

2025 Youth 7on7 CBYF Football Rules

1. FUNDAMENTAL PRINCIPALS OF OPERATION

- 1.1. All persons who indicate a desire to play football by meeting the registration requirements as they pertain to parental consent, and age shall become accepted participants in Columbia Basin Youth Football (CBYF).
- 1.2. There shall be no cutting of eligible players.
- 1.3. Regular season games will consist of six weeks (12) games followed by a tournament the following week at each Grade-based division level. League Practices can start 4 weeks prior to the first regular season game. Regular season games begin in April.
- 1.4. During CBYF's regular spring season, which is marked by our season opening and our season ending tournament, there will be no "All Star" teams formed.
- 1.5. Sponsoring organization, league, city or group associated with CBYF refusing to register an eligible applicant before the end of the last sign-up date shall be suspended from CBYF for a period of one year.
- 1.6. The CBYF will allow one charter per high school boundary. Current approved charters are: Junior Falcons (Richland), Junior Mustangs (Prosser), Junior Bombers (Richland), Junior Riverhawks (Pasco), Junior Bulldogs (Pasco), Jr Southridge Suns (Kennewick), Jr Cadets(Yakima), Junior Leopards (Zillah), Junior Braves (Kennewick), Junior Lions (Kennewick), Junior Bears (Benton City), Junior Panthers (Finley), Junior Blue Devils (Walla Walla), Junior Coyotes (Burbank), Junior Bulldogs (Hermiston), Jr Grizzlies (Sunnyside), Junior Warriors (Mattawa), Jr Eagles (Connell), Jr Tigers (Ephrata), Jr Huskies (Othello), Jr Jacks (Quincy), Jr Knights (Royal), Jr Rangers (Naches), Jr Cougars (Warden). Jr Wildcats(Toppenish), Junior Spartans (Granger), Junior Wolves (Wapato), Junior Mavericks (Moses Lake), Junior Hawks (College Place), Junior Pioneers (Milton Freewater), Junior West Valley Rams (Yakima), Junior Buckaroos (Pendleton), Junior Vikings (Mabton), Junior Red Devils (Moxee), Junior Vikings (Selah), Junior Warriors (Coulee City). Teams will substantially consist of players from within the district of each respective Junior Charters High School boundary. A player is deemed to be vested with an Out of District Charter once a Transfer Request Form is fully signed by both Charters. It is the receiving charter's responsibility to maintain copies of these Releases for the duration of that player's CBYF career.
- 1.7. All players must be registered prior to Book Check certification. No player can practice or participate until that player is fully established in that respective Charters registration system.
- 1.8. CBYF Roles and Responsibility Overview
 - 1.8.1. CBYF Directors of Operations -The CBYF Directors of Tackle,7on7, Girls, Rookie/5v5 and Administrative Operations are each responsible for the following for their respective oversight function:
 - 1.8.1.1. Enforcement of CBYF Rules and Bylaws.
 - 1.8.1.2. Oversee and work in conjunction with CBYF appointed committees.
 - 1.8.1.3. Oversee, communicate and rule on operational conflicts with CBYF General Managers regarding concerns from within the GM's.
 - 1.8.1.4. Develop a working relationship with the Presidents of each CBYF Charter organization.
 - 1.8.1.5. Answer questions and resolve conflicts regarding rules from within the CBYF divisions in conjunction with the CBYF Rules Committee.
 - 1.8.1.6. Oversee game day operations and be a resource for CBYF General Managers during the season.
 - 1.8.1.7. Coordinate and assist in scheduling special events involving CBYF Charters
 - 1.8.2. CBYF Division General Manager - The CBYF Division General Managers are responsible for, but not limited to the following:
 - 1.8.2.1. Enforcement of all CBYF Rules and Bylaws with assistance from Charters within division.
 - 1.8.2.2. Preside over the CBYF Eligibility Committee along with other league GMs to rule on player eligibility. This panel will have final say on player eligibility in regards to age, address, or other eligibility issues that arise.

