive Committee will be responsible for issuing violations regarding game film to the towns.

(G) The **Webmaster/Social Media Commissioner** shall be responsible for all content on the NCT website and social media pages. He/she shall be responsible for creation, maintenance and updating of information and content on the NCT website and social media pages. He/she shall coordinate with the member associations to gather necessary information along with scores to all NCT games and update weekly standings. He/she shall coordinate with the NCT Secretary to ensure all necessary information and details regarding NCT events are provided on the website and social media regularly. He/she shall work to create sponsorship opportunities that will be featured on the NCT website and social media.

(H) The **Officials Commissioner** shall be responsible for coordinating with the Head Officials to ensure all NCT games have officials available and scheduled. He/she shall communicate with all officials the NCT By-Laws and Rules and work with all officiating crews to make sure they are understood and followed. He/she shall be responsible for addressing any complaints regarding officiating or any complaints the crews may be submitting regarding towns, coaches, players, etc... He/she shall submit any concerns to the NCT Executive Committee in writing that they need to be made aware. The Executive Committee will review those concerns and address those as deemed necessary by the Committee.

(I) The **Fundraising Commissioner** shall be responsible for creating a business network that is interested in partnerships with NCT. He/she shall be responsible for creating new partnership opportunities that promote NCT and the local businesses within NCT towns. He/she shall be responsible for the design and development of marketing materials and promotional activities that will generate interest from potential sponsors to help produce donations to the league. He/she shall be responsible for maintaining all necessary records regarding their responsibilities and coordinate with the NCT Secretary and Treasurer on sponsorships and donations.

(J) The Executive Committee will reserve the right to remove any individual appointed to a NCT commissioner position with a majority vote by the officers of the Executive Committee.

ARTICLE VII – BOARD OF DIRECTORS

Section 1

NCT shall be managed by a Board of Directors. Each active member organization shall appoint one (1) individual to the NCT Board of Directors. The appointed member of the NCT Board of Directors shall be referred to as a Town Representative. The term of each Town Representative shall be determined by each member organization for their respective seat on the NCT Board of Directors, and until a successor is elected, or appointed and qualified. An individual may not be both a Town Representative and NCT Officer at the same time.

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Section 2 Each member organization shall have only one vote (regardless of the number of teams) on all matters relating to NCT. There will be no proxy vote. An alternative Town Representative shall be allowed to vote with a signed letter providing authority from the recognized Town Representative.

Section 3 The Board of Directors shall elect the Officers of the Executive Committee.

Section 4 The Board of Directors shall have authority over all matters of NCT and shall write and/or amend the By-Laws and Rules and Regulations.

Section 5 Any suggested By-Law or Rules changes must be made for the Board’s consideration before the start of the season. No changes shall be made after July 1st of that season.

Section 6 The Corporation may have up to ten (10) advisory board members. Advisory board members serve only in an advisory capacity without vote or other formal authority over the affairs of the Corporation. Advisory Board Members shall be notified of all meetings of the Corporation but are not required to attend. Advisory board members shall be elected for one-year terms or for the terms of the remainder of the current year.

ARTICLE VIII -- MEETINGS

Section 1 There shall be a Board of Directors meeting in the 1st Quarter of each year. The purpose of the meeting is to discuss the coming year’s activities, problems with the previous year activities, review applications for membership in NCT, and any proposed changes to the By-Laws and Rules.

Section 2 A quorum of the Board of Directors meeting is required to conduct any official NCT business. Any and all changes, revisions or proposals to the annual By-Laws and Rules must be presented to the Board of Directors of NCT for final approval.

Section 3 The location and time of all NCT meetings shall be agreed upon by the Executive Committee Representatives.

Section 4 Notice of meetings shall be given by written notice, e-mail, telephone, or in person by the NCT Executive Committee at least seven (7) days prior to the date of the meeting. Meeting Minutes shall be distributed to member associations by either paper or electronic copy for the approval at NCT meetings. Delivery method shall be at the discretion of the NCT Executive Board unless otherwise requested by a member association.

ARTICLE IX -- GATE ADMISSION

Section 1 Each Member Organization shall be allowed to collect gate fees for all NCT games. These gate fees include NCT 7on7 Season. Gate fees shall be determined annually, and the charge shall be based on the towns’ associated costs for hosting in 2024.

Section 2 **Single tickets shall be sold for:**
(A) ADULTS (18 and older)----- \$8.00 (max)
(B) SENIORS (60 years of age or older) -----\$5.00 (max)
(C) CHILDREN & STUDENTS (17 & Under)----- No Charge

Section 3 The income gained from gate sales less the payment for game officials shall go to the hosting Member Association.

Section 4 Consolation/Playoff Game Tickets. The Member Association hosting the Consolation/Playoff/Championship Game Series shall be responsible for selling Game Tickets for that day. All the income from the ticket sales less the payment for the game officials shall go to hosting Member Association.

Consolation/Playoff/Championship tickets shall be sold for:

- (A) ADULTS-----\$8.00 (max)
- (B) Seniors (60 Years of age or older) -----\$5.00 (max)
- (C) CHILDREN & STUDENTS (Grade 1 thru 12) ----- No Charge

Section 5 Championship/Super Bowl Game Tickets. The Member Association hosting the Championship/Super Bowl Game Series shall be responsible for selling Game Tickets for that day. All the income from the ticket sales less the payment for the game officials shall go to hosting Member Association. **Championship/Super Bowl tickets sold for:**

- (A) ADULTS-----\$10.00
- (B) CHILDREN & STUDENTS (Grade 1 thru 12) ----- No Charge

ARTICLE X -- LEAGUE

Section 1 STRUCTURE Active Member Associations of NCT:

- (A) Aledo Youth Football and Cheer
- (B) Azle Youth Sports Association
- (C) Brock Youth Football Association
- (D) Granbury Youth Football
- (E) Mineral Wells Youth Sports Association
- (F) Springtown Lions Club
- (G) White Settlement Youth Football Association

Section 2 ANY AMENDMENT TO ARTICLE XI – DIVISIONS - REQUIRES A 100% VOTE OF A QUARUM IN SUPPORT OF THE MOTIONED AMENDMENT.

ARTICLE XI – DIVISIONS

Section 1 NCT shall consist of (5) Tackle Football Divisions and (2) Flag Division. Age divisions are based on the age of the player as of September 1st of the current season. Each division shall maintain an age cap consistent with UIL guidelines.

Section 2 The 6th Grade Division teams shall meet the following requirements:
(A) Each player may not be older than 12 years old on or before September 1st in the year of the upcoming season. No seventh (7th) grade players will be allowed.
(B) Any player that weighs more than 125 pounds (in shorts) at the time of the weigh-in shall be classified as a Restricted Player.

Section 3 The 10U/11U Age Division teams shall meet the following requirements:
(A) Each player may not be older than 11 years old on or before September 1st in the year of the upcoming season.
(B) Any player that weighs more than 115 pounds (in shorts) at the time of the weigh-in shall be classified as a Restricted Player.
(C) 6th Graders are NOT allowed in this division regardless of age.

Section 4 The 9U Age Division teams shall meet the following requirements:
(A) Each player may not be older than 9 years old on or before September 1st in the year of the upcoming season.
(B) Any player that weighs more than 100 pounds (in shorts) at the time of the weigh-in shall be classified as a Restricted Player.

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Section 5 The **8U Age Division** teams shall meet the following requirements:
(A) Each player **may not be older than 8 years old on or before September 1st** in the year of the upcoming season.

(B) Any player that **weighs more than 90 pounds** (in shorts) at the time of the weigh-in shall be classified as a **Restricted Player**.

Section 6 The **7U Age Division** teams shall meet the following requirements:

(A) Each player **may not be older than 7 years old on or before September 1st** in the year of the upcoming season.

(B) Any player that **weighs more than 80 pounds** (in shorts) at the time of the weigh-in shall be classified as a **Restricted Player**.

Section 7 The **6U Flag Football Division** teams shall meet the following requirements:

(A) Each player **may not be older than 6 years old on or before September 1st** in the year of the upcoming season.

(B) All players in the Flag Division must be enrolled in Pre-Kindergarten or Kindergarten to participate in the Flag Division.

Section 8 The **5U Flag Football Division** teams shall meet the following requirements:

(A) Each player **may not be older than 5 years old on or before September 1st** in the year of the upcoming season.

(B) All players in the Flag Division must be enrolled in Pre-Kindergarten or Kindergarten to participate in the Flag Division.

Section 9 All players have the option of removing clothing except for shorts prior to weigh-in.

Once a player is on the scale, the weight displayed will be considered official weight.

Player will not have the option to remove further clothing. Player does have the option to verify weight on another scale, in identical clothing. Lowest registered weight displayed between the two scales will be considered the official weight for the season.

ARTICLE XII - SCHEDULES & GAME SITES

Section 1 All regular season and playoff schedules shall be determined by the NCT Executive Committee.

Section 2 There shall be at least an 7-game schedule plus a Playoff/ Championship Game Series. Any town having a problem getting a field after the schedule is set must go to the other town to play, if possible, or accept the decision of the NCT Executive Committee. **NCT Executive Committee must receive notification by 8 PM Thursday prior to game time**. The Executive Committee will decide the outcome; reschedule, declare forfeit, etc.

Section 4 The NCT football season is from August 1 through December 31.

Section 5 All member associations are responsible for providing law enforcement officers at locations.

(A) Each member association will have one (1) board member designated as the association's Security Coordinator.

(B) Each member association will have at least one (1) board member or Law Enforcement Officer on site at its events that will be identifiable as a person(s) responsible for the event's security.

Section 6 All member associations will monitor the Heat Index when hosting NCT games and events by using WBGT guidelines defined in Article XXVII Section 6.

Section 7 All NCT Hosting Sites will be required to film each NCT game that is scheduled at that site for that day.

(A) Hosting Associations will be responsible for providing the necessary HD camera, SD cards, batteries and other equipment needed to film all games scheduled that day.

(B) Hosting Associations will be responsible for providing a volunteer or other individual to film all games that day.

(C) Each Hosting Association will be responsible for uploading all game film from games scheduled at their site that day. All game film must be uploaded no later than 10:00pm the Sunday following the scheduled games.

(D) Any association that fails to have all game film uploaded by the Sunday deadline or found in violation of failing to capture quality game film, that association shall be fined \$25.00 per game film violation and lose game film privileges for one week.

(E) If the same association fails to upload game film by the Sunday deadline or is found in violation of failing to capture quality game film shall per NCT film requirements for a second time, that association will be fined \$50.00 per violation and lose game film privileges for two weeks.

