

## **OFFICIALS**

- The TSYFL will appoint a Chairperson of the Rules committee who will be responsible for supplying the officials for all games.
- Four (4) officials will be required for each Midget (big) team and each Termite (middle) game. Three (3) officials will be required for each Twerp (small) game. In the event that only three (3) officials show for the Midget (big) or Termite (middle) game or two (2) for the Twerp (small) game, the TSYFL President should be notified. The officials will receive a fee per person for the games.
- These officials must be approved by the NFHS or certified by the PIAA (Pennsylvania Interscholastic Athletic Association).
- Each official shall affirm to each head coach of teams from all three levels prior to the start of the game that he or she has reviewed the TSYFL rules, understands them, and agrees to officiate according to the same rules.

## **TIMES**

- Time limits for quarters: Twerps (small), Termites (middle), and Midget (big) game quarters will all be 10 minutes long.
- Overtime Rules:
  - Overtime applies to all teams.
  - The overtime period shall not be timed and start with a new coin toss to determine the first possession.
  - Each team is given 4 downs, starting at the 10-yard line, with the team that won the coin toss given the elective of offense or defense.
  - Each team will have 1 time-out, and all penalty rules will apply.
  - If a touchdown is achieved, the team will be given the opportunity for the extra point attempt, if warranted.
  - Either team may attempt a field goal on any of their 4 downs, but a missed attempt nullifies any remaining downs.
  - If the defensive team gains possession of the ball, the down and series immediately end for the offensive team.
  - Alternating possessions will continue until a winner is determined.

## **RULES**

The rules for the games will be those outlined in the National Federation Rule Book with any adoptions made by the PIAA or the TSYFL with the following exceptions:

### ***Midgets (big)***

1. For the Midget (big) team game, a free rush will be allowed for punts, extra points, and field goal attempts.

### ***Termites (middle)***

1. For the Termite (middle) team, the referee hands the ball to the punter who then punts the ball accomplishes punting, and then game resumes. No defensive rush is permitted and only 2 punt receivers are permitted. No defensive rush is permitted for extra point attempts or field goal attempts.

### ***Twerps (small)***

1. There will be one kick-off for each team per game: one team will kick-off to begin the game, and the other team will kick-off to start the second half of the game. These

kickoffs will be done at mid-field. If a touchdown is scored by one team, the opposing team will be awarded the ball at their own 35-yard line. A safety will result in two points added to the score and the ball will be placed at that team's 35-yard line to start their offensive possession.

2. Maximum penalty will be 10 yards. Passed as a minute change for the 2018 season - Unsportsmanlike Conduct penalties assessed against Twerp coaches will be 15 yards.
3. NO BLITZING WILL BE ALLOWED. Any infraction of this rule will result in a 10-yard dead ball penalty. A third offense of this rule will result in the ejection of the head coach.
4. Two (2) coaches will be allowed on the field. Coaches are to be at least 10 yards behind the line of scrimmage when the quarterback begins to call the cadence. The coaches may not communicate with the players under any circumstance after the quarterback begins to call the cadence. The coaches may not communicate with players until the play has been whistled dead. Violation of this rule will result in an unsportsmanlike conduct penalty. A third offense of this rule will result in the ejection of the head coach.
5. All punts will be free of defensive rush. On the 4<sup>th</sup> down, teams can choose to go for the 1<sup>st</sup> down, punt the ball, or turn over possession 15 yards from the line of scrimmage, in the direction of the opponent. If the line of scrimmage is within the 30-yard line of the opposition, then the possession will be awarded at half the distance to the goal.
6. Defensively, while there is no minimum, a maximum of six players may be on the line. The linemen must be positioned head-up, however, the defensive ends may be positioned either head-up or on the outside shoulder of the tight ends while on the line of scrimmage. All other players (linebackers and safeties) must be positioned at least three yards from the line of scrimmage. This was passed as a minute change for the 2018 season, therefore rules and prohibitions from previous years are **not** currently in effect.
7. When an offense aligns in an unbalanced line or any other unbalanced formation, the defense is allowed to shift to the unbalanced side. All defensive players are still required to be positioned head-up over the offensive linemen. An unbalanced line is one where four guys are outside of the center and on the line of scrimmage. An unbalanced line does not include formations that involve multiple backs (who are off the line of scrimmage) on the same side (trips, etc).
8. When the offense splits out its end, the defensive end is not required to be positioned head-up or on the split end's outside shoulder. The defensive end is permitted to line up where the tight end would have been had he not split out. In these situations, even though the defensive end is uncovered, he is not considered a blitzer.
9. Once the offense has advanced to opponent's three-yard line or inside of the three-yard line, the linebackers and safeties no longer have to be at least three yards back from the line of scrimmage. When the line of scrimmage is the three-yard line or inside of the three-yard line, these defensive players are allowed to be positioned at the line of scrimmage.



## ***All Teams***

1. The ball is marked ready for play when, after it has been placed for a down, the referee gives the ready for play signal.
2. Every child must be given the opportunity to play.
3. The "Mercy Rule" (running the clock in the second half when one team leads by 35 points or more) will only be implemented after a referee-initiated time-out is called. Both opposing head coaches must confer with the referee as to whether a constant clock is to be run. If the head coach that is at a deficit determines that he wants the constant clock, it will be implemented. The TSYFL strongly recommends that coaches keep emotions out of this. Make efforts to pull certain dominant players from the field of play for the remainder of the game, if possible, and run a regular clock to enable some of the players who normally don't start to get some game experience.
4. If a team is unable to field eleven (11) players, then both teams will play with the lesser amount of players. A minimum of ten (10) players are required to continue play. Each team will play with the same amount of players. If a team cannot field at least ten (10) players, then they must forfeit the game.
5. The use of headsets as communication devices during games and exchanging of game film will not be permitted in the TSYFL at any level.
6. The play clock times shall be enforced as follows: Twerps— 40 seconds, Termites— 35 seconds, Midgets— 30 seconds, after the ball is marked ready for play, when after it has been placed for a down, and the referee gives the ready for play signal.

## **EQUIPMENT**

The game ball for the Midget team will be equivalent to a Wilson TDY (3/4 size). The game ball for the Termite team will be the equivalent to a Wilson TDJ (1/2 size). The game ball for the Twerp team will be the equivalent to a Wilson K2 (1/3 size). All game balls must be made of leather or composite material. Coaches are to bring the game balls to the Referee prior to the game for approval.

## **UNIFORMS**

Each player participating in the TSYFL game must have a complete uniform with proper equipment as outlined in the National Federation Football Rulebook each year.

## **HOME TEAM RESPONSIBILITIES**

Home teams are to provide an EMT who is to be present the entire game day. This can be fulfilled by using an ambulance service or some other specialized medical service. No part of a TSYFL game may be played without an EMT on the field.