



LOUISIANA YOUTH FOOTBALL

2009 Rules & Regulations

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Rules & Regulations

USA Football Youth Rule Book and the National Federation of State High School Athletic Association football playing rules are the basic Louisiana Youth Football rules. Louisiana Youth Football modifies these rules to adjust to the ages, weights, and psychology of the student athletes participating in its' program. All rules and regulations will be enforced and governed by Louisiana Youth Football & the Louisiana Youth Coaches Alliance.

These rules are designed to provide a framework for the proper administration of the Louisiana Youth Football program. Louisiana Youth Football reserves the right to apply these rules or to alter these rules in a particular situation as it determines to be in the best interest of the program as a whole and most importantly the student athletes.

Modifications are as follows:

1. Divisions

1.1. Age Divisions

'D League'	(Ages 5-6)	Cannot turn 7 before September 1 st of the current year <i>Note: Must be the age of 5 by January 1st of the current year. No exceptions.</i>
'A'	(Ages 7-8)	Cannot turn 9 on or before January 1 st of the current year <i>Note: Must be the age of 7 by September 1st of the current year. No exceptions.</i>
'AA'	(Ages 9-10)	Cannot turn 11 on or before January 1 st of the current year
'AAA'	(Ages 11-12)	Cannot turn 13 on or before January 1 st of the current year

2. Weight

2.1. Weight Restrictions for Skilled Positions

'D League'	(Ages 5-6)	Max Offensive/Defensive Skilled Position Weight 70 lbs
'A'	(Ages 7-8)	Max Offensive/Defensive Skilled Position Weight 100 lbs
'AA'	(Ages 9-10)	Max Offensive/Defensive Skilled Position Weight 130 lbs
'AAA'	(Ages 11-12)	Max Offensive/Defensive Skilled Position Weight 160 lbs

2.2. No Weight Limit for Offense or Defensive Lineman (X-Man Rule)

All Players over the Max Offensive Skilled Position Weight will be marked as an X-man. X-Men will have a sticker denoting their distinction and this sticker must be shown at all times.

X-Man Rules:

An X-Man can only play the offensive positions of center, guard, or tackle. He can also act as kicker or punter as long as he abides by the punting and kicking rules outlined herein. He may not be in a position that would otherwise make him an eligible receiver. An X-Man can line up in the tight end position but is not an eligible receiver.

An X-Man can only play the defensive positions of guard, tackle, or ends and cannot advance the ball either by running or passing it. In the event that an X-man takes possession of the football (e.g. recovered fumble, intercepted pass, received kick, etc.) the ball is declared dead at the point.

3. Skilled Positions

3.1. Offense:

- ◆ Quarterback
- ◆ Running Backs
- ◆ Wide Receivers
- ◆ Tight Ends

3.2. Defense:

- ◆ Linebackers
- ◆ Defensive Backs

4. Division 'D League'

This Division is the developmental division for players' ages: 5 – 6 only. This Division is a readapted youth tackle football instructional and developmental playing method for the young player between the ages: 5 & 6. In order to receive a full experience and understanding of the game, every participant receives a wide range of training in a number of positions. This Division will NOT have an official game site clock/scoreboard. The official time/score will be maintained by the governing official. This Division will NOT have a playoff system.

4.1. General Rules

- ◆ The field size will be forty (40) yards x eighty (80) yards. End zones (2) will be eight (8) yards deep.
- ◆ First downs will be gained by advancing the ball past the next eight (8) yard zone line. Teams will have four (4) downs to move the ball past the next zone line to gain a first down.
- ◆ Touchdowns are worth six points; extra points will be attempted from the three (3) yard line: two (2) points for a pass; one (1) point for a run.
- ◆ Five (5) yard penalties will be two (2) yards. Fifteen (15) yard penalties will be six (6) yards. Unnecessary roughness, unsportsmanlike conduct will be ten (10) yards.
- ◆ A team must have at least four (4) players on the line of scrimmage (this does include your center.)

4.1.1. Positions - Eight (8) On-Field

4.1.1.1. Offense:

- ◆ Quarterback
- ◆ Running Backs (2)
- ◆ Wide Receivers (2)
- ◆ Center (X-Man)
- ◆ Guards/Tackles (2)(X-Men)

4.1.1.2. Defense:

- ◆ Tackles (2)(X-Men)
- ◆ Linebackers (3)
- ◆ Defensive Backs (3)

All rules included in this rules & regulations manual pertain to this division except where noted or explained as in this section.