(F) If the same association fails to upload game film by the Sunday deadline or found in violation of failing to capture quality game film for a third time, that association will be fined \$100.00 per game film that is not loaded, the association will lose game film privileges for the remainder of the season and will forfeit the opportunity to host any NCT playoff games that same season.

Section 8 The use of any type of pneumatic air horns being used in the stands (*home or visitor*) during any NCT games or other events is prohibited. Any violation of this rule may warrant expulsion from the location. Multiple violations of the rule may warrant an individual being banned from attending any NCT games or events for the remainder of that year.

Section 9 The use of Video Drones will be allowed for use at all NCT hosting locations with the written permission of the hosting town prior to the day of use. All operators of any drones must have completed and passed an NCT background check.

ARTICLE XIII -- CONSOLATION/PLAYOFF/CHAMPIONSHIP GAMES

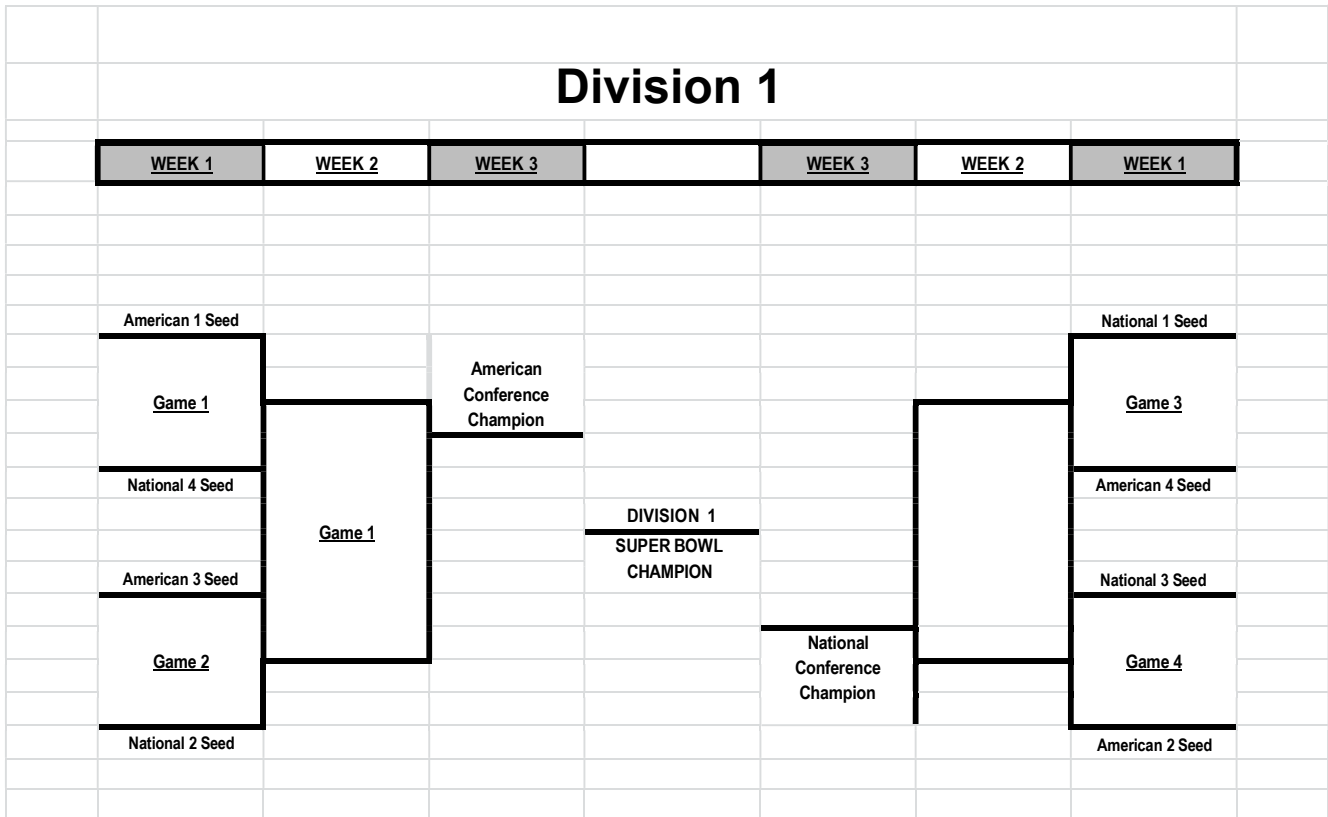
Section 1 The location of the Playoff/Championship Game Series shall be determined each year according to listed rotation of towns. The opportunity to host the Consolation/Playoff/Championship Game Series shall be rotated between all member associations of NCT. The Member Association that has first choice shall host the higher standing games. If that Member Association declines to host the Consolation/Playoff/Championship Game Series that year, the next Member Association listed in the table shall be given the opportunity to host the games. The Member Association that is determined to host the NCT Super Bowl games must have a venue with a turf field and access to separate home and away stands. The number of Towns hosting games shall be determined each year based upon the required games to be played. Teams from a Member Association that is hosting the

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games shall play at that location. If teams from Towns that are both hosting games are playing each other in the Consolation/Playoff/Championship Game Series, the team with the highest ranking in the Standings shall host the game. If both teams have the same ranking in the Standings a coin toss shall determine which shall be the home team. If a town is hosting Consolation/Playoff/Championship Game games its teams will be on the Home Team side. A coin toss shall determine which shall be the home team if teams from Towns that are both hosting games are to play in the Consolation/Playoff/Championship Game Series. If a new association joins the NCT, they shall be added to the end of the rotation table listing.

Section 2 **CONSOLATION/PLAYOFF/CHAMPIONSHIP HOSTING ROTATION**

Section 3 **CHAMPIONSHIP PLAYOFF BRACKET**



*****Overall Record will determine Playoff Seeding w/ Divisional Record being Tie-Breaker*****

ARTICLE XIV -- PARENTAL PERMISSION AND INSURANCE

Section 1 All players must supply written permission from their parent(s) or legal guardian(s) to participate in the NCT.

Section 2 Member associations are required to have a General Liability Insurance and Excess Accident Medical Insurance Plan. Players and cheerleaders for each association will be covered under this insurance plan.

(A) Insurance policies will be required to cover players and cheerleaders during a member association’s official organized practices, activities and games. All member associations will have coverage in place no later than the annual official start date of August 1st for each season.

(B) All member associations’ insurance policies are set up to coordinate with the family insurance policies of players. Family insurance policies shall be the primary carrier and any member association insurance coverage shall be secondary for any occurrence. This policy is considered usual and typical coverage for these activities.

(C) All bills that are not covered or paid by the family personal insurance policy or member association will be the responsibility of the family.

(D) Each member association is responsible for providing families with a claim form when requested and then verifying the information listed on the claim form is accurate and complete prior to submitting it to the insurance provider. A duplicate copy of each claim submitted must be sent to their Member Organization Secretary for record-keeping purposes.

**ARTICLE XV – PLAYER RESIDENCE REQUIREMENTS
& SPECIAL CONSIDERATIONS**

Section 1 Only players living in or attending schools in a Member Association’s school district, including private schools, can play for that Member Association’s teams. Sign-up forms shall specify the name of the school that the player attends, the name of the school district in which the player resides and be signed by a parent or legal guardian.

(A) **Live-In (LI)** - means that a **player lives in the school district** of the member association. *(Primary designation for most players)*

(B) **Attends (ATT)** - means that a player **does not live in the school district** of the member association, **but attends a school that is located in the district** of a member association.

(C) **Non-Resident Player (NRP)** – means a player that does not meet NCT’s Live-In or Attends requirements and does not reside within the boundaries of an NCT member association. An “NRP” will be eligible to play for any NCT Member Association. A Non-Resident Player will remain with the “NRP” designation for certification purposes unless that player moves into a member association district or attends a member association school. Teams will be prohibited from having more than twenty percent (20%) of their team rosters consist of Non-Resident Players (NRP). *(Decimal percentages will not be recognized.)*

(D) All “Returning Players” and “Special Consideration Players” shall be considered as an NRP if they do not meet NCT’s “Live-In” or “Attends” requirements of the association that they registered to play with this season.

(E) Flag Football Players will not be recognized as a returning player for any Member Association under NCT.

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Special Consideration Process

(A) Every Special Consideration request must be submitted on a **Special Consideration Form** and approved by the Town Representative of the Member Association the player resides in. Special Consideration must be presented and approved before the player is allowed to be Certified & Weighed In. All Special Considerations will be submitted for approval no later than the first NCT Certification & Weigh-in only on August 17th, 2024. Special Considerations Forms will not be allowed after August 18th, 2024.

(B) There is one type of Special Consideration: Residence Special Consideration

(C) A **Special Consideration** allows a child who does not “**Live-In**” or “**Attend**”, but does “**Live-In**” or “**Attend**” within another member association’s school district boundaries.

(1) Reason for request must be stated by the child’s parent/guardian and supporting documentation presented at the time of the request: proof of address and school district which the player attends (i.e., copies of utility bills, property tax statement, school letter).

(2) The **approval date** of the **Special Consideration Request must be stated on the Team Roster.**

(3) Once a **Special Consideration Request** has been approved it will be valid for as long as the player remains active in NCT and resides within the same school district. The player must continue to play for the Member Association that presented the **Special Consideration Request** unless the player moves to a different school district.

(D) A copy of the **Approved Special Consideration Form**, signed by a NCT Executive Committee Officer, **must be kept in the Coaches Book**; a copy of the form must also be kept by the Secretary of the Member Association.

(E) If a team is found to have one or more players that did not meet the residential requirements and for whom a Special Consideration was not approved, the offending team will not be allowed to participate in the NCT Playoffs. The next team listed below the offending team in the Standings will take the offending team’s playoff spot.

A player may not be added to the NCT Team Roster after the Player Certification & Weigh- In, if he/she met the “Live-In” or “Attends” requirements at the time the Player Certification & Weigh-In was conducted.

No player shall be refused to sign-up until 24 hours prior to the Player Certification & Weigh-In, except for physical reasons or if a member association declares an earlier sign-up cutoff date. No sign-ups may be made after the declared date unless approved as a Special Consideration.

No Wait List during open registration.

Penalties

(A) Any players who attempt to certify through non-compliance of any NCT Residency By-Law requirements will be prohibited from participating in NCT football activities for the current and following season.

Section 2

Section 3

Section 4

Section 5

Section 6

Any coach who attempts to forego the requirements as outlined by NCT residency requirements or who attempts to certify a player through fraudulent means (i.e. falsification of documents or providing false information) will be suspended from participating in NCT activities in any volunteer capacity and will be allowed to only

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be spectators at NCT events. Suspensions will be enforced immediately after NCT learns of a violation regardless of the amount of time from which the violation occurred.

