

OFFICIAL YOUTH FLAG FOOTBALL ASSOCIATION RULES & REGULATIONS

2011

LAFAYETTE RECREATION AND PARKS DEPARTMENT

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LEAGUE CLASSIFICATIONS

7-8 YEAR OLD:

To be eligible for participation in the 7-8 year old league, a player must be 7 years of age before September 1st of the current year and he cannot turn 9 years of age prior to September 1st of the current year.

9-10 YEAR OLD:

To be eligible for participation in the 9-10 year old league, a player must be 9 years of age before September 1st of the current year and he cannot turn 11 years of age prior to September 1st of the current year.

11-12 YEAR OLD:

To be eligible for participation in the 11-12 year old league, a player must be 11 years of age before September 1st of the current year and he cannot turn 13 years of age prior to September 1st of the current year.

13-14 YEAR OLD:

To be eligible for participation in the 13-14 year old league, a player must be 13 years of age before September 1st of the current year and he cannot turn 15 years of age prior to September 1st of the current year.

INITIAL QUALIFICATIONS

Player eligibility will consist of age and residence. Every player has to meet both requirements to be considered an eligible player.

TEAM NEIGHBORHOODS

All players are required to play in their own neighborhood. If two or more teams in the league can be formed in the same neighborhood, **LEAGUE OFFICIALS** will decide upon inner neighborhood boundaries and/or drafting procedures.

Each neighborhood must adhere to its boundaries. Any neighborhood that violates this policy will be reprimanded. It is the responsibility of the football coordinator and coaches to assure that Recreation policies are adhered to. No player shall play for a team out of his league area. A participant must play in the neighborhood of his actual residence. If a neighborhood does not have a team in this league, then the Recreation Coordinator in charge of the program will assign the participant to a neighborhood.

No team will be allowed to forfeit any regularly scheduled game, whether the game is scheduled before or during the season, except for extenuating circumstances. In such case, the reasons shall be stated in writing and given to the Recreation Coordinator seven (7) days before the game. Under such circumstances the Athletic Staff will rule on the request for a forfeit. If the team does not play the game then the Athletic Staff, at its sole discretion, has the option to enforce sanctions against the team and/or its coaches. The sanctions can include banning a team and/or a coach from further participation in the program.

PARENTAL CONSENT FORMS/ACKNOWLEDGMENT OF RESIDENCY

All players in this program must have parental consent forms, registration applications, signed and in the hands of their coach or Neighborhood Coordinator before they can be issued playing equipment or before they can participate in any kind of team workouts.

PLAYER CALL-OUTS

The Neighborhood Coordinator is to make his own arrangements for a facility at which to hold their call-outs, set by the Recreation Department.

BIRTH CERTIFICATE

Players participating in the program must have their age verified by a birth certificate or other certified proof of age. The Football Coordinator will be responsible for verifying the ages of all of his neighborhood's players and must be ready to produce a copy of the birth record(s) when asked for by the Recreation Staff.

PRACTICE SESSIONS

Teams may begin practice on September 3, 2011.

Prior to the first week of the season a team may practice a maximum of four (4) times per week with each session not to exceed 1-1/2 hours. There **MUST** be at least a 12 hour rest period between each practice session.

Beginning with the first week of the regular season a team may practice a maximum of two (2) times per week with each session not to exceed 1-1/2 hours. There **MUST** be at least a 12 hour rest period between each practice session.

GAMES

All games will be played on Saturdays at a site TBD. Starting time for the first game will be 9:00 a.m. with the remainder of the games scheduled to start on the hour, each hour, following the first game.

GAME EQUIPMENT

All jerseys must be approved by the Athletic Staff at the Recreation Department. All teams must wear their assigned jersey color. There cannot be a change unless the Athletic Staff has approved it. Players must wear the same jersey number for every game. Game balls will be provided by the Department with the neighborhood having the option to use their own football, as long as the specifications are the same. The Department will provide Wilson K2 model footballs.

PROTESTS

There are **NO PROTESTS** in the Youth Football program. The only things that can be questioned are a player's age and residence. **NO PROTESTS** will be allowed on rules, judgment calls, clock operations or any other item. Games cannot be played under protest.

GAME OFFICIALS

The Recreation Coordinator in charge of this program will schedule game officials. There will be two officials scheduled for each game.

We ask that all Coaches and Coordinators exert every effort to control your fans and to cooperate with game officials at all times. The game officials do have the power to prematurely end a game if, it is warranted by uncontrollable crowds.

REGISTRATION FEES

All fees must be paid on the scheduled date for fees and rosters. Team fees will be \$100.00 per team.

TEAM ROSTERS

Rosters must be turned in with registration fees. Additions can be made to the roster until the Friday before the season starts, with the exception of out-of-parish move-ins.