5. Coaches

5.1. Certification

All coaches are required to attend the league's Coaches' Certification course and receive a satisfactory grade every two years. Coaches must repeat the Coaches' Certification course if an unsatisfactory grade is made.

5.2. Background Checks

All coaches are subject to background checks and criminal history reports to the greatest extent allowed by law.

5.3. Coaches' Meetings

All coaches are required to attend the coaches' meetings prior to the beginning of & during the season. The objectives of the coaches' meeting are:

- ◆ Participate in general discussions outlining season calendar, rule changes & interpretation, location & times for games/practices, coaches' requirements, etc.
- ◆ Fill out coaches' contract and correct coaches' roster
- ◆ Meet other coaches

5.4. First Aid Certification

At least one (1) coach or administrator from every organization/team will be required to attend a First Aid Certification course and receive a satisfactory grade. Teams must maintain at least one (1) First Aid Certified staff member every year. The league will be offering certification classes before each season. If already certified, staff member must provide proof of certification before team clearance will be made.

Failure to provide proof of certified staff member will result in disqualification for the team to participate in Louisiana Youth Football activities until proper proof is provided.

6. Practice Schedules

6.1. Pre-Season

NO mini camp practices maybe held. The league does not sanction any mini camp practices. Insurance does not cover any teams (players) during any non-sanctioned events. Non-contact / no equipment full team practices maybe held starting July 21st. The first (1st) official day for full team contact practices is August 4th, if the following condition is met. Teams must complete a two (2) week conditioning period before equipment or contact is allowed. No exceptions!!!

6.2. Season

Practices are held at the discretion of the coach during the season. No practice should last longer than two (2) hours. No practices shall be held during school hours.

7. Team Registration Process

7.1. New Teams

All new teams entering the league will be on a two year probationary period and are considered Probationary Members. Violations of Louisiana Youth Football rules during this probationary timeframe could result in dismissal from league. All new teams will be required to register & maintain a minimum roster of thirty (30) players, excluding D-League teams.

7.2. Football Fees

All Football fees cover the cost of medical insurance for each eligible player on the team's roster and the cost of Game Day Officials.

7.2.1. Per Team Fee System

Team fee is eight hundred dollars (\$825) for a roster up to twenty eight (28) players.

Roster Additions: If additions to a team's roster move the team's roster numbers above twenty eight (28), there will be a fee assessed at thirty dollars (\$30) per additional player up to the maximum roster limit.

7.2.2. Per Player Fee System (Division 'D League' Only)

Individual player fees will be forty dollars (\$40).

7.3. Rosters (Min & Max)

The minimum number of players needed to register a team will be twenty two (22). The minimum number of players needed to participate will be fifteen (15). The maximum number of players allowed on a roster will be thirty five (35).

For Division 'D League' Only: The minimum number of players needed to register a team will be eighteen (18). The minimum number of players needed to participate will be sixteen (16). The maximum number of players allowed on a roster will be twenty five (25).

7.3.1. REQUIRED DOCUMENTATION

A photocopy of the players' Birth Certificate and completed Release (Contract) must be submitted upon registration of the team. If a player is listed on the team's roster and a photocopy of the player's Birth Certificate and completed Release (Contract) are not submitted, the player will be considered ineligible and not allowed to participate in any league activities. Upon submission of these documents on or before the league established deadline, the player will be considered eligible and allowed to participate in any league activities.

7.4. Multi-Play Rule

No Player is allowed to participate with more than one (1) team within Louisiana Youth Football or outside of Louisiana Youth Football. Violation of this rule will result in immediate forfeiture of all games played. Violators will be subject to review for disciplinary actions, not excluding being banned from further participation in all Louisiana Youth Football activities.

Outside of Louisiana Youth Football - including and not limited to:

- Public & Private School teams/leagues
- Pop Warner teams/leagues
- American Youth Football (AYF) teams/leagues
- AAU teams/leagues
- Police Athletic (PAL) teams/leagues
- Religious Youth Organization teams/leagues
- Independent teams/leagues
- Parks & Recreation teams/leagues

Note: This is not the same as Inter-League play between two teams from different leagues.

7.5. Recruiting

Recruiting players from one team to another is strictly prohibited and offending individual(s) will be subject to review for disciplinary actions, not excluding being banned from further participation in all Louisiana Youth Football activities.