(B) If a team is found to have one or more players that fraudulently certified after the start of the season, the offending team will not be allowed to participate in the NCT Playoffs for that year. The next team listed below the offending team in the standings shall take the offending team's spot in the playoffs.

(C) Advertising or conducting registration within another member association's boundaries is prohibited. Any Member Association found in violation of this will be declared ineligible to participate in the NCT Playoffs for the year in which the violation occurred.

ARTICLE XVI -- PLAYERS EQUIPMENT

Section 1

All players are required to wear helmets with an appropriate face mask and four-point chin guard, shoulder pads, and football pants equipped with a complete set of pads. All players must wear a full mouthpiece that is attached to the helmet or face mask, unless the mouthpiece is doctor prescribed. A letter from the doctor must be with player's photo in Team Book. No replaceable or metal cleats shall be allowed.

Section 2

Coaches are requested to inspect all equipment periodically throughout the season to make sure it is safe for competition.

Section 3

The game jerseys must have numbers on both the front and the back.

Section 4

Only last name and/or first initial shall be allowed on jerseys, as it appears on official roster. Advertising may be placed on the front or sleeves of jerseys.

ARTICLE XVII -- UNIFORM COLORS

Section 1

Uniform Design

(A) All jerseys must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. Jersey must be full-length and tucked into the pants or made even with the waistline. No other undergarment (e.g. t-shirts) shall extend below the waistline at the torso. It must cover all pads worn at or above the waist.

(B) Jerseys may not be taped or tied in any manner.

Section 2

Uniform Colors

(A) Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design.

(B) The visiting team shall wear white jerseys; however, the home team may wear white jerseys if the teams have agreed in writing before the season.

(C) If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied:

- i.** The home team has agreed in writing prior to the game; and
- ii.** The NCT Executive Board has certified that the jersey of the visiting team is of contrasting color.

(D) If on the kickoff at the start of each half, the visiting team wears a colored jersey in violation of conditions specified in Section 3, it is a foul for unsportsmanlike conduct.

(F) PENALTY – Administer penalty as a dead-ball foul, 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the PAT or the succeeding kickoff, at the option of the home team. In addition, officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of game if all the timeouts are used.

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(G) If a colored jersey contains white, it may appear only as an accent or outline of the other colored features in the uniform design. It may not be featured a primary color in a home jersey.

Section 3

Numerals

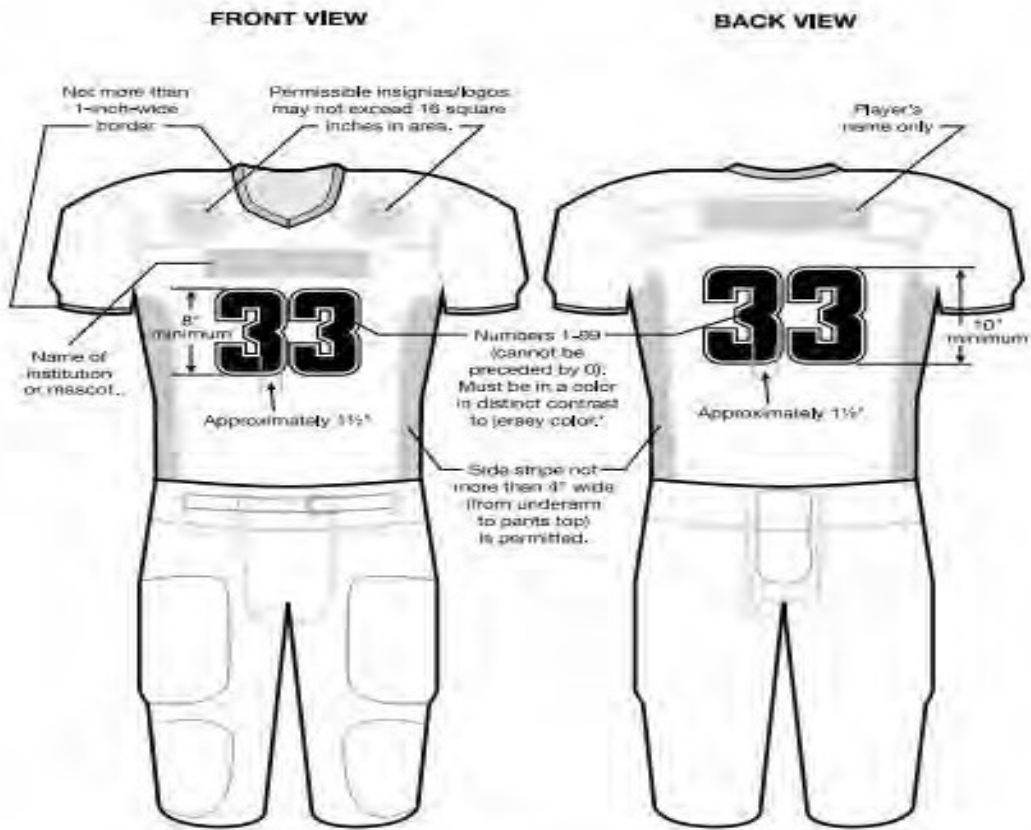
(A) The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 to 10 inches in height front and back. The number must be of a color that itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number.

(B) Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of the second half. On the kickoff at the start of each half, if a team wears a jersey in violation of the conditions specified in Section 1, it is a foul for unsportsmanlike conduct.

(C) **PENALTY** – Administer penalty as a dead-ball foul, 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the PAT or the succeeding kickoff, at the option of the home team. In addition, officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of game if all the timeouts are used.

(D) All players of a team shall have the same color and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers.

NCT UNIFORM EXAMPLE



* Numbering rules are intended to provide a clearly visible number for a variety of groups (e.g., coaches, media, fans, etc.). Therefore, numbers must be designed to be clearly visible from a press box in a variety of weather and lighting conditions.

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Section 4

The uniform colors listed in this section are the approved colors for the following Member Organizations:

(A) ALEDO:

Home: All Teams: Black Jersey w/ Orange #s outlined in White w/ Black Pants.

Away: All Teams: White Jersey w/ Orange #s outlined in Black w/ Black Pants.

(B) AZLE:

Home: All Teams: Kelly Green Jersey w/ White #s outlined in Black w/ Black Pants.

Away: All Teams: White Jersey w/ Kelly Green #s outlined in Black w/ Black Pants.

(C) BROCK:

Home: All Teams: Royal Blue Jersey w/ Gold #s outlined in White w/ Royal Pants.

Away: All Teams: Gold Jersey w/ Royal Blue #s outlined in White w/ Royal Pants.

(D) GRANBURY:

Home: All Teams:

Away: All Teams:

(E) MINERAL WELLS:

Home: All Teams:

Away: All Teams:

(F) SPRINGTOWN:

Home: All Teams:

Away: All Teams:

(G) WHITE SETTLEMENT

Home: All Teams: Grey Jersey w/ Blue #s outlined in White w/ Gray Pants.

Away: All Teams: White Jersey w/ Blue #s outlined in Black w/ White Pants.

Section 5

If two (2) teams play that have like uniforms; **it is mandatory that the visiting team's uniform (Body of Jersey) differentiate for the games scheduled against each other.** If the visiting team's uniform does not differentiate at game time, the visiting team will forfeit the game and the home team shall receive a recorded win of 31-0.

ARTICLE XVIII -- TEAM SIZE & DRAFT RULES

Section 1 In any division, if **38 players** sign up there must be **two teams; three teams** if **76 players** are signed up; **four teams** if **114 players** sign up.

Section 2 No player shall be cut from a team.

Section 3 Member Associations that have 38 or more players in any single division will be required to split and conduct a team draft. The intent of the team drafting process is to equally distribute talent amongst all teams participating in the draft.

- (A) Each member association shall appoint an association board member as the designated coordinator of the draft. This board member may **NOT** be a coach in the same division of the draft or have a child that participates in the same division of the draft. The coordinator shall be required to sign the team draft forms following the completion of the draft.
- (B) Draft positions shall be determined by coin toss or drawing numbers.
- (C) Teams shall be required to conduct a “Snake” format draft to determine rosters (e.g. Round 1 – Teams 1, 2, 3, 4, Round 2 – Teams 4, 3, 2, 1).
- (D) Each team will be allowed to “protect” up to (6) players per roster.
- (E) The Head Coach and assistant coaches of each team will be required to “protect” their child if they participate in the same division the parent is a team coach. These coaches will be named on the official NCT team roster per the By-Laws, Article XVIII – Section 3.
- (F) Each team that participated in the draft will be required to submit a completed NCT draft form at the first scheduled NCT Player Certification and Weigh-In. The form must be completed when submitted as required.

ARTICLE XIX -- COACHES

Section 1 A Head Coach must be declared at the time of the weigh-in for each team.

(A) A coach that is declared Head Coach of a team may not coach another team in the same division they were declared a Head Coach.

Section 2 Only the Head Coach shall be allowed to discuss any game matters with an official.

(A) All Head Coaches are responsible for their parents, spectators, and anyone on their side of the field.

(B) All Head Coaches that are unable to maintain control of their sidelines are subject to being penalized by the game officials.

1st Offense – Verbal Warning

2nd Offense – 15-Yard Penalty

3rd Offense – Ejection from Game (Head Coach and Spectator(s))

Section 3 Each team shall be allowed up to a total of (8) NCT badged sideline personnel. The Head coach and (4) assistant coaches contact information must be listed on the official NCT roster when submitted for player certification and weigh-in.

Section 4 The penalty for a Head Coach found guilty of the violation of any Article, Section or Rule shall be determined by the NCT Officers up to a maximum penalty of being barred from Coaching. The Head Coach of the team in question shall be notified as soon as possible by the President.

Section 5 Anyone having direct communication with coaches from sidelines;(i.e., via headphones, electronic devices, etc.) will be considered a coach. Anyone with headphones, electronic devices, etc. must remain on sidelines between the 25-yard lines (not on the field or in the stands), excluding half-time. Electronic communication between coach and players on the field is not allowed.

