

# **SDAYF RULES**

## **MITEY MITE THROUGH UNLIMITED**

### **2017**

All of the rules you apply at the high school level also apply in all AYF games. Although coaches may have their own we should only recognize the modifications set forth below.

The AYF league has several “points of emphasis” that they would like us to keep in mind

The points of emphasis and special rules modifications are presented in the following order:

- Points of Emphasis
- Rule Modifications
- Mitey Mite Division Rule Modifications

## **POINTS OF EMPHASIS**

All sidelines rules pertaining to coaches, players, and non-players should be strictly enforced (25-yard line to 25-yard line team box, 2-yards deep restricted area, etc.).

All instances in which a coach touches, punches, or strikes an official must be documented. The Assignment Secretaries have outlined the following mandatory procedure:

- Any time a coach touches, pushes, or strikes an official must be reported in writing to the appropriate Assignment Secretary. This written report should include the following information: the coach’s name, team name, division, names of all officials present, and a statement of the circumstances surrounding the incident.
- In addition to the written report, the appropriate Assignment Secretary should receive telephone notification as soon as practicable (no later than the next day) following the incident.

All instances of ejection of a coach from a game must be reported to the appropriate Assignment Secretary as soon as practicable, but no later than one day following the game. A phone report is recommended. AYF Football rules mandate that any coach ejected from a game for misconduct will be ineligible for the following game. The Palomar Conference President/Commissioners have requested that they be notified following any ejection of a coach. This notification will be handled by the Assignment Secretaries.

“Protecting the snapper” has been a National Federation point of emphasis in recent years. This is particularly important at the AYF Youth Football level.

# RULE MODIFICATIONS

## GAME DURATION

Except for flag, all games will consist of four ten-minute quarters at all levels. The game clock will be managed in accordance with NFHS Rules.

## HALFTIME

Halftime will be 10 minutes without the three minute warm-up period. Coaches are responsible for ensuring that players are ready to go.

## CASTS

Casts are not allowed in any AYF game, even with a physician's written exemption. No exceptions.

## PLAYER NUMBERING SYSTEM

No mandatory numbering system will be used. Any player at any position may wear any number from 1 through 99. Both "0" and "00" are illegal numbers and may not be worn. (No penalty. Remove the player from the game. He may re-enter after changing jerseys to a legal number.)

## TIME OUTS

Each team will be allowed three time outs per half.

## EQUIPMENT TIME-OUTS

A coach shall not be permitted to delay the game while making an equipment repair or adjustment. 25 seconds are allowed before the player must leave the game or use a charged time-out to complete the repair.

## INJURED PLAYERS

An injured player who requires an official's timeout for evaluation must leave the game for at least one play. If a player is unable to leave the field under his own power shall not re-enter the game without the approval of an EMT, physician, registered nurse, or paramedic. If a player does reenter the game without the required approval, he shall be removed from the game. No penalty is assessed. Game officials should record the number and team of any player assisted from the field.

## PAT SCORING

Running or passing play – 1 point. Kick – 2 points.

## 35 POINT RULE - LOPSIDED/INTENTIONALLY RUN UP SCORES

The AYF lopsided score rule is 35 points or 5 touchdowns, whichever comes first. Once the score differential reaches 35 points, or 5 touchdowns, the game clock will become a running clock. Once the clock becomes a running clock it can only be stopped for injuries and official or team time outs. It will be the losing team's preference as to whether they will receive a normal kickoff or they may choose to take the ball on their own 40 yard line. The winning team is prohibited from running any mis-direction, counter, reverses or "trick plays" of any kind. Skill position starters must be replaced whenever possible. Conferences and Associations cannot limit the winning team to only running between the tackles. Mandatory plays must be completed regardless of the score or game clock. If the winning team does not complete their required mandatory plays, the full force of the mandatory play rules will be in effect.

## SIDELINE CONTROL

The home team will identify a free zone around the entire field, including end zones. No one except coaches, players, and cheerleaders may be in this zone. Conference officials will have a picture ID badge and assist in keeping this area clear of fans.

## PLAYER'S BOX AND SPECTATORS ON SIDELINES

All coaches and players must stay between the 25 yard lines. The only exceptions to this are EMT's, legitimate members of the media, and the chain crew. There are no other exceptions, including the AYF Conference staff. This rule should be strictly enforced. If people are on the sidelines outside the box, the following procedure should

be followed: inform the Head Coach and spectators involved that they must immediately leave the sidelines. Inform the coach that the game will not resume until the sideline is cleared.

### **MOUTHPIECE STRAPS**

A player's mouthpiece must be attached to his helmet with a strap. Exceptions must be brought to the Referee's attention prior to the start of the game. Exceptions should be granted for players with special needs, such as braces and other legitimate reasons.

### **WEIGH-IN PROCEDURE**

The weigh-in procedure should be completed 30 minutes before game time. The teams should use the time prior to weigh-in for warm-ups. Teams should not be allowed to delay the start of the game due to extended warm-ups and player introductions following weigh-ins.