No individual(s) may engage in any conduct that is designed to run-off or discourage any player from participating in the league. Violators will be subject to review for disciplinary actions, not excluding being banned from further participation in all Louisiana Youth Football activities.

7.6. Pre-Season

Prior to the first game of the season, every team will be required to participate in a pre-season registration process. After all completed registration packets have been submitted. During this time, each team will present their roster forms and each player will be weighed and will have league pictures taken. Each team member (coaches and players) must physically appear. The information gathered about the players during this process will be used throughout the season. There will be no weigh-ins during the season, unless a player is changing his X-Man status or being added to a roster. That type of request must be made prior to the game day check-in time. The coaches will also be required to take a photo during this registration process. The coaches' photos will be used to create their league credentials (badges). These credentials (badges) **MUST** be worn at all times during league events. Coaches' access to certain areas will be limited during the season if credentials (badges) are not presented. There will be a five dollar (\$5) fee to replace lost, damaged, or stolen credentials (badges). Temporary credentials (badges) will be available on game day for a five dollar (\$5) rental fee until replacement credentials (badges) is acquired. These temporary credentials (badges) will only be available for previously registered coaches and must be turned in at the end of the renters' game. Limited two (2) temporary credentials (badges) per team.

7.7. Team Booklets

A league booklet will be created from all information gathered during the pre-season registration. This booklet will contain every registered team's team picture, team name, team contact information, and roster information. This booklet will be sent to all registered Louisiana Youth Coaches Alliance coaches. There will be a five dollar (\$5) fee to replace lost, damaged, or stolen booklets.

7.8. During Season (Roster Changes)

Any roster changes (addition or deletion) must be made at least five (5) days before game day of eligibility. Absolutely, no roster addition or deletion changes will be made on game day. X-Man status changes will be allowed on game day. This request for X-Man status change must be made during game day check-in time to the Eligibility Official (Site Managers) and opposing coaching staff. A notice of any roster changes during the season will be sent to all coaches.

Hardship

If a team's roster falls below eighteen (18) players during a season after the official deadline to add a player, the team will be allow to declare Hardship and add to their roster in order to return to eighteen (18) or above players. Hardship can be declared by a team only once in a season. The team must follow the normal procedure/rules for registering a player stated in these Rules & Regulations.

7.9. Game Day

The minimum number of players needed to participate will be fifteen (15) for Divisions 'A', 'AA', 'AAA' and sixteen (16) for D-League only. This minimum means that these players must be fully equipped and prepared to participate. Injured players & disciplinary action players do not count in meeting this minimum requirement. NO EXCEPTIONS!!!

Each head coach will be required to check-in, with the Eligibility Officials (Site Managers), at the start of the first (1st) quarter of the game before their scheduled game time. Each head coach & team will be required to check-in, with the Eligibility Officials (Site Managers), at the end of the first (1st) quarter of the game before their scheduled game time. If scheduled game is the first game of the day, each head coach & team will be required to check-in, with the Eligibility Officials (Site Managers), at least 30 minutes before their scheduled game time. During check-in, each player's eligibility will be verified using league booklet. At least two coaches from each team must be present at this time. Any eligibility protest regarding a player's weight/X-Man status must be made during the check-in process. Player's weight/X-Man status shall not be protested during a game. Once the eligibility process is completed for each participating team, every eligible player will receive a wrist band. The Eligibility Officials (Site Managers) will verify player's eligibility & X-Man status and participating teams' coaches will be responsible for placing wrist bands & X decals on the opposing teams' eligible players.

Each team will have their own distinct color and the colors will change for each team each game day. These wrist bands will signify to all officials that this player is eligible to participate in that day's game. These wrist bands must be wore at all times in order for the player to participate in that day's scheduled game. Regardless of the reason, if a player does not have a wrist band, wrist band is not the color of his team, or is a classified X-Man and does not have a X decal on their helmet, the player automatically becomes ineligible. X decals will be placed on the helmets once during initial check-in. No new X decals will be given to players after initial check-in. X decals must be wore, by eligible X-Men, at all times in order for the player to participate in that day's scheduled game. There will be a two dollar (\$2) fee to replace lost, damaged, or stolen X decals. Each team should have their team captains ready for the coin toss during the halftime of the game before their scheduled game time. If scheduled game is the first game of the day, each team should have their team captains ready for coin toss during check-in.