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- Section 6** Any Coach pulling a team from the playing field during a game will be subject to NCAA and/or NCT rules and discipline, as Executive Committee deems appropriate.
- Section 7** (A) Any coach ejected from a game for any reason is suspended from the next game and is also suspended from all association activities for the week prior to that game. This includes practices and the next game. **THIS WILL BE ENFORCED BY THE LOCAL ORGANIZATIONS.** Any violation of this suspension will warrant further disciplinary actions by the Board of Directors, Town Representatives and Officers. After a coach's second ejection, he/she will be suspended for the remainder of season.
(B) Any coach ejected from the final game of the season is suspended from the 1st game of the following year and is also suspended from the association activities for the week prior to that game. This includes all practice and the next game.
- Section 8** If any **coach is ejected from a game**, both Town Representatives of the teams playing shall notify the NCT Executive Board of the ejection.
- Section 9** A coach that is ejected from a game may submit a written appeal to their association's Board of Director's for approval allowing the Town Representative to submit an appeal on behalf of the coach to the NCT Executive Committee for consideration. Until the NCT Executive Committee makes a determination regarding the appeal the coach must abide by the restrictions required by the ejection.
- Section 10** There shall be no use of alcohol, drugs, or tobacco, in any form, by the Coaches during any event (meetings, practices, or games) associated with the NCT activities.
- Section 11** **6-Play Rule.** NCT requires that each player receive a minimum of 6 plays per game. Each Member Association is responsible for requiring their Head Coaches to maintain accurate NCT 6-Play Sheets for each game played. The Head Coach and two assistant coaches are required to sign each 6-Play Sheet for each game to serve as witnesses that the information on the sheets is true and accurate. **For playoffs only, each player must play a minimum of 4 plays per game.** If a Head Coach fails to comply with the minimum play requirements, they will be subject, but not limited to the following penalties by NCT:
- Section 12** (A) **1st Offense** – Head Coach - One Week Suspension from all Association football related activities, including practices and games.
(B) **2nd Offense** - Head Coach - Suspension from all Association activities relating to NCT for the remainder of the season and will be subject to further action or suspension if deemed necessary by NCT.
(C) **3rd Offense** – Head Coach will be banned from coaching in NCT.
All coach's ejection appeals are required to submit a \$150.00 deposit (cash, money order or electronic funds transfer to a NCT account) when submitting the appeal request. If the violation is not upheld the deposit shall be returned to the appealing party.

ARTICLE XX -- PRACTICES

- Section 1** No practice shall be held, other than organized football activities (i.e., camps, spring football, 7-on-7), **before August 12th of 2024.** Violation of this rule could result in coach suspension, removal from playoff contention, or suspension of the season.
- Section 3** Pre-Season Conditioning: No Football, No Formations, No Formal Team Practices. Must include entire age or age division, no team specific conditioning.
- Section 4** No more than one practice per day shall be allowed.
No more than 4 practices (including scrimmages) in a 7-day period shall be allowed. During season this means 4 organized meetings, including game.
Teams shall be allowed to have (1) team film session per week in addition to organized team meetings.

Heat Index Policy:

- (1) If the Heat Index is 103 degrees or higher at the start of practice time, the member associations will have “Helmets Only” practice until the temperature drops below 102 degrees and will provide water breaks every 15 minutes.
- (2) If the Heat Index is 104 degrees or higher at the start of practice, Associations will be expected to not have any practice activity until the Heat Index falls within the allowable practice ranges.
- (3) All associations will use the Weather Bug App for uniformity to determine the temperature and heat index at any of hosting locations during the season.
- (4) If available, WBGT guidelines in Article XXVII Section 6 should be used.

ARTICLE XXI -- PLAYER CERTIFICATION, WEIGH-INS & TEAM ROSTER

- Section 1** There shall be only two Player Certification & Weigh-Ins per season. The date of Player Certification & Weigh-In is determined each year by the NCT Executive Board. Each
- Section 2** player must provide a copy of birth certificate or other proof of date of birth. *(Only original copies for proof of DOB will be accepted in the event of protest).* All players must have a current photograph attached with their player certification form that fits within the designated area on the form.
- Section 3** The Hometown Representative shall complete the NCT Roster Form prior to the date of the Player Certification & Weigh-Ins (**not during the weigh-in**). **PLAYERS ON THE NCT ROSTER SHALL BE LISTED IN ORDER BY THEIR GAME JERSEY NUMBER.** The NCT Representative shall verify the furnished NCT Roster Form for the following information: *(See Official Roster included on Pg 35)*
- (A) Town
 - (B) Division
 - (C) Team Name
 - (D) All Coaches' Names & Phone Numbers
 - (E) Game Jersey Number
 - (F) Player Name
 - (G) Age
 - (H) Grade
 - (I) Date of Birth
 - (J) Qualification Option - All players will be identified as one of the following: “LI” for **Live-In**; “ATT” for **Attends**; “NRP” for **Non-Resident Player**; “RP” for **Returning Players** *(Players that were approved through Special Consideration in a previous year with NCT).*
- Section 4** The NCT Representative shall **confirm** that the provided photo is the player to be weighed-in and also cross check the valid certificate of birth information. A NCT Representative shall actually **conduct** the weighing of each player. There shall be a NCT Roster Form provided to teams in every member association.
- Section 5** All players shall be certified and weighed-in on the two specified dates. Any player remaining uncertified after the second date will be dropped from the roster.
- Section 6** All players that attend the second date for Weigh-In and Certification will be required to pay a \$20 late certification fee per player.
- Section 7** A copy of the official NCT Roster Form, must be carried to each game by the Head Coach *(either paper or electronic copies are acceptable)*. This information must be made available for review upon request **only** by the opposing Head Coach or Referee at the game location. The request must be made prior to the start or after the end of the game. The review shall be requested in a timely manner as to not interfere with a scheduled kick-off time.

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Section 8 Player jersey number and official weight shall be posted on the NCT website. Posting players' last names will be left to the discretion of the local association.

Section 9 **No player may be added to a roster after the first game.**

Section 10 The Secretary of each member association will keep copies of the official NCT Roster Form for each team for 2 years.

ARTICLE XXII - GAME RULES & REGULATIONS

RULE 1 **GAME RULES.** NCT games shall be played under NCAA rules except where NCT rules differ.

RULE 2 **TASO OFFICIALS.** NCT shall coordinate provision of three (3) TASO Officials for each regular season game and officials shall be paid by the Member Associations hosting the games. If only one official is present, the game shall be played. Should no officials show by the scheduled start time, both teams may leave and the game shall be rescheduled by the Town Representatives, if possible. If the Representatives cannot agree on a rescheduled time, the NCT Officers shall determine the time and location of the game. Should a team not show up within 30 minutes of a scheduled start time, the "No Show" team shall forfeit the game.

(A) Official's fees shall be determined each year by the TASO members. Three officials should be provided for each tackle game. 2024 Official's fee shall be:

- (1) **Four Officials \$65.00 per official per game** called.
- (2) **Three Officials \$65.00 per official per game** called.
- (3) **Two Officials \$65.00 per game** called.

(B) TASO Officials, for a given season, cannot hold a position on NCT Executive Committee, or be on the coaching staff or hold a position connected with any participating Town's Association.

(C) **SCOREBOARD CLOCKS**

1. A TASO Official will be provided to run the clock for all Play-Off Games.
2. All member associations will be required to provide a visual game clock when hosting any NCT football games. Hosting member associations will be responsible for providing a trained volunteer, minimum 18 years of age, as a designated game clock operator for regular season games.

(D) NCT will provide officials with an overview of the NCT Rules that they should know order to officiate NCT games. The NCT TASO Official will distribute a copy to any official that he assigns to work NCT games. Member Associations may also provide copies for officials who work their games.

RULE 3 **GAME TIME:** All tackle football division games shall consist of 4 quarters.

(A) All 7U & 8U division games shall be 8 minute quarters on a regulation clock.

(B) All 9U, 10U/11U, and 6th grade division games shall be 10 minute quarters on a regulation clock.

(C) If a team should become 30 points behind in the second half of a game, the head coach of the trailing team may request the Referee to run the clock without stoppage where the clock would normally stop (*game clock will stop for injuries only*).

(D) Once a team falls 30 pts behind during any point in the game, the score of the game at that time will be determined as the final score of the game. The game play shall continue as normal, but no further scores will be reported from that point in game.

(E) If the game schedule for hosting location is running behind and a game has 30 point score differential, the hosting association can make the determination for the game clock to run for the remainder of the game.

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RULE 4

The following shall apply for the **7U & 8U Divisions Only**:

(A) Two (2) coaches per team in 7U, one (1) coach per team in 8U shall be allowed on the field for offense and defense.

The offensive coaches must be **at least 10 yards behind the line of scrimmage** at the time it is snapped. No verbal or physical communication can be made by the after the play has started, i.e., the ball is snapped. The defensive coaches must be **5 yards behind the deepest defensive player** when the ball is snapped. A coach that violates these rules shall be penalized as follows:

- a. 1st Offense – Warning
- b. 2nd Offense – 5 yard penalty (*pre-snap penalty*)
- c. 3rd Offense – 5 yard penalty and coach is replaced on the field for remainder of the game. Coach is allowed to remain on sidelines but not on the field.

RULE 5

(B) The playing field shall be **standard NCAA width and length** (100 yards).

LANGUAGE: Profane language and/or **trash talk** shall not be tolerated.

(A) 1st Offense is a warning to player/coach.

(B) 2nd Offense player/coach will be removed from the game for 4 plays, 15-yard penalty, dead ball foul.

(C) 3rd Offense is an automatic ejection of player/coach from the game, 15-yard penalty, dead ball foul.

RULE 6

PLAYER EQUIPMENT: The following requirements are for a player's game equipment that is to be worn during a NCT game. No equipment shall be worn that could endanger another player or attempt to confuse or deceive another player. If a player is found to be in violation of any of these equipment rules, that player will not be permitted to play until the equipment issue is corrected.

JEWELRY: No jewelry shall be worn. This is illegal equipment and there will be a 15-yard penalty.

HELMET EYE SHIELDS & VISORS: All eye shields, visors, eyeglasses and goggles must be clear and possess no tint or reflective properties. No medical exceptions to this rule will be allowed.

RULE 7

RESTRICTED PLAYERS: Restricted Players shall follow these requirements:

(A) A restricted player **may play guard, center, or tackle and can be the tight end or end man on either end of the line of scrimmage on offense** at the time the ball is snapped but **cannot advance the ball on offense**. They may play any position on defense. **On defense, he/she may advance the ball by pass interception, fumble recovery, or cover a lateral**. All restricted players' helmets must display an official NCT restricted player sticker.

(B) A restricted player **may kickoff, attempt to punt, kick a field goal, or kick a point after touchdown**. Restricted players **cannot, in any case, advance the ball past the scrimmage line or attempt to pass the ball**. The restricted player **must attempt to do what the playing position indicates** (i.e., no attempt to confuse the defense).