GAME REGULATIONS

1. We will use the USSSA flag football rulebook for this program with the following exceptions.
2. Games shall consist of two twenty-minute running time halves and a five-minute halftime. The final two minutes of each half will be played under the seven play rule. The clock will stop only for charged team time outs, official's time outs and to take care of injured players.
3. A team will have four downs for each series to reach the zone line to gain to be awarded a new series. The zone lines will be set at twenty-yard intervals.
4. There will be no kickoffs or punts. The ball will be placed on a team's own twenty yard line in place of a kickoff. If a punt is declared the ball will be moved twenty-five yards in advance of where it was last snapped. No team will be allowed to snap a ball from inside its own twenty yard line after a punt, except if there is a penalty that would move the ball inside of the twenty yard line.
5. We will play a seven-player game, six-player for the 7/8 age group. All players are eligible pass receivers.
6. There is no restriction on the number of rushers that the defense may have on a play, as long as they all start from behind the defensive line of scrimmage.
7. The offense is required to have at least three players on the line of scrimmage at the time of the snap.
8. Only one forward pass will be allowed per play, thrown from in or behind the neutral zone.
9. The neutral zone will be a three-yard buffer zone between the offensive linemen and the defensive linemen. No player may enter this zone after the ball is marked ready for play and prior to the snap if the center has made his final adjustment on the ball and is preparing to snap the ball. The exception would be for a substitute who has to cross the neutral zone to get off of the field or into position for the play.

10. The center may snap the ball in any manner. The quarterback must be in a shotgun formation. If the snap hits the ground before reaching the quarterback it is dead. If the quarterback muffs the snap or drops it the ball will be blown dead at the spot where it first touches the ground.
11. All players are required to be in the huddle between the ready for play and the snap, except during the final two minutes of either half.
12. Offensive players may block using only the screen blocking method. Their hands must stay behind their backs throughout the block attempt. They may not swing their elbows at an opponent in an attempt to block them. The offensive players may not use an open hand to block an opponent.
13. **EVERY PLAYER ON A TEAM AT THE GAME MUST PLAY IN EVERY GAME.** The only exception allowed will be for a disciplinary reason decided on by the Coach.
14. A coin toss will be held before the game. The winner of the coin toss will have the option to go on offense or choose which goal they will defend. The other team will have the same option at the start of the second half.
15. Seven Play Rule: When eighteen minutes have expired on the game clock in each half this rule will go into effect. At this point there will be no clock, instead there will be seven plays left in the half. When all seven plays have been used the half will be over.
Exception: If a team is ahead by 17 points or more at the end of the first eighteen minutes in the second half then the game is over and the seven plays will not be played.
16. Players are required to wear a protective mouthpiece. The mouthpieces must be in the mouths of the players, on both offense and defense, at the time of the snap.
17. Players and/or Coaches who are ejected from a game are required to sit out their teams next scheduled game. All ejections will be reported to the Recreation Department. If the ejection is deemed to have been serious enough the Recreation Coordinator in charge of the program may suspend the Player and/or Coach for more than one game. If a Player and/or Coach is ejected for a second time in the same season they will be suspended indefinitely until the matter can be brought before the Youth Football Association and the Recreation Staff for review and disposition.
18. In a situation where two teams are wearing the same color jerseys a coin toss will determine which team will wear a pullover.
19. The use of tobacco in any form by players or coaches is not permitted on the field of play.
20. The use of alcoholic beverages is also not permitted on the field of play.
21. Only molded rubber football cleats or tennis shoes may be worn by the players. No shoes that have hard rubber, metallic, ceramic or removable cleats will be allowed.

SCORING:

1. Touchdown - 6 points
2. Extra Points - 1 point – run or pass from the three-yard line
- 2 points – run or pass from the 10-yard line
3. Safety - 2 points
4. Forfeited Game - 2 points

7-8 YEAR OLD SPECIAL RULES:

1. A team will have four downs for each series to reach the zone line to gain to be awarded a new series. The zone lines will be set at ten-yard intervals.
2. Each team will be allowed two coaches on the field during play. Both coaches must be a minimum of ten yards behind the nearest player at the time of the snap. There must always be at least one Adult Coach on the sideline with the remaining players.
3. The neutral zone will be a five-yard buffer zone between the offensive linemen and the defensive linemen. No player may enter this zone after the ball is marked ready for play and prior to the snap if the center has made his final adjustment on the ball and is preparing to snap the ball. The exception would be for a substitute who has to cross the neutral zone to get off of the field or into position for the play.
4. There will be no extra point attempts in this program. There will be no score kept in this program. The Recreation Department will not sponsor any post-season play nor crown any champions for this program. No team may participate in any manner or form that is not a sanctioned practice or game, as determined by the Recreation Department.

DISCRIMINATION

IF ANYONE BELIEVES HE OR SHE HAS BEEN SUBJECTED TO DISCRIMINATION ON THE BASIS OF RACE, COLOR OR NATIONAL ORIGIN, HE OR SHE MAY FILE A COMPLAINT ALLEGING DISCRIMINATION WITH EITHER THE LRPD OR THE OFFICE OF EQUAL OPPORTUNITY, U.S. DEPARTMENT OF THE INTERIOR, WASHINGTON, D.C. 20240.