- 1.8.2.3. Serve as the voice of their division, bringing concerns from within their division to the CBYF Executive Board if necessary.
- 1.8.2.4. Develop a working relationship with presidents of each organization within their division.
- 1.8.2.5. Present questions/issues regarding rules from within division to the Rules Coordinator.
- 1.8.2.6. Rule on game day conflicts within their division such as issues with a parent, coach, fan or player behavior.
- 1.8.2.7. Create a draft of their divisions schedule and coordinate with Schedule Committee. Facilitate coordination of the season schedule for their division and resolve any scheduling issues that occur during the season.
- 1.8.2.8. Work with the Officials Coordinator, or WOA certified officials to ensure that officials are at each game that occurs within their division.
- 1.8.2.9. Distribution of Sportsmanship Certificates to teams in division.
- 1.8.2.10. Oversee game day operations and be a resource for Field Coordinators during the season.
- 1.8.2.11. Collect division scores weekly and post on league website
- 1.8.3. CBYF Team Coordinator – The CBYF Team Coordinator is responsible for, but not limited to the following:
 - 1.8.3.1. The overall function and duties of the CBYF Team Coordinator are WEB based with TeamSideline.
 - 1.8.3.2. Registrar will be granted and have administrative access to all organizations TeamSideline sites.
 - 1.8.3.3. Assist CBYF Charters with any and all TeamSideline questions.
 - 1.8.3.4. Be the intermediary contact with the CBYFs TeamSideline Representative
 - 1.8.3.5. Ensure all programs have their boundary map active, correct & enabled.
 - 1.8.3.6. Ensure all programs have Background Checks for coaches and volunteers are active on team sites.
 - 1.8.3.7. Provide standardized “TeamSideline Registration Setup Manual” Word Document to all CBYF Charters.
- 1.8.4. CBYF Registrar Coordinator - The overall duties of the CBYF Registrar Coordinator is to ensure all programs are adhering to the CBYF registration requirements. CBYF Registrar Coordinator functions are, but not limited to the following:
 - 1.8.4.1. Registrar will be granted and have administrative access to all organizations TeamSideline sites.
 - 1.8.4.2. Registrar will be current and up to date on any and all CBYF registration requirements.
 - 1.8.4.3. Registrar will seek volunteers from, but not limited to CBYF Charters for assistance in completion of the CBYF Book Check process.
 - 1.8.4.4. Create a book check audit spreadsheet for volunteers, of all participating CBYF Charters.
 - 1.8.4.5. Verify all Charter volunteers have passed a CBYF approved background check.
 - 1.8.4.6. Obtain enrollment and team counts from all CBYF Charters
 - 1.8.4.7. Confirm all CBYF Charters registration is closed on Teamsideline in accordance of deadline set forth buy CBYF Executive Board.
 - 1.8.4.8. Registrar will oversee and manage the CBYF Book Check process with all volunteers
 - 1.8.4.9. Finalize and upload all CBYF Charter Photo Rosters for distribution to Charters.
- 1.8.5. CBYF Transfers Coordinator - The overall duties of the CBYF Transfers Coordinator are to input and track all CBYF Transfer Waivers sent via email, text & phone from all Charter Presidents. CBYF Transfers Coordinator functions are, but not limited to the following:
 - 1.8.5.1. Transfer Coordinator will have administrative access to all CBYF Charter TeamSideline sites.
 - 1.8.5.2. Transfer Coordinator will ensure they have reviewed the current and most up to date CBYF rules on Transfers & Waivers.
 - 1.8.5.3. Generate and maintain a spreadsheet of each Charters transfers & waivers.
 - 1.8.5.4. Collect and digitally store all transfer waivers for CBYF record keeping.
 - 1.8.5.5. Registrar has full authority to disable and enable Charter boundary checks with completed and approved CBYF transfer paperwork
- 1.8.6. CBYF Safety Coordinator –