(C) On kickoff return, a Restricted Player may lineup on the front line **ONLY**. If the ball is kicked at the Restricted Player while on kickoff return, the Restricted Player **WILL BE ALLOWED** to return the kick for the receiving team. The Restricted Player will **NOT** be allowed to go beyond 5 yards of their front-line position to recover the kick and be eligible to return the kick. The Restricted Player **MAY NOT** receive the ball from another player during the kick return play.

- i. Any violation of this rule will result in a Unsportsmanlike Conduct 15-yard penalty on the restricted player and Head Coach with a loss of down.

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ii. If the violation occurs again during the same game, the Head Coach of the violating team will be ejected from the game and will be subject to further disciplinary action from the NCT Executive Committee that may include being suspended for the rest of the season and future seasons. The violating team may also be subject to forfeiture of the game.

iii. If a team is found to have violated this rule in any games following the initial violation, the Head Coach will be subject to disciplinary action from the NCT Executive Committee that may include further suspensions and game

(D) A player shall be determined restricted at the time of the Player Certification & Weigh-in only. If a player gains weight after the weigh-in, he/she shall play the remainder of the season as an unrestricted player.

(E) A restricted player not properly marked (*see above Section B*), automatically sets out for four plays and must be properly marked before entering game.

RULE 8

PLAYER EJECTIONS: Any player ejected from a game for any reason is suspended from their team's next scheduled game that follows the ejection. **THIS WILL BE ENFORCED BY THE MEMBER ASSOCIATIONS.** Any violation of suspension will warrant further disciplinary actions by the NCT Executive Committee.

(A) A player that is ejected from a game may submit a written appeal from their head coach to their association's Board of Director's for approval to allow the Town Representative to submit on behalf of the player to the NCT Executive Board for consideration. Until the NCT Executive Committee makes a determination regarding the appeal, the player must abide by the restrictions following an ejection.

(B) All player ejection appeals are required to submit a \$150.00 deposit (cash, money order or electronic funds transfer to a NCT account) when submitting an appeal request. If the violation is not upheld the deposit is returned to the appealing party.

RULE 9

TIE GAME: In the case of a tie game during Regular Season there shall be Overtime. Before the start of Overtime, the officials shall conduct a coin toss with the visiting team's captain making the "Call". The winner of the coin toss shall have the opportunity to choose either an Offensive or Defensive start. The team that elects for offense shall start 1st and Goal from the opponent's 10-yard line. That team shall have 4 legal downs to attempt to score (i.e. - touchdown or kick a field goal). Regardless of the outcome of the first offensive attempt to score, the other team shall then be given the same situation on the same end of the field. If both teams do not score or if still tied, the 1st & goal situation is repeated. If after 2 opportunities for each team to score, the game is still tied, the game is officially a **TIE game.**

(A) Penalties will be the same as a regular game.

(B) Extra points will be attempted after each touchdown.

(C) The defense can score same as a regular game.

(D) If there is a turnover, then the defensive becomes the offense.

(E) Time-outs- ONE (1) time-out per team in overtime

RULE 10

TIE-BREAKER: If at the end of the season the conference records do not determine the final standings, the tiebreaker will be as follows. In the case of a three-way tie, if one of the teams has defeated the other two teams during the regular season, then that team shall have the highest position. If the other two teams have played, and one has defeated the other, then that team shall have the next highest position.

If there still remains a tie, the following guidelines will be used to break the tie.

(A) A plus/minus system will be used. Margin of victory or margin of defeat will decide a team's plus or minus rating.

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- (B) All games played between the tied teams will be used in this tiebreaker.
- (C) The cap for margin of victory is 30 points.
- (D) The highest rated team will be the highest seed. The next team with the best rating will be the next seed.
- (E) If two teams are still tied, a head-to-head winner will decide the highest seed.
- (F) If teams are still tied, then a coin toss will determine the highest seed.
- (G) Any team that elected to forfeit a game during the season shall receive a -31 score.
- (H) Any team awarded a win by forfeit during the season shall receive a +31 score.

Examples:

Team A 24	Team A 12	Team B 22
<u>Team B 16</u>	<u>Team C 30</u>	<u>Team C 14</u>
Team A is + 8	Team A is - 18	Team B is + 8
Team B is - 8	Team C is + 18	Team C is - 8

Team A total = + 8 - 18 = - 10
 Team B total = - 8 + 8 = 0
 Team C total = - 8 + 18 = + 10

- ** Team C is the highest seed based on rating.
- ** Team B is the next seed based on rating.
- ** If A and B would have tied based on ratings, Team A would be the next seed based on head-to-head competition.

RULE 11

PLAYOFF TIES: In Championship Games the regular season format shall be adhered to for the breaking of ties. All Consolation Games, if tied, will remain tied.

RULE 12

CANCELLATIONS: Games shall be played during inclement weather. **Games shall only be cancelled by the Hosting Association once started in the event of severe weather** and shall immediately announce to both Head Coaches. All teams shall go to the scheduled game location where the decision to play shall be made. Games once started and then stopped due to weather or other circumstances will continue later and proceed where game was when stopped. If a game cannot be continued on the scheduled day, the Referee shall report the following to the Head TASO Official -- time remaining in the game, the score, the location of the ball on the field, the name of the team in possession of the ball, remaining timeouts, and the number(s) or name(s) of any players or coaches who were ejected from the game. Elected Officers and Referees will confer about cancellation during Championship play.

RULE 13

WATER BREAKS: There will be one (1) water break per quarter called by the officials at approximately the middle of the quarter.

RULE 14

FORFEITURE OF GAME:

- (A) A game shall be ruled as a forfeit if one or both teams fail to take the field 30 minutes after the scheduled time of the game. The score of the game shall be 31-0 and the team that failed to show up will be given a loss. If both teams fail to take the field, both teams will be given a loss.
- (B) Each team shall participate in the scheduled Consolation/Playoff post-season game(s) unless there are an odd number of teams in a Division, in which case the last place team in the Conference with the largest number of teams shall not be scheduled a Consolation game.

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(C) Penalties

(1) Regular Season/Consolation/Playoff Game

(a) The Association of the forfeiting team shall reimburse the Association hosting the games the total cost of the TASO Official for the forfeited game plus pay NCT an additional \$200 fine.

(b) The penalties for the Head Coach shall be the same as if he/she were ejected for regular season games.

(c) Forfeit of a Consolation/Playoff Game will result in the Head Coach shall being banned from coaching in NCT for the remainder of the season and the entire next season.

(2) Reimbursement for Regular Season game forfeitures must be paid by the last regular NCT meeting at which time post-season games are scheduled.

(3) Reimbursements or fines to NCT due as a result of Consolation / Playoff game forfeitures must be paid by the first regular NCT meeting of the next season.

RULE 15

CUT BLOCKS: Blocking below the waist is only legal in the **Free Blocking Zone**. The FBZ is a rectangle eight yards by six yards. It is four yards on either side of the ball and three yards behind each side of the line of scrimmage. Only players in the FBZ at the snap of the ball are eligible to be involved in the block. Any below the waist block outside the FBZ is an illegal block. Any block below the waist after the ball has left the FBZ shall be considered an illegal block. Offensive and Defensive players can commit this foul.

(A) Offensive Cut Block Violation Enforcement:

(1) Foul will be a 10-yard penalty.

(2) If the foul occurs behind the LOS, the 10-yard penalty will be marked off from the original LOS and replay of the previous down.

(3) If the foul occurs beyond the LOS, the 10-yard penalty will be marked off from the spot of the foul and replay of the previous down unless the yardage gained after the penalty enforcement still resulted in a 1st down.

(B) Defensive Cut Block Violation Enforcement:

(1) If the foul occurs behind the LOS, a 10yd penalty will be marked off from the original LOS and the offensive team will receive automatic 1st down.

(2) If the foul occurs beyond the LOS, the penalty will be a spot foul with the offensive team receiving an automatic 1st down.

RULE 16

DEFENSIVE PLAYER ALIGNMENT: A defensive player may align directly over the offense's center or in either gap offset the center. The defensive player may engage the center permitting that no deliberate contact is made to the head of the center.

(A) If it is determined that a defensive player is making deliberate contact to the center's head the foul shall be a 15-yard Unsportsmanlike penalty.

RULE 17

DISTANCE & DOWN MARKER VOLUNTEERS: The visiting team must provide three (3) volunteers to run the distance and down markers, which will be utilized on the visiting team's sideline.

RULE 18

GAME BALLS & PLACE KICKING TEES:

(A) Each town shall provide an official **GAME BALL** for each team that meet the requirements listed below. Game balls are to be used for **Games Only** and are **not for practice purposes**.

(B) The official game ball for 10U/11U-6th Grade Divisions shall be the Wilson TDJ leather or composite football.

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- (C) The official game ball for Divisions Flag through 9U shall be the Wilson K-2 leather or composite football.
- (D) Both Head Coaches shall meet with the Head Official at the coin toss before the game and certify that the Game Ball(s) meets the above requirements. If additional footballs are needed because of poor weather conditions, they must also meet the above requirements.
- (E) Place kicking tees are optional.

RULE 19

POINTS AFTER TRY (PAT):

- (A) The PAT is an opportunity for either team to score two points while the game clock is stopped after a touchdown.
- (B) The PAT shall be played at the midway point between the hash marks on the opponents 3-yard line. The offensive team may attempt to score 2 points by running an offensive play and the football reaching the opponent's end zone
- (C) Or score 2 points by attempting a field goal and the ball successfully passes over the crossbar and between the uprights of the defensive team's goal.
- (D) If the defensive team on the PAT forces a turnover or blocks a PAT kick, the defensive team may attempt to return the ball the offensive team's end zone to receive 2 points.

ARTICLE XXIII – FLAG FOOTBALL RULES

RULE 1

NUMBER OF PLAYERS: Each Team shall play with a maximum of 8 players on the field. If a team falls below the minimum number of (5) players, the opposing coach is encouraged to play the same number of players to make the teams equal.

RULE 2

GAME BALL: A Wilson composite or genuine leather K2 sized football shall be used.

RULE 3

LENGTH OF GAME: The game shall consist of (2) 20 minute halves. A ten (10) minute halftime shall separate the two halves. The twenty-minute halves will have a continuous running clock. Game Referee will maintain a 60 second play clock that is started on the referee's whistle or marking of the ball. Game clock shall be displayed on hosting location scoreboard during the duration of the game, except when there is more than one game being played at the location. In that circumstance the officials will keep the time on the field. Each team shall receive (1) timeout per half. Game clock will stop during timeouts for each half. Timeouts will be 60 second timeouts only.