### **GAME PROTEST**

Occasions may arise when a coach or team manager informs game official that the game is "being played under protest." Usually a technical or administrative violation has occurred, unrelated to the actual playing of the game. If a game official is approached with a Formal Protest, he should note who is filing the protest and why (i.e., inaccurate weigh-in scales, roster inaccuracies, etc.). There is no need to file a written report; however, the Assignment Secretary should be notified concerning the Formal Protest.

### **DEALING WITH COACHES**

If a coach has a question, concern, or complaint, game officials should endeavor to resolve it. They should listen to the problem and discuss it within the time constraints of the game, rather than ignoring him or shutting him down. If an official has a significant problem with a coach, he should call the Assignment Secretary after the game. Both AYF conferences want to deal with misbehaving coaches

### **COMMUNICATIONS**

The assigned game referee will be met by a league (home team) representative upon arrival at the game site. This representative will be the point of contact for the game officials for any administrative matters such as pay, weigh-ins, clock problems, issues with coaches, etc. If the referee is not met by this representative, he should search him/her out prior to the start of the first game.

### **EJECTIONS**

AYF strongly supports the rules governing the conduct of players, non-players, and coaches. The Conference follows CIF procedures relating to player or coach ejections. Anytime either a player or coach is ejected, the following procedure should be followed:

- The Referee will give the appropriate penalty signal, including the signal for player disqualification. The Referee will inform both head coaches of the uniform number of the player ejected, or in the case of an ejected coach, the name of the coach involved.
- All instances involving the ejection of a player or coach must be reported as soon as practicable to the Assignment Secretary. A report should be made by telephone no later than the day following the game. All Conferences require that any coach ejected for misconduct will be ineligible for the following game. Players may be subject to suspension per the San Diego Section CIF procedures as well. All Conferences have requested that we notify their President/Commissioner as soon as possible to facilitate enforcing the follow-on suspension.

### **MISCONDUCT BY COACHES**

The AYF League Directors are committed to dealing with coaches who set a poor example for their players or who are a discredit to American Youth football. Accordingly, all instances of abuse or inappropriate conduct by AYF coaches must be reported in writing to the Assignment Secretary, as stated in the Points of Emphasis section above.

Remember, it is your duty to document misconduct by coaches. Officials help themselves, their fellow officials and the children who play the game by promptly reporting abusive, discourteous and unsportsmanlike behavior by coaches.

# MITEY MITE DIVISION RULE MODIFICATIONS

## MITEY MITE COACHES

No coach is allowed on the field during play.

## BLITZING

No defensive player is allowed to blitz. No more than six defensive linemen, lined up in either a 3 or 4 point stance, may charge across the neutral zone at the snap. Lineman in an upright stance may not. A defensive player must be within 2 yards of his line of scrimmage to be considered a lineman. Players who begin the play more than 2 yards behind their line of scrimmage, even if in a 3 or 4 point stance, may not charge across the neutral zone at the snap. Normal pursuit by "up" linemen and linebackers as the play develops is legal. **Players who are not defensive linemen cannot cross the line of scrimmage until the ball carrier is outside the end man on the offensive line (tackle box).**

Penalty: *Illegal procedure, 5 yards from the previous spot.*

## BLITZING SCRIMMAGE KICKS

There shall be no blitzing or rushing on punts, field goals, or kick tries. Once declared, all kicks are made uncontested.

## PUNTS

A team may punt on any down under National Federation rules, or may on any down elect to punt under the provisions outlined below:

- A declaration of "intent to punt" shall be made to game officials who, in turn, shall notify the defensive team.
- The ball shall be put in play by a direct snap to the punter. The punter shall be positioned a minimum of 5 yards behind his line of scrimmage and shall remain in this position until the ball is snapped.
- Both the offensive and defensive teams shall be required to have 7 players on their respective lines of scrimmage until the ball has been punted.
- No defensive or offensive player shall cross the line of scrimmage until the ball has been punted, even though there may be a fumble or muffed snap.
- If the ball is snapped beyond the punter, he should retrieve the ball and punt it. He is allowed to take a maximum of 3 steps from the point where he retrieves the ball until he kicks it.
- If a violation of rules 2, 3, or 4 above is committed, the game officials shall call an illegal procedure, and the offending team shall be penalized accordingly. The opposing team shall have the option to accept or refuse the penalty.
- If a violation of rule 5 above is committed, the game officials shall call an illegal procedure, as either a running play or a loose ball play, and the opposing team shall have the option of accepting the penalty from the spot of the foul, or from the previous spot, or of refusing the penalty.
- If after a declaration of "Intent to Punt," the offensive team runs another type of play, an illegal procedure shall be called against the offensive team, and a penalty shall be assessed accordingly, unless refused by the defensive team.

**IN ALL CASES, TRY TO WARN FIRST.**