- 1.8.6.1. Ensure Charters have the necessary Background check systems in place for coaches and volunteers through Team Sideline
- 1.8.6.2. Ensure programs are enrolled in USA football, season by season, by sharing the full list of Charters & Charter administrator with the USA football representative and having them verify all charters have USA Football account. Have the USA Football representative contact all programs and finish enrollment
- 1.8.6.3. Give Charter Presidents the contact information for the USA Football representative for support with the coach's certification & grant applications
- 1.8.6.4. Give Charter Presidents contact information for Team Sideline representative for support with Background check integration through registration
- 1.8.6.5. Assist Charter presidents in administering USA Football Coaches certification and Background checks
- 1.8.6.6. When a Background check is flagged due to information on the report, promptly review with Charter president to verify eligibility of the coach or volunteer. Issues that are not allowed in the CBYF including but not limited to: Violent crimes, Domestic Violence, and/or crimes against children. Should a president reject the decision of ineligibility due to information on the report, the president can review with the CBYF General Manager for the appropriate division to discuss eligibility
- 1.8.6.7. Assist in general safety related issues that impact the CBYF and Charters

2. PARTICIPANT OBLIGATION (FOOTBALL)

- 2.1. Participants are expected to maintain their schoolwork at a passing level.
- 2.2. Participants are expected to be a credit to their community by practicing good leadership and fair play.
- 2.3. The CBYF follows the Washington Interscholastic Activities Association (WIAA), the governing body of athletics and activities for secondary education schools in the state of Washington, rules on participant ejections.
- 2.4. Participants are expected to attend all team practices and chalk talks. The only excuses for absences shall be illness, injury, or family emergency.
- 2.5. A participant, who does not follow the preceding rules, does not show a desire to participate and learn by either their speech or actions creates problems, or dissension between other team members or coaching staff can be recommended for dismissal through the local youth football Charter.

3. PARENT/GUARDIAN OBLIGATION

- 3.1. The parent/guardian shall inform the participant's coaching staff of any medical or other problems the player may have.
 - 3.1.1. The parent/guardian shall help the participant live up to their obligations as stated in the Participant obligation.
 - 3.1.2. The parent/guardian will attend as many of the participant's games as possible. Your encouragement and support play a big part in your players' growth, desire to participate and in their overall feelings and self-esteem.

4. COACHES OBLIGATION (FOOTBALL)

- 4.1.1. All members of a team's coaching staff should treat all their participants and participants on opposing teams with respect.
- 4.1.2. All members of a team's coaching staff shall, for example, teach participants sportsmanship and fair play.
- 4.1.3. Any coach or assistant coach who, by example or by encouragement, incites unsportsmanlike or disrespectful behavior by their participants shall immediately be ejected from the current game and will be subject to further disciplinary action upon review by the CBYF Board.
- 4.1.4. The CBYF follows the Washington Interscholastic Activities Association (WIAA), the governing body of athletics and activities for secondary education schools in the state of Washington, rules on coach ejections. The ejected coach can coach practices for the following week but cannot be on the property for the game

following an ejection. Additionally, if the coach is ejected twice in the same season, the coach can no longer coach for the remainder of the season.

- 4.1.5. All members of a team's coaching staff shall, to the best of their ability, teach their participants the fundamentals of football.
- 4.1.6. It is required that all Head Coaches be at least 18 years of age. All coaches be certified by the National Youth Sport Coaches Association, USA Football or the similar and have a background check from a credible source on file with the Charter. All coaches, assistant coaches or volunteers who violate any of the rules or Fundamental Principles of Operation, which he has been told about or given a written copy of, may be terminated from the CBYF and their position.
- 4.1.7. At the end of each game coaches will meet with their team and the opposing team to award a Sportsmanship Award. Coaches will award a player from the other team.
 - 4.1.7.1. Acknowledging the Sportsmanship Award is mandatory. Any coach who does not acknowledge a Sportsmanship Award at the conclusion of the game, will be suspended from coaching the following week.
- 4.1.8. Violation of these rules shall be handled as follows:
- 4.1.9. First Violation: Warning letter to the coach or helper stating the infraction committed.
- 4.1.10. Second Violation: Two-week suspension from all practices and games.
- 4.1.11. Third Violation: Third Violation is cause for dismissal from the program.
- 4.1.12. Serious offenses committed by a coach, assistant coach, volunteer or official may be directed immediately to the CBYF Board to be ruled upon in a manner deemed to be in the best interest of the CBYF Organization.
- 4.1.13. Probation is defined as not being allowed to vote on all matters in the CBYF for a period of one calendar year. The CBYF Board can by simple majority place an existing Charter on probation after the offending Charter has had the opportunity to present their case to the CBYF Executive Board. After a majority vote by the CBYF Board, a newly admitted Charter will be automatically placed on probation and after 1 year the CBYF Board will have a follow up vote on whether to grant full member status to the new Charter.