RULE 4

FIELD DIMENSIONS: The field shall be 45 yards in length and standard width. The ball shall be placed at the 40 yard line to start any offensive possession. If an offensive player with possession of the football goes beyond the 45 yard line during a live play, that player shall be ruled out of bounds and the ball shall be placed at the 40 yard line with a change of down for the offensive team's possession.

RULE 5

POSSESSION: A coin toss will determine who shall receive the choice of possession at the beginning of each game.

RULE 6

LINE OF SCRIMMAGE: The Offensive Team must have a minimum of 4 players set on the line of scrimmage at the time of the snap of the ball. Players in motion do not count as players on the line of scrimmage. Once the center has placed his hands on the ball, no offensive player may enter the neutral zone. Following the ready for play whistle and until a legal snap, no defensive player may encroach, touch the ball, stand in, or in any other way interfere with the offensive team. No defensive player may line up directly over the center or in the A Gap. Linebackers must be a minimum of 3 yards off the ball if lined up in front of the center.

RULE 7

FUMBLES: Any ball that is fumbled during a down will be dead by rule. Possession shall remain with the team in control of the ball prior to the fumble.

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- RULE 8** **BLOCKING:** Blocking is allowed. Arms may be extended with hands placed below the neck and above the waist while a block is engaged. Normal NCAA holding rules will apply.
- RULE 9** **OBSTRUCTION OF THE RUNNER:** Obstruction of the Runner – A defensive player shall not hold, grasp or otherwise obstruct the forward progress of the runner when attempting to remove the runner’s flag.
- RULE 10** **(A) UNIFORMS AND FLAG BELTS:** All jerseys must be tucked in and are not permitted to hang over the player’s flag belt. All players are required to have three (3) flags on their belt at all times; one on each side and one on the back of the player. Runners shall not flag guard by using any part of the body or ball to deny the defense the opportunity to pull or remove a flag.
- RULE 11** **MOVING THE BALL:** Each team shall begin possession at the 40-yard line. Both teams move towards the same end zone while on offense. Cones or markers shall be placed on the 40, 25 and 10-yard lines along the field sidelines. Each team has 3 downs in which to move the ball to the next zone of downs (i.e. a team starts possession at the 40-yard line and has 3 plays to reach the 25-yard line.) QB Sneaks are not allowed. All plays must be run outside the guard position of the offensive line. No ball carriers are allowed to run the ball in the A-Gap. A gap is defined as 1 yard either side of the ball. Defense shall not be allowed to blitz the A-Gap at any time.
- RULE 12** **END OF PLAY:** A player will considered down when one of the player’s flags is removed or falls off. If the runner’s knee touches the ground the play will be blown dead at the spot the runner’s knee touched.
- RULE 13** **OFFICIALS:** Each game shall have (2) TASO officials. Official shall be responsible for keeping the official score, enforcing penalties and overall game management. Flag officials shall be paid \$25 per official per game or \$40 for (1) official.
- RULE 14** **PENALTIES:** Penalties shall be enforced in the same manner as a tackle game. If the offensive team is unable to have the full yardage of a penalty marked off, the offensive team will receive a loss of down instead.
- RULE 15** **SCORING:** A touchdown is scored in the same manner as in tackle football. The scoring team will be awarded 6 points for touchdowns. The scoring team may then elect to attempt the PAT from the 3 yard line for 1 point or from the 7 yard line for 2 points.
- RULE 16** **ORGANIZED ACTIVITIES:** Flag Teams will not be allowed more than three (3) organized team activities within a one (1) week period, including games. Practices shall be no more than (1) hour in length.
- RULE 17** **GAME SCHEDULES:** The Flag Football Season shall consist of a minimum of eight (8) games. Flag season shall start the same weekend as the tackle season. All Flag games will attempt to be scheduled to begin in the morning prior to the start of any tackle games. Game times are subject to change.
- RULE 18** **COACHES:** All Flag Football coaches will be required to have a background check performed by NCT. Coaches will not be allowed on the field without having their NCT badge present. No more than two (2) coaches will be permitted on the field at any time per team. Coaches are prohibited from any verbal communication with the players during a live play. The offensive coach must be 10 yards behind the ball when snapped. The defensive coach must be 5 yards behind the deepest defensive player when the ball is snapped. A coach that violates these rules shall be penalized as follows:
- a. 1st Offense – Warning
 - b. 2nd Offense – 5 yard penalty (pre-snap penalty)
 - c. 3rd Offense – 5 yard penalty and coach is replaced on the field for remainder of the game. Coach is allowed to remain on sidelines but not on the field.

RULE 19 **MOUTH PIECES:** All players are required to have mouth pieces at all times during the play of the game.

RULE 20 **DRESS CODE:** Players will not be allowed to wear caps, hats, visors or sunglasses (excluding prescription) on the field during the game.

RULE 21 **SNAP** - The center must perform a legal football snap, no snapping from a knee.

ARTICLE XXIV -- 7on7 FOOTBALL

Section 1 **AGE GROUPS & DIVISIONS:** Divisions will be established as defined below. If a division fails to make a 4-team minimum, it may be combined with another division.

(A) **2nd Grade:** Players may not turn the age of 9 before September 1st.

(B) **3rd Grade:** Players may not turn the age of 10 before September 1st.

(C) **4th Grade:** Players may not turn the age of 11 before September 1st.

(D) **5th Grade:** Players may not turn the age of 12 before September 1st.

(B) **6th Grade:** Players may not turn the age of 13 before September 1st.

No 7th Graders. (*The age cut-offs are based on the age of the player in 2021.*)

(C) 7on7 coaches must maintain a team book with a copy of a birth certificate or legal proof of birth along with a current picture of the child. This book must be available at all games and a challenging/opposing coach can request to review the book before or immediately after a game only. Failure to provide a team book upon request will be a violation and subject to normal punishment by NCT officers as regulated by the NCT By-Laws.

(E) Any player residing within a NCT Member Association area that does not offer or participate in the NCT 7on7 League, are eligible to play for other NCT Member Associations for 7on7 only.

Section 2 **FIELD DIMENSIONS:**

(A) Field Length

1. 2nd & 3rd Grade Divisions – 30 Yards

2. 4th, 5th, 6th Grade Divisions – 40 Yards

(B) Field Width--160 feet (60 feet to hash mark, 40 feet between)

(C) End Zone—10-yards deep

Section 3 **STARTING THE GAME:**

(A) Both games (when both ends of the field are being utilized) will begin at the same time. The official shall blow his whistle indicating the game has begun. The game time will be displayed on a visible scoreboard.

(B) Visitors (TBD before kickoff), will always align their team on the right sideline facing the end zone, home will always align their team on the left sideline facing the end zone.

(C) Ball is placed on the right hash mark or the center of the field when at the 40-yard line (30-yard line for 2nd and 3rd Grade divisions).

(D) Referee will announce score and time remaining before each offensive possession begins.

Section 4 **MOVING THE BALL:**

(A) No kicking/punting is allowed.

(B) The fields will be marked in (3) separate intervals with cones or yard markers.

(C) **4th, 5th & 6th Grade Division:** Division will receive 4 downs at each interval.

1. The first interval will be from the 40-25-yard line.

2. The second interval will be from the 25-10-yard line.

3. The last interval, which is “Goal-To-Go”, 10-yard line to the End Zone.

If the offensive team fails to make a first down the opposing team will take possession of the ball at the 40-yard line.

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(D) 2nd & 3rd Grade Division: Each team will have 4 downs at each interval.

1. The first interval will be from the 30-20-yard line.
2. The second interval will be from the 20-10-yard line.
3. The third interval, which will be goal to go, 10-yard line to the End Zone.
4. If the offensive team fails to make a first down the opposing team will take possession of the ball at the 30-yard line.

(E) Possession always begins at the 40-yard line (30-yard line for 2nd/3rd) at the right hash. No penalty can be assessed in excess of the 40/30-yard line. A loss of down will be assessed instead.

(F) Offenses always move in the same direction.

(G) All coaches, players and any other personnel on a team's sideline will not be allowed past the 10 yard line on that team's field of play. It is the responsibility of the team's Head Coach to make sure no sideline personnel are in violation of this rule during game play.

Section 5

SCORING:

(A) Touchdowns are worth 6 points.

1. Teams will be automatically awarded the 1-point for the PAT following the score of a touchdown, unless the scoring team immediately informs an official of their intent to attempt a 2-point conversion.
2. 2-pt conversion attempts will be from the 10-yard line.

(B) Interceptions are worth 2 points.

1. Interceptions that occur on 2-Point conversions are worth 2 points for the defensive team.

(C) Official game score is kept by the officials.

Section 6

BREAKING TIES:

(A) NO GAMES IN 7on7 SHALL END IN A TIE.

(B) Each team will receive (1) offensive possession during each overtime period.

(C) A coin flip will determine which team receives the first possession. The coin flip will be called by the visiting team.

(D) Each team will begin their offensive possession from the 15-yard line and have 4 downs to score. If a team scores on their offensive possession in the first overtime period, that team may accept the automatic 1-pt PAT or elect to attempt 2-pt conversion from the 10-yard line.

(E) In the event that additional overtimes are required, each team will be required to attempt 2-pt conversions from the 10-yard line until a team can be declared a winner.

RULE 1

P.A.T.'s:

(A) 1-Pt Conversion - The "extra point" will be automatically awarded to a team following the score of a touchdown, unless the scoring team immediately informs an official of their intent to attempt a 2-pt conversion. Teams will be given less than 10 seconds to make this decision from time the touchdown is scored.

(B) 2-Pt Conversion – The 2-pt conversion is achieved by scoring from 10-yard line.

(C) Interceptions on a PAT attempt are dead balls and worth 2 points to the defense.

RULE 2

GAME CLOCK AND TIME OUTS:

(A) Neither team receives any time outs during the game.

(B) The game clock is continuous during both halves of play.

(C) Games will be a 35 minute game (no halftime) w/ continuous clock.

(D) Games will start 10 minutes after the completion of the previous games.

(E) All teams must show up 15 minutes before game time. It is imperative all games begin and end on schedule to prevent delays of other games.

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- (F) If a team is not present at the start of a game, the present team can elect to receive a win by forfeit or allow the other team 10 minutes on the game clock before electing the win by forfeit.
- (G) A scoreboard clock shall be used to display game time. In the event of an injury to a player that requires stoppage of play to occur, the official shall use a stop watch to track the amount of time lost due to the injury timeout. At the completion of the regulation 20-minute time period, the official shall extend the game to account for time that was lost. The extended time shall not exceed 5 minutes. This time will be kept by an official.