ALL Coaches will be required to check-in with the Eligibility Officials (Site Managers) before their scheduled game time. The Eligibility Officials (Site Managers) will verify Coach's eligibility & will place a wrist band on each coach. The wrist bands will be coordinate with the player eligibility wrist bands.

ALL Head Coaches will be required to have a photocopy of their team's roster and each member of their team's Birth Certificate present during games.

ANY coach or player ejected from a game will be suspended for a minimum of the next game. The ejected individual must leave the field or risk forfeiture of the game.

8. Season

8.1. Regular Season

The regular season shall consist of a minimum of eight (8) games and a maximum of twelve (12) games.

8.1.1. FORFEITS

Failure to play a scheduled game will result in forfeiture. In addition, failure to play a scheduled game will result in a league fine of fifty dollars (\$50) payable in cashier's check or money order (payable to Louisiana Youth Football) before the team's next scheduled game. The offending team will be placed on probation for the remainder of the season. If the above rulings are not met by the next scheduled game, it will be considered the team's second (2nd) offense and all rulings that apply to a second (2nd) offense will be enforced. There are NO appeals on forfeiture rulings.

First (1 st) Offense:	Above Rulings
Second (2 nd) Offense:	Above Rulings + Forfeiture of Remaining Season + One (1) Year Team Ban

A team playing an ineligible player shall result in forfeiture of that game, suspension of the head coach, and may include the banning of the head coach & team from further participation in all Louisiana Youth Football activities for a time no less than two (2) years.

8.2. Homecoming Weekend

Homecoming Weekend was created to further the mission of Louisiana Youth Football and promote "One Community In Unity". The events (games, halftime shows, decorations, tailgating, parade, fellowship) surrounding this weekend are designed to bring together current & former LYF student athletes, parents, friends, & sports fans. Through these events we are providing a **safe-fun** environment where EVERYONE is playing & cheering for the same team, our Student Athletes. Homecoming Weekend is a Family Affair, the biggest Family Reunion and Tailgate of the Year.

8.3. Championship Series

A playoff system and a championship game, for each division, will be incorporated into the regular season schedule and will be considered as post season. The top five (5) teams of each division will advance to the playoff system (see * below). The Fifth (5) place team will be considered a Wild-card team. First (1st) place will receive a first round BYE. Fifth (5th) place will play fourth (4th) place and second (2nd) place will play third (3rd) place. First (1st) place will play the winner of the fifth (5th) place / fourth (4th) place game. The two (2) teams in the championship games will be decided based on the results of the playoff games. The champion of each division will be decided based on the winner of their championship bowl game. The loser of the championship game will be in second (2nd) place.

* - At the end of the regular season, the teams that qualify for the playoffs in each division (based on won-loss records) will advance to the playoffs. In the event of identical standings/records, the selection of qualifying teams will be based upon:

1. Head to Head competition
2. Average points allowed per game not to include forfeits
3. Coin flip

8.3.1. Championship Series Game Times

Scheduled times are as follows:

Wildcard Round – one (1) hour and thirty (30) minutes

First (1st) Round - one (1) hour and thirty (30) minutes

Second (2nd) Round - one (1) hour and forty five (45) minutes

Championship Games - two (2) hours

Game times are as follows:

<i>'A'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>
<i>'AA'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>
<i>'AAA'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>

During the first (1st), second (2nd), third (3rd), & fourth (4th) quarters, the clock stops on first downs, incomplete passes, out of bounds, time outs, and penalties. Clock will not start again until the ball is snapped. During the second (2nd) & fourth (4th) quarters, the clock stops on last two (2) minutes of each half (2-minute warning).

Games will not end in a tie. Both teams will go into overtime, extra periods. In extra periods, the ball will be placed on the 10-yard line, and each team will have four plays to score. A flip of a coin will decide who gets the ball first in each extra period. After 1st extra period, the games will be decided by sudden death. First team to score will win the contest in this 2nd extra period. The defensive team will get an opportunity on offense in the 2nd extra period if the first offensive team does not score. If no scores by the end of the 2nd extra period, the games will then be decided by an additional sudden death period. These sudden death extra period competitions will continue until a winner is decided.

9. Game Times

9.1. Game Clocks

Game times are as follows:

<i>'D-League'</i>	<i>five (5) Minutes per Quarter (4 Quarters per Game)</i>
<i>'A'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>
<i>'AA'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>
<i>'AAA'</i>	<i>seven (7) Minutes per Quarter (4 Quarters per Game)</i>

During the first (1st) & third (3rd) quarters, the clock does not stop, i.e. running time. The clock stops on time outs only. During the second (2nd) & fourth (4th) quarters, the clock stops on last two (2) minutes of each half (2-minute warning), first downs, incomplete passes, out of bounds, time outs, and penalties. Clock will not start again until the ball is snapped.

