

# SANTA FE LEAGUE YOUTH FOOTBALL

## 3<sup>rd</sup>/4<sup>th</sup> GRADE TACKLE

### BY-LAWS

1. Teams will consist of 8 players. Teams should start with 8 players. If not able, coaches can forfeit or reschedule and also scrimmage if so desired.
2. Players must have 4 practices before full contact is allowed. This is a safety precaution to protect the players. Youth players need to be acclimated to the heat in the first few practice days. During the practice days 1 and 2, helmets are the only protective equipment that should be permitted. No player-to-player contact. During practice days 3 and 4, shoulder pads should be worn, but no full contact. (Recommended guidelines from USA Youth Tackle Football.)
3. After the first game, teams are only permitted to 2 contact practice days per week. Coaches should use their best judgment on how many practices their team has during the week, taking into consideration when their teams play during the week and also on the weekend. Always have the best interest of the player at all times.
4. No players will be allowed to change teams without the approval of the Santa Fe League Board. Players are also required to play with their respective schools in accordance with NFHS (schools not having enough kids to play may inquire to the play with teams from adjoining towns). Any town rostering more than one team must pick their teams through a draft with members of the Santa Fe League Board present. Coaches may not hand pick their team. Any town having more than 26 players MUST conduct a draft to split into two teams. The coach's kids will automatically be placed on their parent's team. From there the teams will be made equal by age then after a flip of a coin the draft will begin one grade at a time. For example, if one group of coaches has three 3<sup>rd</sup> graders as coaches children and the other team has two 4<sup>th</sup> graders and one 3<sup>rd</sup> grader, the first coach will get first pick of two 4<sup>th</sup> graders and the second coach will get first pick of two 3<sup>rd</sup> graders to make the age count equal prior to the beginning of the draft. Then a coin will be flipped to see who drafts first from the 3<sup>rd</sup> grade until all the 3<sup>rd</sup> graders have been drafted. Another coin will be flipped prior to the drafting of the remaining 4<sup>th</sup> graders until all players are drafted.
5. All town representatives should receive a copy of the roster/weigh-in sheet including jersey numbers **prior** to the first game of the season. The roster/weigh-in sheet will be certified by the town representative(s) who witnessed the weigh-in. **A certified copy of the official weigh in will be given to the witness at the time of weigh-ins and will include the player's name, jersey number and weight.** It is the responsibility of the town commissioner to distribute the weigh in sheets to their coaches as well as to the opposing town commissioners prior to the first game. Failure to submit sheet to opposing towns will result in forfeit until sheets are received.

6. **Conduct of Players:**

Arguing of calls or making derogatory remarks or signs to or about an official will result in:

- 1<sup>st</sup> Offense: Warning
- 2<sup>nd</sup> Offense: 15 Yard Unsportsmanlike conduct penalty. Call into AVYSC.
- 3<sup>rd</sup> Offense: 15 yard penalty and player will be ejected from the game and will be asked to leave the field. The ejected player will be suspended for the following game.

7. **Player Conduct:**

Players will be automatically ejected from a game for profanity, punching and/or fighting.

Showboating and taunting will also be grounds for removal from a game. Ejection from a game will result in a minimum of one game suspension immediately following the game in which the ejection occurred. Players will be suspended for unsportsmanlike conduct should any punching and/or fighting occur after game and during time when teams shake hands. All ejections and suspensions will be reported to the Santa Fe League Board and kept on file.

8. **Conduct of Coaches:**

Consequences of arguing with calls or making derogatory remarks or signs to or about an official, coach, players or commissioners will be at the discretion of the officials to include ejection from the game!! NO WARNING NECESSARY

9. **Any coach who is dismissed from a game for unsportsmanlike conduct will be unable to coach ANY team event including practices and/or games for 1 week following the ejection (including tournament play). Any coach who is flagged for unsportsmanlike conduct a total of 2 times per calendar year in ANY sport will lose coaching privileges for 12 months from the date of the 2<sup>nd</sup> infraction. All ejections will be reported to the Santa Fe League Board and kept of file. No appeal is offered to a coach who has been ejected from any game.**

10. Coaches are asked to use good rapport when confronting youth in front of other youths in a derogatory manner. Reserve this constructive criticism to practice or breaks.

11. Coaches are responsible for the control of team fans and spectators. Any fan that becomes abusive toward other teams, a nuisance and or out of control will be asked to leave. If they do not leave the area, local police will be called. Remember fans take their lead from coaches.

12. Each home team will provide a 2 referees (21 years of age and older) and two other officials per game. If adult referees are not available, coaches may agree to accept what is present or reschedule to a better date (date to be reset by coaches and approved by Santa Fe League Board).

13. ANY concussion that is diagnosed by a health care professional will be reported to the Santa Fe League Board.

14. If a player is hurt during a practice the coach will attend to accordingly. If it is a head or neck injury, a doctor's written permission must be provided before the player is allowed to play or practice.