RULE 3

OFFENSIVE FORMATIONS:

Standard offensive formations must be used to simulate contact football situations. The following Offensive formation rules apply:

- (A) Must be 3 players on LOS. Center must not have anyone within 4 yards of his spot.
- (B) Any player on the LOS that is "covered" by another player on the LOS is ineligible to receive a pass. Example: TE is aligned 4 yards from the center on the LOS; a WR is aligned on the LOS between the TE and the sideline. The TE is ineligible to receive a pass by the formation because the WR is "covering" the TE. In order to be eligible, the WR needs to be off the LOS.
- (C) A maximum of 4 players can be on one side of the center on the initial alignment.
- (D) Only one player is allowed to be in motion at any one time.
- (E) The QB can be aligned under center or in the shotgun formation.
- (F) The center is not an eligible receiver at any time during a play. The center must snap the ball between the legs or underhand to the quarterback.

RULE 4

QUARTERBACK PASS CLOCK: The quarterback only has (4) seconds to throw the ball (6 seconds for the 2nd & 3rd Grade divisions). Time starts when the ball is snapped and stops when the quarterback releases the ball. If the time is over 4 (or 6) seconds, it will result in a loss of down for the offensive team.

- (A) If the QB releases the football in 4.0/6.0 seconds or less, the play will stand.
- (B) If the QB clock has exceeded 4.0/6.0, the official will wait until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with a loss of down.
- (C) The official will blow his whistle to signal the end of the play, approx. 2 seconds after the expiration of the 4.0/6.0 second allotment if the ball has not been thrown by the offensive team.
- (D) In the event the defense intercepts a pass that is thrown after the allotted 4.0/6.0 seconds and before the official has whistled the play dead, the defense will be awarded the 2 points and possession of the ball.

RULE 5

OFFICIAL GAME BALLS: Each team will use its own ball during offensive possessions.

- (A) K2 balls for the 7U-9U Grade divisions only.
- (B) 10U - 6th Grade Division may use a TDJ or TDY sized ball.
- (C) The intent of this rule is to ensure that the higher levels do not use an undersized ball to gain an advantage. Synthetic or genuine leather balls are permitted.

RULE 6

TURNOVERS:

- (A) Fumbles and interceptions are dead balls at the spot with the last team retaining possession.
- (B) An interception will award 2 points and possession to the defense.
- (C) All fumbles will be considered dead balls with the offensive team retaining possession at the spot where the fumble occurred.

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(D) A muffed snap is not a fumble/dead ball. The 4.0(6.0) second count remains in effect on snaps.

RULE 7

GAME CLOCKS:

- (A) Each team will have 40 seconds to snap the ball once the previous play was whistled over by an official.
- (B) Delay of game penalty will be loss of down plus a 5-yard penalty.
- (C) Play clock is typical for all divisions and teams.
- (D) It is the responsibility of the offense to get the ball back to the line of scrimmage. The center must refer to referee's spot for official marking and placement of ball.

RULE 8

LEGAL PASSES:

- (A) All passes must be forward and have a 3-yard separation between passer and receiver.
- (B) No double passes, lateral passes, pitches or handoffs are allowed as that would constitute an illegal pass.
- (C) "Shuffle" passes are permitted as long as the 3-yard separation is achieved between passer and receiver.

RULE 9

BLOCKING:

- (A) Once a receiver catches a ball, **all other offensive players must stop at their current position**. They **cannot block** or be eligible to obtain the ball in any manner (i.e. hook and latter/ hitch and pitch). If an offensive player blocks for another, the play will be blown dead at the spot of the block.

RULE 10

END OF THE PLAY:

- (A) Receiver/Ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down plus 5 yards. Expulsion of a player(s) may occur if fouls are ruled unsportsmanlike & flagrant).

RULE 11

MARKING THE FOOTBALL:

- (A) Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot.
- (B) The play clock does not stop and any delay by the offense in retrieving and returning the ball to the line of scrimmage while attempting to verify the spot with an official will result in a 5-yard delay of game penalty from the succeeding spot.
- (C) The center must correctly spot the ball with the official and place the ball correctly prior to running an offensive play. If an offensive play is run from an inaccurate spot, a 5-yard penalty will be assessed or loss of down if ball is at the original LOS.

RULE 12

DELAY OF GAME/DEAD BALL FOULS:

- (A) Two delay of game penalties in the same possession results in a turnover. The defensive team will then put the ball in play on the 40 (30 for 2nd/3rd) yard line.
- (B) Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 40 (30 for 2nd/3rd) yard line will result in a loss of down penalty. The defense, now the offense, would be starting play with 2nd down.

RULE 13

DEFENSIVE PASS INTERFERENCE:

- (A) Defensive Pass Interference will be the same as NCAA rules. (15 yard penalty).
- (B) Defensive pass interference in the end zone will be an automatic 1st and goal at the 5-yard line. If the ball is closer to the end zone than the 5-yard line at the time of defensive pass interference, the spot closer to the end zone will be utilized with an automatic 1st down.

RULE 14

OFFENSIVE PASS INTERFERENCE:

- (A) Offensive Pass Interference is the same as NCAA rules, (15 YARD PENALTY). If the offensive team receives a 15-yard penalty that cannot be fully administered, then the penalty will result in loss of down.
- (B) Offensive receivers are **NOT** allowed to run "**PICK**" plays that create physical contact with defenders to allow other receivers to become open.

RULE 15

ILLEGAL CONTACT:

- (A) Responsibility to avoid contact is with the defense.
- (B) There will be **NO** chucking, or deliberate bumping, jamming or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty) or the down will be replayed with a 5-yard penalty should the result of the play be an incomplete pass.

RULE 16

UNSPORTSMANLIKE CONDUCT:

- (A) No taunting or "trash talking" (5-yard penalty & expulsion if flagrant) is allowed at any time during game.
- (B) Any players involved in a physical confrontation will be immediately ejected from the game.
- (C) A team removed from a game for fighting will not be allowed to participate or play for remainder of year.

RULE 17

ALL GRADE DIVISION COACHES: A coach shall be allowed on the field during a team's offensive possessions ONLY. The coach shall remain a minimum of 10 yards behind the line of scrimmage. After the ball is snapped, the coach on the field shall not be allowed to provide verbal instructions to players. 1st offense of verbally instructing players during play will result in a warning. Second and subsequent offenses will result in a loss of down and 5-yard penalty.

RULE 18

MOUTH PIECES: All players are required to have mouth pieces at all times during the play of the game.

RULE 19

DRESS CODE: Players will not be allowed to wear caps, hats, visors or sunglasses (excluding prescription) on the field during the game.

RULE 20

TEAM NO-SHOW POLICY: This rule pertains to teams that have been scheduled to play in a NCT 7on7 game and do not show without providing at least 24 hours' notice of the team's inability to play the scheduled game. If a team "No-Shows" for a game without prior notification, that team will be immediately removed from the schedule for the remainder of the 7on7 season.

(A) It is the responsibility of a forfeiting team's Head Coach to notify the affected parties if unable to play a scheduled NCT 7on7 game. Head must contact the opposing head coach, hosting location official and a NCT Executive Board member.

(B) Forfeiting team will seek to find a substitute team to allow opposing team opportunity to play at the original scheduled game time. Replacement game will not count against the official standings and the opposing team will receive a 17-0 win for the standings.

(C) The member association of forfeiting teams will be responsible for the cost of the game officials and field fees at \$100 per forfeited game. Fine payment must be before the completion of that same NCT 7on7 season.

(D) Head Coach of a forfeiting team may face a suspension by the NCT Executive Board. Multiple forfeited games by the same coach may result in a coach being suspended from all NCT activities for a minimum of year.

ARTICLE XXV – VIOLATIONS OF BY-LAWS AND RULES

Section 1

Violation of any Article, Section or Rule shall bear a penalty as determined by the NCT Executive Board or as defined in the NCT By-Laws and Rules. Penalties may range from a Letter of Reprimand up to the individual, team or organization being removed from NCT. Penalties shall be determined by the Executive Board.

Section 2

Reporting a Violation or Request for Appeal:

(A) Only a Town Representative may report a violation of the By-Laws and Rules to the Executive Committee. The violation must first be reported by telephone and a complete written report must be submitted. Violations may be submitted to any NCT Executive Committee Representative.

(B) Complete written report of the violation must state the specific Article and Section or Rule Number that has been violated; the date and description of the violation; identity of the person or persons who committed the violation; how and when the Town Representative became aware of the violation; and include any supporting evidence or documentation that may be necessary to support the allegation.

(C) Game protests for violations that occur during and affect the outcome of a game may only be submitted for conference, playoff and Super Bowl games. Protests will **NOT** be allowed to be submitted for any non-conference games.

(1) Only the Head Coach of a team involved in the game may choose to report a violation.

(2) The Head Coach must put up a \$300.00 deposit (cash, money order or cashiers check only) with the complete written report. If the violation is upheld the deposit will be returned to the coach. If the violation is upheld the deposit goes to the general fund of the league.

(3) The Head Coach must report the violation to the Town Representative no later than 24 hours after the completion of the game. The Town Representative must report the violation by telephone to their league's Rules Chairman or President by the Sunday that follows the game, no later than 12:00 am.

(4) The complete written report must be signed by the Head Coach and Town Representative. It must be delivered to the Rules Chairman or President no later than 12:00 am of the first Tuesday that follows the Sunday in which the notification of the violation was given by telephone.

(5) The NCT Executive Committee will meet to discuss the information that meets the requirements. Once the Executive Committee agrees that the proper information and payment has been submitted, the President shall call for a "Special Meeting" of all the NCT Town Representatives to discuss the matter and render a final decision regarding the violation no later than the following Wednesday at 12:00 am. A NCT Representative will telephone the Town Representatives of the parties immediately after a decision is made. An email will be sent to all Town Representatives explaining the reported violation and the Executive Committee's decision.

(6) A complete written report of a violation that occurs in the final game of the Regular Season must be presented at the NCT Regular Meeting on the Sunday immediately following game. A decision will be made at that time and all Town Representatives will be notified of the decision by the resident at the meeting.

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(D) Violations that do not affect the outcome of a game.

(1) Notification that a violation has occurred must be made by the Town Representative by either email or telephone to their league’s Rules Chairman or President within 24 hours of the time he or she becomes aware of the violation.

(2) The complete written report of the violation must be received by the Rules Chairman or President no later than 72 hours after the telephone notification of the violation was made. This report may be made by email or letter and signed by the Town Representative.

(3) The Executive Committee will meet and determine the outcome of the report of violation not later than five (5) days after receiving the written report. The President will telephone the Town Representatives of the parties immediately after a decision is made. An email will be sent to all Town Representatives explaining the reported violation and the Executive Committee’s decision.