5. PLAYER / COACH REGISTRATION AND PLAYER ELIGIBILITY

- 5.1.1. Parental Consent: No player shall be registered if they have not secured the written consent of their parent/guardian as well as the required head concussion form.
- 5.1.2. The goal of CBYF and the Charter Junior Football programs is to build high-level competitive High School football within our region. As such, CBYF levels of play are based upon school grade-levels to facilitate cohesion of players entering High School. Player eligibility and team placement shall be determined as follows:
- 5.1.3. Player Grade level shall be determined by their school grade for the given season as determined predominantly by their school age as of a common school district age as of August 31st of the current year. In addition, a Player shall be allowed to play in their Grade level group as long as their age is not greater than one (1) year older than the common school district age.
- 5.1.4. 8th Grade division level: Team members will largely consist of 13-year old's but may be 14 years old if player is in the 8th grade-level during the spring playing season.
- 5.1.5. 7th Grade division level: Team members will largely consist of 12-year old's but may be 13 years old if player is in the 7th grade-level during the spring playing season.
- 5.1.6. 6th Grade division level: Team members will largely consist of 11-year old's but may be 12 years old if player is in the 6th grade-level during the spring playing season.
- 5.1.7. 5th Grade division level: Team members will largely consist of 10-year old's but may be 11 years old if player is in the 5th grade-level during the spring playing season.
- 5.1.8. 4th Grade division level: Team members will largely consist of 9-year old's but may be 10 years old if player is in the 4th grade-level during the spring playing season.

- 5.1.9. Any player that has been placed on a team by using the pre-determined requirements above shall remain on that team for the duration of the season. A player must participate in a minimum of 3 regular season weeks (6 games) to be eligible to participate in the post season.
- 5.1.10. The CBYF Registrar will provide one master copy of the rosters to each member youth football Charter. The member youth football Charter will provide each head coach with a copy of the official master team roster and this roster is to be used for all games.
- 5.1.11. Players who wish to play for a CBYF charter organization but reside in another CBYF organization's boundaries may apply for a player transfer waiver. There are two types of transfer waivers. One being seasonal, and the other being a full transfer each outlined below. No player shall register for an organization outside of their boundary without a transfer waiver.
- 5.1.12. Seasonal Transfer Waiver
- 5.1.12.1. This waiver allows a player to play for another organization for one season, either spring or fall. The waiver form must be signed by the parent/guardian of the player, the releasing organization charter's president, and the receiving organization charter's president. This must be completed prior to registration and must be sent to the CBYF Transfer Waiver Coordinator. If the waiver is not on team sideline for book check, the player will be deemed ineligible. A transfer waiver can be used in place of proof of address.
- 5.1.13. A player that has been granted seasonal transfer waivers to the same organization for 2 calendar years will be deemed vested in the organization that they have transferred to and will no longer require a seasonal waiver
- 5.1.14. If a charter cannot field a team at a grade level due to low registration numbers, at the close of registration they must offer signed seasonal transfer waivers to all players registered at that grade level to give them an opportunity to find a place to play. It will be the player/parents responsibility to find another charter to accept them.
- 5.1.15. Full Transfer Waiver
- 5.1.15.1. This waiver allows a player to play for another organization permanently. The full waiver form must be filled out completely. It is the responsibility of the player wishing to transfer to start the waiver process. The form must be signed by the parent/guardian of the player, the releasing charter president, and the accepting charter president. The full transfer waiver only needs to be completed once during a players career with CBYF, but the waiver should be retained in the teamsideline account permanently. A transfer waiver can be used in place of proof of address.
- 5.1.16. A player that resides outside of the boundary for any CBYF organization, or where a CBYF charter is not available to register to, may fill out a transfer waiver. The waiver must be signed by the player's parent/guardian, the receiving charter's president, and the CBYF Division GM for that division or the Assistant GM.
- 5.1.17. Unless unable to field a team, a releasing or receiving organization is under no obligation to accept any transfer waiver or release a player. The organizations have full discretion to approve or deny.
- 5.1.18. Players, coaches, and official helpers not meeting the above eligibility requirements shall not be allowed to participate in the program.

