

# 2019 Division 6 CYO FOOTBALL RULES

All CYO football games will be played according to the current rules of the National Federation of State High School Associations except as noted herein.

## ELIGIBILITY

CYO tackle football includes players in the 6<sup>th</sup> grade and under who are 12 years old or younger as of August 1, 2019. Players must weigh **135 lbs.** or less at the weigh-in. Players exceeding **135 lbs.** will be designated a striper. There is no maximum weight limit in Division 6.

## STRIPERS

- All players classified as “stripers” must wear a one-inch strip of tape of contrasting color laterally and completely around the helmets.
- Helmets must be brought to the weigh in.
- If a player is designated a “striper”, the strip of tape will be placed on the helmet at that time by an official of the CYO.
- The tape may be removed when the player’s weight is below that of the striper weight at the time of the optional weigh-in.
- A maximum of three (3) “stripers” per team may be in the game at any one time, provided both teams have three (3) stripers available at the game. Should either team have less than three (3) stripers, the maximum number of stripers in the game at one time is two (2).
- A “striper” may not carry the ball offensively or defensively and may play only a line position from tackle to tackle.
- On Offense
  1. A striper is NOT allowed to line up outside of the Tackle box (2 players from the center)
  2. A striper is allowed to line up in a two point stance
  3. A striper is allowed to take a first step backwards
- On Defense
  1. A striper’s widest alignment is head up on the end (2 players from the center) or where the end would line up.
- “Stripers” must begin each play in the down position (3 or 4 point stance) with the first step being forward or lateral.
- “Stripers” cannot pull around the defensive end to lead sweeps, screen type plays.
- **PENALTY:** If an offensive player violates this rule, the ball will be returned to the point of origin and the down counted. If a defensive player violates this rule, the offensive team will have the option of accepting the play or replaying the down.
- A “striper” may not carry the ball offensively or defensively.
- **PENALTY:** If the offense knowingly gives the ball to a “striper” a 15-yard penalty will be assessed.
- If a “striper” gains possession of the ball, the ball is ruled “dead” at that point.

## **PARTICIPATION**

- Every child is required to play a minimum of four (4) plays per half of every game in which his team is involved, provided the child has attended practices regularly and has not been a discipline problem.
- The participation rule is not protestable. However, if a violation of this rule is reported and found to be accurate, the coach will be disciplined by the CYO.
- When one of the aforementioned impediments applies or when a child is ill or injured, the coach should so note on the scorecard prior to the start of the game. Indicate with a "D" for disciplinary action or "I" for injury or illness. On the reverse of the card the coach must give the player's name and number and the reason for the disciplinary action or the nature of the injury or illness.
- Players who are being disciplined or who have been designated as injured or ill will not be allowed to play and will be considered ineligible for that game. The officials will not knowingly permit these players to enter the game. However, the burden of responsibility will rest with the coach.
- The maximum number of team personnel to be on the sideline is limited to five (5).
- The maximum number of school age managers to be on the sideline is limited to two (2).
- When a player has been suspended / ejected from the game, the player is suspended from participating in their next contest and may be subject to further disciplinary action. When a coach has been suspended/ ejected from the game, the coach is suspended from coaching in his/her next two contests and may be subject to further disciplinary action.

## **PRACTICE TIME**

- Are limited to five (5) hours per week.

## **LIMITED CONTACT**

- No contact allowed on back to back calendar days. Games are not included.

## **SUMMER CONDITIONING**

- July 8<sup>th</sup> conditioning is allowed, however, it cannot be deemed as mandatory for players.
- No footballs or other equipment is permitted.
- Team practice may begin on July 29, 2019.

## **WEIGH-INS**

- **All players are required to weigh-in on a date designated by the CYO.**  
(Players MUST weigh-in prior to their jamboree game in order to participate.)
- Only one attempt to make the designated weight limit is allowed per day.
- Weigh-ins are conducted under the supervision of the CYO staff.

## **WEIGH-IN PROCEDURE**

- The completed roster containing the player's full name, birth date and uniform number must be presented to the scale monitor. Each coach should bring a copy of the roster for his records.
- Please type or print legibly the players in numerical order. Line up the players accordingly.
- The exact weight of each player will be recorded on the team's roster at the time of the weigh-in.

## **PLAYERS' EQUIPMENT**

- A player shall not wear anything which is dangerous to himself or any other player.
- Players in all divisions must be fully equipped with mouth guards, certified helmets, shoulder pads, pants with pads, and shoes without detachable cleats.
- Metal or metal-tipped cleats are not allowed.
- **PENALTY:** If a player is wearing dangerous or illegal equipment or lacks any of the required equipment, participation is forbidden until corrected to the satisfaction of the referee.
- When a player's equipment needs attention, the official may call a time-out and charge it to himself. When the time-out exceeds or is expected to exceed one minute, the player will be asked to leave the game to complete the repairs on the sideline.
- All players on a team must have the same color uniforms with identifying numbers on both the front and back of the uniform shirt.

## **DURATION OF THE GAME**

- 12-minute running clock will be kept, however during the last two (2) minutes of each HALF the clock will be kept in accordance with the official high school rules.
- There will be 2 minute breaks between quarters and an eight (8) minute intermission between halves (All Divisions).
- Three (3) time-outs are permitted per half. The length of these time-outs will be 1½ minutes each (All Divisions).
- The "ceiling" is defined as a 28-point difference. After the ceiling has been reached there will be a running clock for the remainder of the game.

## **OVERTIME RULE**

- In Divisions 6 if a regular season game ends in a tie, there will be one overtime period according to AHSAA rules.
- Each team will have one possession consisting of four (4) plays. The ball will be placed at the opposition's ten-yard line to start.

### **OFFICIAL BALL**

- CYO shall furnish the ball of proper size, quality and condition for each game (Wilson Composite GST 1784)

### **SPECIAL PLAYING RULES**

- All PATs will be from the 3 yard line and will count as 2 (two) points.
- Teams may have the option of declaring to punt on 4th down. The ball will be advanced 30 yards from the line of scrimmage. However the ball may not be advanced passed the 20 yard line.
- There will be a 30 second play clock after the ball is set and declared ready for play by the game officials.
- To begin each half and on touchbacks, the ball will be placed at the 30 yard line.

### **POST SEASON SEEDING**

- If the higher seed cannot be determined through win-loss record the following criteria will determine the higher seed.
- Head-to-Head Competition. If one team has a superior head-to-head record in games played versus other tied teams, that team will be the higher seed.
- Winning Percentage. If (1) fails to determine the higher seed...
  1. The team which has the highest winning percentage against all the other tied teams during regular season play will be designated the higher seed.
  2. The team which had the highest winning percentage against the highest ranked team in the standings not involved in the tie will be determined as the highest seed.
- Coin Flip. If all above methods fail, the higher seed will be determined by a coin flip.