(4) A complete written report of a violation that occurs in the final week of the Regular Season must be presented at the NCT Regular Meeting on the Sunday immediately following the final Regular Season game. A decision will be made at that time and all Town Representatives will be notified of the decision by the President at the meeting.

Section 3

Teams may not be voted out of NCT for reasons other than for disciplinary action or for any misconduct exhibited by members of a team(s), including coaches, spectators, and players at or during a game. The Head Representative of TASO officials shall report to the NCT Executive Board any misconduct by any member of a team. Disciplinary action shall be determined by the NCT Executive Board.

ARTICLE XXVI – MEDIA AGENCIES & VENDORS

Section 1

Definitions:

(A) A “media agency” for purposes of these criteria shall mean a daily or weekly publication, cable system, radio station, television station or television network, which issues Press Credentials to its employees.

(B) A “vendor” for the purposes of these criteria shall mean a person or company that promotes or exchanges goods or services for money.

(C) The “game area” for the purposes of these criteria shall mean football field and the surrounding area in which NCT requires individuals to pass background checks to enter. The location of media and vendor employees shall be in the sidelines area outside of the Team Area (25-yard line to 25-yard line), which extends around the end zones.

Section 2

Media & Press: Any Media Agency employee presenting current Media Credentials for admission to a game shall complete and sign the NCT Media Agency & Press Credentials Agreement form. After the Media Agency & Press Credentials form is completed and signed the person will be admitted and allowed access to the game area and press box, if available, and there is room.

Vendors:

Section 3

(A) A vendor must submit a completed and signed Vendor Application & Agreement a minimum of ten (10) days prior to the date of the event or game at which the vendor is applying for approval to conduct business.

(B) If a vendor sets up, performs services and/or transacts business in the game area the vendor’s employees shall be subject to the same background check requirements as NCT Officers and Member Associations (Article IV Section 8) and must wear IDs with photographs.

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Section 4 **Approval or Rejection:** A Member Association shall approve or reject unless the event or game is directly under the supervision of NCT Officers. A Vendor application for an event or game directly under the supervision of NCT Officers must be approved by the Executive Committee.

Section 5 **Approved Forms:** A Member Association shall make a copy of any Media Agency & Press Credentials form or Vendor Application & Agreement that it approves and keep it. The original form shall be sent to the NCT Secretary no later than seven days after it is approved.

ARTICLE XXVII -- AMENDMENTS

Section 1 The NCT By-Laws and Rules may be amended by a (2/3) two-thirds majority vote of a quorum of the Board of Directors at any regular or special meeting called for that purpose between January 1 and July 1 of any year. Special Policies, which ensure the safety and the health of players, may be instituted by the Board of Directors after July 1

Section 2 **AN AMENDMENT TO ARTICLE XI – DIVISIONS - REQUIRES A 100% VOTE OF A QUARUM IN SUPPORT OF THE MOTIONED CHANGE.**

Section 3 If the Executive Committee determines a violation of the **6-Play Rule** by the Head Coach is found to be flagrant or with the intent to alter the outcome of a game the Head Coach is subject to, but not limited to the following penalties by NCT.

(A) Forfeiture of the game.

(B) Head Coach is suspended from all coaching positions for a minimum of the remaining season and the proceeding season.

(C) If the violation occurs during the Super Bowl, the Head Coach is suspended from all coaching positions for the two proceeding seasons.

Section 4 **Flag** - The center must perform a legal football snap, no snapping from a knee.
(A) All snaps must be between the legs of the center in traditional football form. No 7-on-7 toss or swinging gate style snaps are allowed.
(B) If the ball touches the ground on the snap the ball is dead and the ball will be placed at the original line of scrimmage.

Section 5 **Playoff Reweigh** - All players that weight within 3 pounds under the restricted weight as defined in ARTICLE XI - DIVISIONS at certifications and wish to run the ball in the playoffs must reweigh without exception.

(A) Any player as defined above that does NOT reweigh or is over the weight limit allowance is deemed a Restricted Player (ARTICLE XXII RULE 7) for the playoffs. Previously restricted players are NOT eligible to reweigh.

(B) **Weight Limit Allowance 7U-11U Divisions** - 5 pound allowance over the restricted weight as defined in ARTICLE XI - DIVISIONS.

(C) **Weight Limit Allowance 6th Grade** - 10 pound allowance over the restricted weight as defined in ARTICLE XI - DIVISIONS. (e.g. 6th Restricted Weight 125 + 10 allowance = Playoff Restricted Weight of 135.)

Section 6 WBGT Heat Index Activity Guidelines

WBGT Activity Guidelines		
Class 3	Class 2	Activity Guidelines
< 82.0	<79.7	Normal Activities - Provide at least three separate rest breaks each hour with a minimum duration of 3 min each during the workout.
82.0 - 86.9	79.7 - 84.6	Use discretion for intense or prolonged exercise; Provide at least three separate rest breaks each hour with a minimum duration of 4 min each.
87.0 - 90.0	84.7 - 87.6	Maximum practice time is 2 hours; For Football: players are restricted to helmet, shoulder pads, and shorts during practice. If the WBGT rises to this level during practice, players may continue to work out wearing football pants without changing to shorts. For All Sports: Provide at least four separate rest breaks each hour with a minimum duration of 4 min each.
90.1 - 92.0	87.7 - 89.7	Maximum practice time is 1 hour; For Football: No protective equipment may be worn during practice, and there may be no conditioning activities. For All Sports: There must be 20 min of rest breaks distributed throughout the hour of practice.
≥92.1	≥89.8	No outdoor workouts. Delay practices until a cooler WBGT is reached.

**Values in the above chart are WBGT measurements (not temperature or heat index measurements).*

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Appendix A Rules of Conduct

Coaches Code of Conduct:

Coaches are expected to abide by the following Code of Conduct as set forth:

With regard to my players:

- I believe that my role as a coach is to contribute to the overall success, physical, and athletic growth of the player through participation in football.
- I will endeavor to be a good instructor and a positive role model for my players.
- I believe that the score of a game comes second to the safety and welfare of all my players.
- I will endeavor to put winning in its proper perspective.
- I am responsible for understanding and competing within the letter and the spirit of the rules of the game.
- I will teach my players to understand and play within the letter and spirit of the rules, as well.

With regard to opposing teams:

- I believe that the way my team conducts itself can also have an influence, for better or worse, on those we compete against.
- I will endeavor to make my team a positive role model.
- I will not coach, nor allow my players to play, with intent to cause injury to opposing players.
- Neither I nor my players and spectators will display hostile behavior towards opposing players.
- Neither I nor my players and spectators will speak in a negative manner toward any member or spectator from the opposing team.
- I will emphasize winning without boasting and losing without bitterness.

With regard to Referees:

- I believe that Referees, just as coaches and players, are attempting to do their best.
- I will instill in my players and spectators a respect for that fact.
- I understand that my attitude can influence my players and spectators.
- I will display a controlled and undemonstrative attitude toward Referees at all times.
- Neither I nor my players and spectators will address a Referee before, during or after the game in a demeaning fashion.
- Coaches are responsible for the conduct of their players and the spectators on their side of the field, specifically as it relates to the referees, coaches, players and spectators on the other team. Verbal and/or physical abuse will not be tolerated. Any coach showing this type of behavior may be suspended for a minimum of one game.
- If players and/or coaches conduct is not in the spirit of recreational football the referee and/or league commissioner can have the player and/or coach leave the game for a cooling off period. The same conduct rule applies to spectators. If the cooling off period does not resolve the problem, the person(s) may be asked to leave the field and/or grounds.
- Coaches should avoid approaching a referee or stepping on to the field to challenge a call in a demeaning way. They may be asked to leave the game and the incident will be presented to the board to be reviewed.

Coaches failure to abide by this Code of Conduct may result in disciplinary action by the league which may include but is not limited to game suspension and/or my rights to participate as a coach for NCT.

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Parent and Spectator Code of Conduct:

NCT strives to provide a safe, fun learning environment for our youth football players. We will do our best to create an opportunity for kids to work together as a team toward common goals. We emphasize sportsmanship, teamwork, responsibility, commitment and respect. Our focus is on developing and teaching proper, safe football skills, and core life values through the sport of football.

NCT will not tolerate verbal or physical abuse of its volunteer coaches, referees, or players from any Parent, Player, or Spectator.

Parent or Guardian Code of Conduct:

- I will encourage good sportsmanship by demonstrating positive support for all participants, coaches, officials, board members, and staff at all league events.
- I will encourage a balanced lifestyle for my child between sports, education, and other interests.
- I will place the emotional, psychological, and physical well being of my child, and any other child in the league ahead of any personal desires I may have.
- I will support all coaches, board members, and others working with my child, in order to encourage a positive and enjoyable experience for all.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a game.
- I will teach my child that doing one's best is more important than winning so that my child will never feel defeated by the outcome of a game.
- I will remember that children participate to have fun and that the game is for them, not adults.
- I will ask my child to treat other participants, coaches, board members, parents, and spectators with respect, regardless of race, sex, creed, or ability.
- I will, along with any guest of mine, refrain from any vulgar, lewd, or obscene language or gestures while participating in, or watching any league events.
- I will respect the coach's right to coach. I will not interfere whatsoever during the course of practice or games. Should I have a concern, I will wait for the appropriate time in which to consult with the coach, or turn my attention to the Commissioner, to express my concerns.
- I understand that only the coaches, registered players and approved volunteers are allowed on the field during all practices, games and league events. Parents or Guardians are encouraged to attend all practices, games and league events, but must observe from an area designated for spectators.

Parents understand that if they do not adhere to this Code of Conduct, they may be removed from attending games for a period of time (to be determined by the NCT board). As a result of any suspension, they may be required to meet with the NCT board prior to being reinstated.

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Player Code of Conduct

It is the responsibility of the parent to ensure your child agrees to the Player Code of Conduct outlined below:

- I will always demonstrate good sportsmanship and respect for other players, coaches, officials, and parents.
- I will do my best to listen and learn from my coaches.
- I deserve to have fun during my football experience and will alert parents or coaches if it stops being fun.
- I will attend and be on time for every practice and game that I can and will notify my coach if I cannot.
- I understand that an unexcused absence may result in reduced playing time.
- I will do my best in school and understand that school will always come before sports.
- I will not use profanity or taunt others.
- I will never purposely engage in an act to physically hurt another.
- I will always do my best to practice and play the game of football within the rules.
- I will always be a good teammate that will show support and never criticize others.

Players understand that if they do not adhere to this Code of Conduct, they may be suspended for a period of time (to be determined by the NCT board). As a result of any suspension, they may be required to meet with the NCT board prior to being reinstated.