6. TEAM MAKE UP

- 6.1.1. No team shall have more than 20 players unless a team split would cause extreme hardship for the member youth football Charter or create scheduling difficulties for CBYF. The CBYF Executive Board must approve any situation where a team will exceed the player limit. Any teams with less than 10 players must be approved by the CBYF Executive Board.
- 6.1.2. When the player limit is exceeded, the local youth football Charter member must notify the CBYF Executive Board immediately. The local youth football Charter members must then submit a procedure for controlling the team split.

7. TEAM ROSTERS

- 7.1.1. Team rosters showing the players name, Grade-level, age and jersey number, and the coach contact information must be provided at time of Book Check Verification by league Registrar and must contain all registered players. Rosters should be typed, and players listed by jersey number in ascending order when possible. Official rosters will be provided to all youth football Charter Presidents.
- 7.1.2. Any team that fails to present their roster by that time shall forfeit each subsequent game until rosters are presented.
- 7.1.3. With parent consent a player will be allowed to play up a Grade-level. Once they have moved up, they must play on that team for the entire season.
- 7.1.4. Team Roster/Registration Book Check: Each team will be responsible for presenting a book for inspection to the league Registrar No more than 48 hours after the close of league. The book needs to include for each player on the rosters:
 - 7.1.4.1. Signed medical waiver
 - 7.1.4.2. signed concussion form
 - 7.1.4.3. birth certificate or passport copy for all players
 - 7.1.4.4. proof of address, school enrolled in, and grade enrolled in for season. **(school demographic can be used to satisfy grade and address verification as long as it has address matching TeamSideline account, the grade level and DOB).** In lieu of a school demographic document a utility bill can be used for address verification. along with school docs such as letter of enrollment, report card etc
 - 7.1.4.5. a picture of the player
- 7.1.5. a roster needs to be provided that includes the players name, Grade-level, jersey number, and date of birth. Each organization will be responsible for supplying one team mom to help certify books.
- 7.1.6. There shall be no additions to rosters after the first league game has commenced. A roster copy is to be provided to the league prior to starting the first game. Players are not allowed to be on more than one roster.
- 7.1.7. Team rosters showing the players name, Grade-level, age and jersey number, and the coach contact information must be provided at time of Book Check Verification by league **Registrar** and must contain all registered players. Rosters should be typed, and players listed by jersey number in ascending order when possible. Official rosters will be provided to all youth football Charter Presidents.
- 7.1.8. Any team that fails to present their roster by that time shall forfeit each subsequent game until rosters are presented.

8. UNSPORTSMANLIKE CONDUCT AND PERSONAL FOULS

- 8.1. Any player who is penalized with 2 unsportsmanlike conduct penalties in the same game will be ejected from the game. They will be suspended for the next scheduled game.
- 8.2. Any player who is penalized with 3 Personal Foul penalties in the same game will be ejected from the game. They will be suspended for the next scheduled game
- 8.3. Any combination of unsportsmanlike or personal fouls totaling 3 means players are subject to discipline outlined above.

9. GAME OFFICIALS

- 9.1. If no league assigned game officials are present for a game, the game shall not be played.
- 9.2. All coaches, players, parents/guardians and league officials will treat game officials courteously and with respect. Coaches shall be responsible for the conduct of their players, parents, and fans and may be held responsible for any unsportsmanlike conduct and will be penalized for such.
- 9.3. The responsibilities of the Adult League Official/Field Representative are as follows:
 - 9.3.1. Maintain order of the officials, players and spectators.
 - 9.3.2. This person will be responsible for handling problems that may arise at their assigned field during the times which games are played.
 - 9.3.3. Any incidents must be reported to their individual youth football Charter president immediately following that day's games.
 - 9.3.4. The youth football Charter President is responsible for reporting the scores to the CBYF Division GM's no later than noon on Sunday. Scores not reported will not be recorded for the official standings

10. NO SHOWS

- 10.1. It shall be the team needing to make changes responsibility to notify the CBYF members of any schedule change at least 72 hours before game time.
- 10.2. Any no call/no show games will be counted as a forfeit against the team that fails to show up on time for their game.
- 10.3. Any organization that does not notify the CBYF administration 72 hours prior to game time, that one of their teams will not play in their scheduled game will be charged a \$100 fine and game will be logged as forfeit.