Games will not end in a tie. Both teams will go into overtime, extra periods. In extra periods, the ball will be placed on the 10-yard line, and each team will have four plays to score. A flip of a coin will decide who gets the ball first in each extra period. After 1st extra period, the games will be decided by sudden death. First team to score will win the contest in this 2nd extra period. The defensive team will get an opportunity on offense in the 2nd extra period if the first offensive team does not score. If no scores by the end of the 2nd extra period, the games will then be considered a tie.

9.2. Time Between Plays

Once the ball is marked ready for play, the offensive team has a maximum of twenty five (25) seconds to snap the ball.

9.3. Time Outs

Each team will have 3 time outs per half; in the case of overtime each team will be awarded 1 additional timeout. Timeouts will not carry over if not used.

10. Official Game Balls

'D League'	(Ages 5-6)	Spalding J5PW, Wilson K2, or equivalent size
'A'	(Ages 7-8)	Spalding J5PW, Wilson K2, or equivalent size
'AA'	(Ages 9-10)	Spalding J5PW, Wilson K2, or equivalent size
'AAA'	(Ages 11-12)	Spalding J5J, Wilson TDJ, or equivalent size

Only leather grain balls shall be used. No rubber or synthetic balls shall be used.

11. Scoring

A Touchdown is worth 6 points, extra point (run or pass = 1 point) and, kick = **2 points**

All age groups are eligible to kick field goals and extra points after touchdowns. All field goals and extra points are uncontested. All defensive players will be eligible to hold hands up and jump vertically unassisted. If the snap is fumbled and causes the holder or kicker to move from their original spot, the ball will be declared dead. The ball will then be placed at the spot where the holder was originally located and possession will then be given to the opposing team.

For Division 'AAA' Only: ALL field goals and extra points are contested. The center protection rule is in effect during these scoring attempts.

12. Punting

A team cannot rush the punter. If they do, they will be given a five (5) yard penalty with a replay of the down. The punting team must stay in position until the ball is punted. All defensive players will be eligible to hold hands up and jump vertically unassisted. If the snap is fumbled and causes the punter to move from their original spot, the ball will be declared dead. The ball will then be placed at the spot where the punter was originally located and possession will then be given to the opposing team.

For Division 'A' & 'D-League' Only: Offensive teams, in possession of the football, will be allowed to declare a punt, instead of physically punting. Upon this declaration, the official will mark off twenty five (25) yards. If the ball is located on the defensive team's forty five (45) yard line or less, the football will be placed on the defensive team's twenty (20) yard line. After the yards have been marked off, the possession of the football will then be given to the defensive team. During this mark off timeframe, the clock will run in a normal play capacity.

For Division 'AAA' Only: ALL punts are contested. The center protection rule is in effect during these punting attempts.

13. Blocking Rules (Interior Lineman Only)

Crack back blocking is allowed, but the blocker must block above the waist and blockers head must be in front of the defender. There will be no blocking ("chop blocking") below the waist at any time. All violations will result in a 15 yard penalty. Blocking in the back will result in a 10 yard penalty.

14. Center Protection

All age levels will have the **center protected** on declared shotgun, punts, field goals, and extra points. Rushing will only be allowed in gaps on either side of center at all times, except in the 'AAA' Division. Rushing the center and all gaps will be allowed in the 'AAA' Division, except during *shotgun*, field goal/extra point attempts, and punts. **VIOLATIONS will be given a fifteen (15) yard penalty with an automatic first down. With extra points only receiving half the distance to the goal.**

15. Officials

Each site will have the following officials present for all games:

- Four (4) Field Officials (A minimum of one (1) LHSAA registered official – Head Official)
- One (1) Clock Official
- One (1) Eligibility Official (Site Manager)

A game will not be sanctioned as a Louisiana Youth Football game or start unless the minimum of three (3) Field Officials (one (1) must be LHSAA registered – Head Official) and one (1) Clock Official or one (1) Eligibility Official (Site Manager) is present. Any game not meeting the minimum Officiating requirement will be rescheduled at a later date.

All officials will be registered by the Louisiana Youth Coaches Alliance and Louisiana Youth Football.