15. If a player is hurt during a game, regardless of the injury the player must sit out a minimum of one play. If in the referee's judgment they feel the injury is serious, the player will not be allowed to return to the game.
16. Each town is responsible for providing a copy of the rules and by-laws to each their coaches and referees.
17. Any game cancellations must be made at least 2 hours prior to kick-off. It is the responsibility of the town commissioner to make sure all parties are aware. Failure to notify the opposing town at least 2 hours prior to kick-off could result in a forfeit if warranted by the league commissioners by vote.
18. All coaches are required to complete the concussion online class prior to the first game of the season at [NFHS.learn.com](http://NFHS.learn.com). Once the class is completed each coach will print off a certificate and turn it in to the football commissioner of your town.
19. Absolutely no alcohol or tobacco products, including e-cigarettes are allowed at or during games or practices by coaches!

# RULES

1. Games will consist of 4-7 minute quarters-
  - a. Running clock will be used in the 1<sup>st</sup> and 3<sup>rd</sup> quarters stopping for penalties, time-outs, injuries, referee instruction and touchdowns.
  - b. 2<sup>nd</sup> & 4<sup>th</sup> quarters will be the same except for the following exceptions: Last two minutes of each quarter clock will stop with out of bounds, 1<sup>st</sup> downs, incomplete passes and referee conferences.
  - c. Clock will stop once a touchdown is made.
  - d. Teams will have up to 40 seconds to get a play off or a delay of game will be called.
  - e. If a team is ahead by 24 points at any time during the game the clock will continue to run without stopping. If game should get back within 24 points or less, the clock will run accordingly to rules. If winning team calls a time out during the mercy rule, the clock will continue running. If the losing team calls a time out during the mercy rule, the clock will stop. If losing team scores and the mercy rule is still in effect, the losing team will get the ball at the 20 yard line. Points will not be added to scoreboard if the point spread is out of hand.
  - f. Half time will 5 minutes.
  - g. Overtime will start on the 10 yard line with a coin toss. Both teams will get one set of downs in an attempt to score. First team to score without the other team scoring will win the game. Two overtime's maximum end in a tie.
  - h. Each team will have 3 timeouts (45 seconds long) per half. Teams cannot carry timeouts over the next half. Each team will be allowed one additional timeout for overtime play per quarter.
2. Football size will be K2, Teams may use their own ball on offense.
3. The field will be as close to 60 x 40 yards as possible and midfield will be the 30 yard line. Teams will start on the 20 yard line. No kick offs. Safeties are kicked from the 10 yard line.
4. Each visiting team will try and supply one person for the chain crew, home will supply the other two members.
5. Only coaches, players, officials and chain crew will be allowed within the team's sidelines and benches. During the 1<sup>st</sup> quarter of the 1<sup>st</sup> game ONLY, coaches may be on the field during live play.
6. Players over 85 lbs. are not eligible to hand the ball in any running situation and will be identified by a distinct stripe down the middle of their helmet from front to back. Striped helmets may punt the ball but they cannot pass or turn into ball carriers. Centers helmet/head may not be touched during Snap of the ball. **HELMETS MUST BE STRIPED PRIOR TO THE FIRST GAME**. Failure to do so will result in forfeit.

7. There will be a mid-season weigh-in. Date will noted on game schedule. Players will be weighed at least an hour prior to game by a Santa Fe League Director or representative. There must be a representative present from the opposing team. Only a league approved digital weight scale will be used. No dial scales. Any player who is over 85 lbs. will be striped for the remainder of the season. Any player who was previously striped and is under 85 lbs. will be eligible to run the ball. Any player who refuses to weigh-in on this date will be striped for the remainder of the season. Any player that misses the designated mid-season weigh-in will have to appeal to the Santa Fe League Board to reschedule weigh-in, but that weigh-in must be complete within 3 days of the designated date.
8. Tight ends may be over 85 lbs. running weight but, once they catch a pass they must drop to one knee and cannot advance the ball.
9. No one over 85 lbs. running weight is allowed in the back field as a full back or blocking back.
10. All players must wear a NOCSAE approved helmet, shoulder pads, mouth pieces and pants with pads or they will not be allowed to play. All hard plastic or metal braces must be covered and approved by the league. Only molded cleats allowed. Helmets must be refurbished a minimum of every 3 years and replaced every 8 years.
11. Every player must play at least half of the game with exceptions to the following:
  - a. Illness (reported to coach if possible)
  - b. Injury (reported to coach if possible)
  - c. Absent one practice or more per week without cause
  - d. Attitude (Justifiable)
  - e. Official ejection ( possible hearing with Santa Fe League)
  - f. Play rule is not a forfeitable offense but written letter to the Santa Fe League could mean coach reprimand by the board.
12. An attempt to punch or kick any one person or persons whether it lands or not is immediate ejections from the game and a minimum of one game suspension.
13. All penalties are marked off at  $\frac{2}{3}$  the normal distance except a 5 yard penalty which is assessed at 3 yards. 10 yard penalties are 7 yards and 15 yard penalties are 10 yards. Exception to the previously states is unsportsmanlike conduct (15 yards).
14. Facemask penalty: 15 yards if player is brought to the ground by a facemask; 5 yards for a touch.
15. Helmet to helmet hit: 15 yards
16. No hurdling is allowed. Penalty is 7 yards.
17. Extra point tries will be as followed: Carried or passed 2 points.
18. OFFICIAL CALLS ARE FINAL.