11. EQUIPMENT

- 11.1. Metal cleats and removable hard plastic cleats will not be allowed for 5th, 4th, and 3rd Grade division level teams. Those on 8th, 7th, and 6th Grade division level teams will be allowed to wear standard non-metal football cleats.
 - 11.1.1. All 8th and 7th Grade division level teams shall have the choice to use either an official youth size or high school sized ball. 6th and 5th Grade division level teams shall use either a youth or junior size ball. 4th Grade division level teams shall use either a junior or pee-wee size ball.
 - 11.1.2. WIAA rules state all footballs must be brown, footballs of any other color will not be allowed for an official CBYF game

12. SCHEDULING

- 12.1.1. The schedule will be determined and approved at least 5 days before the first game by the CBYF Executive Board.

13. FUNDRAISING

- 13.1.1. Fundraising events are the responsibility of the youth football Charters and do not normally require CBYF Board approval. However, CBYF reserves the right to review any fundraising event that does not appear to be in the best interest of the other youth football Charter members or promote the welfare of the CBYF Organization.

14. GAME RULES

- 14.1. Field Dimensions
 - 14.1.1. Field Length - 45 yards long (includes end zone)
 - 14.1.2. Field Width- 120 feet
- 14.2. Equipment
 - 14.2.1. Every player must wear a mouth guard.
- 14.3. Each team should use its own ball during offensive possessions. Each grade level shall use the following sized football:
 - 14.3.1. K – 4th grade = Pee-Wee
 - 14.3.2. 5th – 6th grade = Junior
 - 14.3.3. 7th – 8th grade = Youth
- 14.4. Teams may choose to use a larger ball than what is required, but not smaller.
- 14.5. Softshell helmets may be worn by players (not required).
- 14.6. Each team shall have matching team shirts/jerseys. Teams must have a secondary option for a jersey. (reversible jersey, or penny)
- 14.7. The away team on the schedule will have to switch to the contrasting color or wear the penny if the teams playing have similar colored jerseys.
- 14.8. A Timer Tee shall be used to time the countdown seconds from snap to pass. If a Timer Tee is not functioning, the referee will be responsible for timing from snap to pass.
- 14.9. There shall be no more than 1 Head coach (minimum age of 18) and 3 assistant coaches (can be under 18 as long as the head coach is 18 will still need to register on teamsideline as a volunteer) in the team box. Coaches must be on roster & Identified by a badge on a lanyard. Organization represented, grade level coaching, and coaches USA certification number must be included on the badge. Each team must have a coach that is minimum 18 years of age to accompany it to all games. All coaches must be USA Football noncontact or tackle certified and have passed a current background check.
- 14.10. For all divisions, one coach is allowed on the field for the team's offensive possession. The coach must

remain behind all offensive players at all times. For K-3rd Grade Division only, 1 coach will be allowed on the defensive side of ball. For 4th Grade, a defense coach may be on the field for the first two weeks of season only.

- 14.11. Schedule accommodation will not be made during the regular season or tournament for coaches who coach more than one team.
- 14.12. No High school coach may serve as a coach in the 7th/8th grade division.
- 14.13. Players on each team must be from the same high school district. Players may come from different middle schools and/or junior high schools as long as they are scheduled to attend the same high school. (waiver process is the same as outlined previously)
- 14.14. Player eligibility is grade based. Players may play up 1 division.
- 14.15. All players must register through the league registration software. Rosters will be verified and checked prior to the season and each game.