Chain Crews are considered official members of the Field Officiating crew. Chain crews will be provided by the Visiting Teams of each game. The Chain Crew shall consist of three (3) Adults only, no children allowed. Members of the Chain Crew are not allowed to cheer or coach while performing this duty.

For Division 'D-League' Only:

Each site will have the following officials present for all games:

- Two (2) Field Officials
- One (1) Eligibility Official (Site Manager)

A game will not be sanctioned as a Louisiana Youth Football game or start unless the minimum of one (1) Field Officials and one (1) Clock Official or one (1) Eligibility Official (Site Manager) is present. Any game not meeting the minimum Officiating requirement will be rescheduled at a later date.

16. Protests & Appeals

Tact, Firmness, & Diplomacy should be your bywords when you have any problems or disputes.

All protests must be made *Before Game Starts, At the End of Each Quarter, During Halftime, or After Game Ends*. Protests can be made on eligibility only; no protests can be made on calls and no protest on weight/X-Man status can be made during or after the game. X-Man status protest must be made before the game during check in. These protests must be made to the game officials on duty. The officials on duty will then investigate the protest before the start of the next quarter or game. If the protest can be validated before the start of the next quarter or game, the appropriate actions will be taken and enforced from that point forward. If the protest cannot be validated before the start of the next quarter or game, no actions will be taken until further investigations are possible.

Once the required investigations have occurred, the appropriate actions will be taken and enforced from that point forward. No actions will be retro. All protests will be forwarded to the Louisiana Youth Coaches Alliance Sports & Rules Committee for official reviewing and documenting. All on field rulings are FINAL, unless overturned by the Louisiana Youth Coaches Alliance Sports & Rules Committee. This can only be done by an appeal to the Louisiana Youth Coaches Alliance Sports & Rules Committee originated by the protesting team. There will be a fifty dollar (\$50) filing fee, referred to as an *Appeal Fee*.

Disputes should not be arbitrated in the presence of our players & parents. Coaches that fail to abide by this process may be suspended without further notice.

Reports of violations must be submitted with audio, photo, or video evidence. LYF will not accept hearsay complaints regarding any matter. Concrete evidence must be provided on all complaints against a team, coach, or official. It has been proven in the past that there is no proving hearsay evidence. AUDIO, PHOTO, or VIDEO evidence is required.

17. Uniforms

All Players must be uniformed the same with non-duplicate numbers, preferably Offensive & Defensive Lineman be numbered 50 and above.

18. Equipment Standards

- ◆ Players:
 - Helmet
 - Face Mask
 - Mouth Guards
 - Chin Strap
 - Shoulder Pads
 - Pants Pads
 - Cleats

19. Bench Area

The Bench Area is reserved for participating players and team coaches (not to exceed seven (7) football coaches per team). Credentials (badges) will be distributed at the team registration time, prior to beginning of season. Only four (4) coaches in the coaching box (25 yard line to 25 yard line).

For Division 'D-League': During the entire season, two (2) coaches per team will be allowed on the field ten (10) yards behind their respective teams to help teams call plays. On Offense: the Head Coach & the Offensive Coordinator. On Defense: the Head Coach & the Defensive Coordinator. Only one (1) coach will be allowed in the huddle during any series of plays.

For Division 'A': During the first three games of the season, two (2) coaches per team will be allowed on the field ten (10) yards behind their respective teams to help teams call plays. On Offense: the Head Coach & the Offensive Coordinator. On Defense: the Head Coach & the Defensive Coordinator. Only one (1) coach will be allowed in the huddle during any series of plays.

All sideline personnel (coaches, water boy, and team dad/mom) must have badges to enter sideline area. Security will be manned at each entrance to the field to verify credentials.

20. Awards

20.1. Final Standings

First (1st) and Second (2nd) Place team trophies will be awarded at an end of the season ceremony following the championship games. First (1st) and Second (2nd) Place individual trophies will be awarded at the same ceremony.

20.2. Individual Academic Awards

Any student athlete who maintains a 3.0 or better GPA during the season will be named to the All State Academic Team for each division. These student athletes will be nominated by their coach for consideration. An official report card or progress report must accompany the nomination. These All State Academic Teams will be recognized during halftime of the Championship Games.

20.1. The Director's Award For Academic Excellence

The Director's Award For Academic Excellence is an academic award is given to any student athlete (Cheerleader or Football Player) who maintained a 4.0 or better GPA during the season. ALL student athletes' official report cards or progress reports were submitted to LYF administration by November 4th.