15. THE GAME

- 15.1. It is the object of the game for one team to advance the ball across the opponent's goal line. The game is won by the team that accumulates the most points.
- 15.2. The game shall consist of up to 7 offensive players versus up to 7 defensive players. (*Example: if a team can only field 5 players, they can still choose to play against the opposing team's 7 players*)
 - 15.2.1.1. The offense will have 1 quarterback/passers, 1 snapper and 5 eligible receivers.
- 15.3. The offense may use a center/snapper. The center/snapper will be considered a non-player and an ineligible receiver. The center must snap the ball from the timer tee. After snapping the ball, the center must take a knee and is out of play. If not using a center teams are only allowed 5 backs/receivers going out for passes at a time to simulate what is allowed in NFHS rules.
 - 15.3.1. Only 5 receivers can go downfield during the play, prior to the pass. The QB is considered a non-eligible receiver and can only throw a forward pass beyond the LOS to one of the 5 eligible receivers.
 - 15.3.1.1. The defense will have 7 defensive players.
- 15.4. The game shall be administered by game officials familiar with the rules of the game.
 - 15.4.1.1. Minimum of two (2) - Officials for All Games.
- 15.5. Visitors will have possession at the start of the game.
- 15.6. Team sidelines must be on opposite sides of the field.
- 15.7. Players must sub from the sidelines; they may not stay behind the offense on a knee.
- 15.8. Referee will announce score before each offensive possession begins if no scoreboard is present. The referee will signal ready for play after a score or change of possession.
- 15.9. Any no call/no show games will be counted as a forfeit against the team that fails to show up on time for their game.

16. PUTTING THE BALL IN PLAY

- 16.1. No kicking/punting.
- 16.2. 1st downs will be at the 20-yard line and the 10-yard line. Teams will have 3 downs to achieve a first down. Inside the 10-yard line, grades K- 4th will have 4 downs to score, all other grades will have 3 downs to score.
- 16.3. Possession for K- 1st, & 2nd-3rd grade divisions will always begin at the 30-yard line at the center of the field. No penalty will be assessed in excess of the 30-yard line. If a penalty would move the offense beyond the 30-yard line, the offense retains the ball at the 30-yard line but loses a down. Penalty on 4th down that would move the ball beyond the 30-yard line results in a turnover on downs.
- 16.4. Possession for 4th -8th grade divisions always begins at the 35-yard line at the center of the field. No penalty will be assessed in excess of the 35-yard line. If a penalty moves the offense beyond the 35-yard line, the offense retains the ball at the 35-yard line but loses a down. A penalty on 4th down that would move the ball beyond the 35-yard line results in a turnover on downs.
- 16.5. All formations must have 2 eligible receivers lined up on the LOS, 1 on each side of the timer tee to simulate legal formation from 11 on 11 football.
- 16.6. All offensive plays shall begin with a legal forward pass.
- 16.7. No passer may carry the ball without first throwing a legal forward pass.
- 16.8. All passes from behind the line of scrimmage shall be forward and across the line of scrimmage. A backward or lateral pass may only be thrown from beyond the line of scrimmage, AFTER the completion of a forward pass.

- 16.9. An illegal forward pass is a spot foul, penalized 5-yards from the spot of the foul and loss of down.

17. TIMING

- 17.1. 25-minute game with continuous running clock.
- 17.2. The home team will provide volunteers to operate the scoreboard.
- 17.3. No time outs with the EXCEPTION of injury time-outs. Game and game clock will halt until injured player(s) can be removed safely from the field of play.
- 17.4. No halftime.
- 17.5. Game officials will announce the time remaining at 10 min, 5 min, 2 min and 1 min.
- 17.6. All games will start at the scheduled/designated time to ensure all games are completed in a timely manner, regardless of the number of players available to begin play at the designated time.
- 17.7. Play Clock
- 17.7.1.1. All grade Divisions will have 35 seconds to run their next play once the previous play has been blown dead; delay of game penalty will result in a loss of down.
- 17.8. Snap to Pass Clock
- 17.8.1.1. A Timer Tee shall be used to time the countdown seconds from snap to pass. If a Timer Tee is not functioning, the referee will be responsible for timing from snap to pass.
- 17.8.1.2. K -4th grade must pass the ball within 6 seconds of receiving the snap.
- 17.8.1.3. 5th- 6th grade must pass the ball within 5 seconds of receiving the snap.
- 17.8.1.4. 7th-8th grade must pass the ball within 4 seconds of receiving the snap.
- 17.8.1.5. If the timekeeper/referee sees that the clock has exceeded the time restriction, the whistle is blown, and the play is dead. This shall count as a down.
- 17.9. If QB is in throwing motion as snap to pass time expires, the play continues.