20.2. Team Academic Awards

The Scholastic Dream Team Award, a team academic award, will be given to the team with the highest overall GPA. ALL student athletes' official report card or progress report must be submitted to LYF administration by designated deadline. If an official report card or progress report for a student athlete who is officially on a teams' roster is not submitted, that student athlete's GPA will be considered "0.00" in the calculation of the teams overall GPA. *The Scholastic Dream Team Award* Teams will be recognized during halftime of the Championship Games.

20.3. Sportsmanship Awards

The Hats Off Sportsmanship Award will be a sportsmanship award given by the officials and league administrators to teams who have displayed the most sportsmanship throughout the season. This sportsmanship award will include the sportsmanship of the fans, coaches, & ultimately the players. *The Hats Off Sportsmanship Award* Teams will be recognized during halftime of the Championship Games.

21. Spectators and Fans

All fans and spectators are there to enjoy the games and govern themselves accordingly. Unruly behavior will be dealt with swiftly and immediately. If any individual continually refuses to abide by these rules, the individual will be removed from the premises by game officials or law enforcement agents. The goal of the games is to promote a safe and wholesome environment for the kids. Each head coach or team representative is ultimately responsible for his fans' conduct and behavior. Unless a player is hurt, parents and other supporters should remain in the stands. Only the head coach may question an official.

Each head coach should briefly describe rules of play that are unique to Louisiana Youth Football and their teams with their spectators & fans.

22. Playoff Game Day Admission

All spectators and fans, at all playing sites, will be charged a one dollar (\$1) admission fee for the final round playoff games. These fees will be used to offset league expenses and activities.

23. Championship Game Day Admission

All spectators and fans will be charged a two dollar (\$2) admission fee for the Championship games. These fees will be used to offset league expenses and activities.

24. League Information

All league information will be disseminated through the league's website:

www.LouisianaYouthFootball.com,

via emails from:

LYouthFootball@ScotlandvilleSportsAcademy.com,

and newspaper listing in the Wednesday Edition of the Fun & Fitness Section of The Advocate newspaper.

All teams will be required to have access to the website and a valid (active) email account.

25. Mandatory League Fundraisers

All teams will be required to participate in a mandatory league fundraiser in support of the league expenses. These fees will be used to offset league expenses and activities.

26. Mandatory Study Hall

All teams will be required to participate in a mandatory study hall for their student athletes. One (1) practice day of the week should be set as the team's study hall day. The teams' chosen day will be communicated to the league and the league will make every effort to assist in this mandate. On this team designated day, the team should require ALL student athletes to attend the team organized tutoring session.

27. Senior Class Showcase

The Heart Of A Lion Classic is Louisiana Youth Football's version of a college Senior Bowl. The game will match the National Conference versus the American Conference. The teams representing each conference will consist of players from the AAA: 11-12 Division, who have played their last year with our league (i.e. made/making 13 in this calendar year). This will be our opportunity to showcase the talent that our league is sending to the high school ranks.

Each team in the AAA: 11-12 Division will be required to nominate six (6) graduating players from their team to participate in this classic event. Each team in the AAA: 11-12 Division will also be required to nominate one (1) coach from their team to participate in this classic event. The team that wins the regular season conference title will be designated the head coach, unless designated by the Louisiana Youth Football Director. Players & Coaches names should be submitted via email to Louisiana Youth Football no later than November 26th.

All players will participate in a Semi-Formal Senior Class Dinner the night before the Classic. *Jacket & Tie will be required.*

The teams will wear jerseys & socks provided by Louisiana Youth Football. The teams will wear their own team's helmets to represent where they came from. The pants will be basic white or gray pants and will be either provide by LYF or offered to the players at a discounted price (TBD).

There will be an admission fee to enter the game. Fee will be: one (\$1) dollar, one (1) can good, or one (1) NEW unwrapped toy. ALL proceeds will go towards making a better holiday season for the needy in our community. Recipient agencies will be announced.

EXCEPTIONS

These rules, hopefully, are designed for the general attitudes that prevail with Louisiana Youth Football. However, exceptions do arise that must be addressed. If, during the course of the season, the need arise for rule modifications that are beneficial to the league in general and/or the safety of it's' participants, Louisiana Youth Football shall document the proposed changes in writing and submit them to the head coaches and officials.