18. SCORING

- 18.1. Touchdown = 6 points
- 18.2. PAT from the 3-yard line = 1 point
- 18.3. PAT from the 10-yard line = 2 points
- 18.4. Interception = 2 points, except on PAT. Intercepted PAT is a dead ball.

19. SPECIAL RULES

- 19.1. No blocking in any division. (offense may not initiate contact, a "screening or shadowing" is allowed)
- 19.2. No Jamming by the defense. (defense may not initiate contact) Receiver should be allowed to run route.
- 19.3. Receiver/Ball carrier is legally down when touched at the shoulder or below, with one or both hands. Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Intentional contact above the shoulders will be penalized with an automatic first down and 5 yards. Players will be ejected if contact is ruled unsportsmanlike & flagrant.
- 19.4. Fumbles are dead balls at the spot with the last team in possession, retaining possession. A muffed snap is not a fumble/dead ball. The snap to pass timer does not stop during a fumbled/muffed snap.
- 19.5. Defensive Pass Interference will be a spot foul (1st down at the closest first down spot). NFHS rules apply, defining pass interference. Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing when the ball is in the air. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
- 19.6. Defensive offside 5-yard penalty. The defense is not allowed to rush the quarterback but is allowed to cross the line of scrimmage cover a back out of the backfield.
- 19.7. Offensive pass interference is a 5-yard penalty and loss of down.
- 19.8. False Start as well as illegal motion (more than 1 man at a time) will be a 5-yard penalty. (Exception is at 35-yard line, this results in a loss of down.)
- 19.9. If there is an interception, the defense cannot return the ball. The play is blown dead once the defense intercepts the ball. The result is a turnover and 2 points awarded to the defense.
- 19.10. No taunting or "trash talking." (5-yard penalty & a loss of down. Player can be ejected if flagrant or repeated). Any player(s) involved in fighting will be ejected from the game and the following game.
- 19.11. Any dead ball foul committed by the defense after a change of possession, prior to the ready for play for

the next series, will result in a loss of down for the next series. The team next to put the ball in play will start their series with 2nd down.

20. OVERTIME RULES (for tournament only)

- 20.1.1. There is no overtime in the regular season.
- 20.1.2. There will be a coin toss at the beginning of the overtime period with the home team calling the toss. The winner will choose to be on either offense or defense.
- 20.1.3. Each team will have 3 plays from the 10-yard line for each overtime period.
- 20.1.4. Starting with the 3rd overtime and in each subsequent overtime, all PAT's must be 2- point attempts from the 10-yard line.
- 20.1.5. Overtime periods are not timed.
- 20.2. Scoring methods stay the same in overtime and a game can end on an interception.

21. ROSTERS

- 21.1. There shall be no additions to rosters after the first league game has commenced. A roster copy is to be provided to the league prior to starting the first game. Players are not allowed to be on more than one roster.
- 21.2. Team rosters showing the players name, Grade-level, age and jersey number, and the coach contact information must be provided at time of Book Check Verification by league Registrar and must contain all registered players. Rosters should be typed, and players listed by jersey number in ascending order when possible. Official rosters will be provided to all youth football Charter Presidents.
- 21.3. Any team that fails to present their roster by that time shall forfeit each subsequent game until rosters are presented.

22. SEASON SCHEDULE AND PLAYOFF SEEDING

- 22.1. The CBYF Executive Board will set dates for registration opening, first practice, game schedule, and playoff schedule prior to the start of the season.
- 22.2. Head-to-Head competition will determine tie position to qualify for playoffs. If no head-to-head ,tie will be determined via points against. If there is still a tie, the 3rd tie-breaker will be random wheel of names. Teams may not start practicing until March 1st.
- 22.3. Head-to-Head competition determines tie position, in terms of seeding, for teams qualified for playoffs. A hat draw will determine seeding in the event that head-to-head is not applicable.

23. TOURNAMENT

- 23.1. Single elimination tournament
- 23.2. 8 team minimum per division for playoffs, max of 16 based on 50% of the number of teams in each grade level
- 23.3. Teams will play rock paper scissors prior to the game. The winner chooses offense or defense first.
- 23.4. The Example Bracket is below.

