

MIGHTY MITES RULES

All High Schools rules apply to the Mighty Mite level except for the following:

1. Mighty Mites ages 5-6-7 years of age. (Cut-off date of August 1st. for 5 year olds)
2. Weight limits for offensive back & ends 75lbs. No weight limit for other positions.
3. Official football- K-2
4. **Game Time Limits:** 8 minute quarters.
5. **35 second play clock**
6. **Possession of the game:** is determined by a coin flip.
7. **Injury or official time out;** time will stop on any score, including team time out and an extra point attempt.
8. **Kickoff:** No kickoffs and no kickoff returns. Ball will be place on 40 yard line. Receiving team takes possession.
9. **Time outs:** (3) time outs allowed per half.
10. **Punt:** No kick. Ball will be moved 25 yards, change of possession. This is a 25 yard punt period.
Example: If the offense is on the defensive's 26 yard line and elects to punt the ball, the ball will be placed on the 1 yard line. If the offense is on the defense's 24 yard line and elects to punt the ball, this would result in a touchback and the ball will be placed on the 20 yard line.
11. **Extra Points-** 1 point run and 2 points pass of kick. The clock is stopped on all extra points.
12. At the coach's discretion, one offensive/defensive coach from each team will be allowed on the field during play. The defensive coach must be 10 yards from the line of scrimmage as soon as the QB approaches the line of scrimmage. While the offensive coach must be 5 yards behind the "back/field judge" official before the snap of the ball. The QB can be approaching under the center or from the "shotgun" position. No coaching during the play. Violation of this rule constitutes: (1st infraction) warning; (2nd infraction) 5 yard penalty and coach forfeit rights of coaching on the field and must coach from side line. If the offensive coach violates the rule, the rule only applies to that coach. If the defensive coach makes the violation then the rule only applies to that coach.
13. The center may snap the ball placed either parallel or right angled to the scrimmage line. The center cannot be hit upon the snap of the ball. No defensive player can line in the A gap on the LOS or over the center on the LOS. Defensive players on the LOS shall not align any closer to the Center than heads up on the offensive Guards. The Linebacker(s) must line up at least 3 yards from the LOS when over the center or A gaps. Quarterback sneaks from under center are not allowed in this division. (LOS- Line of scrimmage)
14. **Delay of game** is completely under the discretion of the referees. If the referee feels a team is delaying the game on propose, he can stop the clock, impose a 15 yard penalty or cause the offense to loose possession of the ball. Example: two or three offensive penalties in the last few minutes of a game could be viewed as a violation.

LOUISVILLE YOUTH FOOTBALL
LEAGUE RULES

*****Age is determined by the age on May 1st.*****

*****A player is eligible to be a senior if he /she is 14 years old. The player cannot turn 15 before Dec 1st.**

*****All high school students are excluded. *****

Playing Rules shall follow the KHSAA rules with the following exceptions:

1. The league will be divided into four divisions, as following:

Mighty Mites	5-6-7	Weight limit for Offensive Backs & Ends 75lbs
Pee Wee	8 & 9	Weight limit for Offensive Backs & Ends 100lbs
Juniors	10 & 11	Weight limit for Offensive Backs & Ends 125lbs
Seniors	12-13-14	Weight limit for Offensive Backs & Ends <u>Unlimited</u>

2. Weigh Ins and Rosters:

A) All players will be required to weigh in at the LYFL official weigh-in. All weigh limits are “stripped” weights. Once a player weighs in, he is not allowed to be reweighed. A player cannot play unless they have officially been weighted in.

B) Two (2) complete identical sets of books including team roster are required for each team at the weigh-in. Documents on each player will consist of application, picture, state birth certificate and in some cases a signed grade verification form from the participants current school. Player verification and books reevaluated at the play-offs.

C) At the 2nd weigh-in, teams are allowed to bring as many players as needed to complete the team roster. The LYFL commissioner will schedule another weigh-in, if necessary.

D) No roster changes after the start of the third (3rd) game and roster size is unlimited.

E) Player verification will be conducted prior to all play offs. The books will be checked at the play offs either by the commissioner or his designee.

F) When a player’s name on the roster is not the identical name on the birth document, an official letter or legal document must be attached indicating name change.

G) Any cluster whose books are not in order at the initial weigh-in will be penalized and not allowed to participate.

H) Senior and Junior players that also plays Middle School football, must compete in at least 3 regular season games prior to post season play.

3. The league application must be used for sign ups which consists of a release by the parent/s or guardian/s absolving the team and LYFL of any liability for physical injury incurred by participants.

4. Sign Ups: March 1st. will be the first day any LYFL cluster may sign up players for the upcoming season. The dead period will be after the last weight In until March 1st. of the following season.

5. Illegal Recruiting/Mergers:

A) Illegal recruiting of a player is prohibited. This would be defined as any coach or league official initiating contact or conversation after a player has signed with a LYFL team or played the prior year on another LYFL team, with the intention of recruiting that player to change teams. All players have the option to switch to any LYFL team during sign ups without influence. Any such actions against this rule by a cluster will be addressed by the infraction process and any individual/s found to be in violation of this rule will be subjected to a one year suspension. (In effect for any actions after 3-20-2016)

B) A player can practice with any LYFL team prior to the first weight in. After a player has been weighted in, the player can not participate with any other LYFL team.

C) A player can sign up with any LYFL team but must be granted a release from that cluster president to play for another LYFL team if a signed application is held. A copy of this release must be submitted to the league commissioner. *(Clusters are encouraged not to market outside of their respective areas, i.e. Flyers Etc.)

D) A Coach who participates in the first seasons practice may not transfer to another LYFL program unless he gets a signed release from the president of that cluster and a copy is submitted to the commissioner.

E) All mergers must be presented to the board by March 1st. through our league commissioner. This rule governs the movement of kids and coaches under certain circumstances outside our control to protect us.

6. The official footballs for the LYFL are leather:

Mighty Mite	K-12
Pee Wee	K-12
Junior	TDJ
Seniors	TDY

7. Size of the field will be 100 yards. Penalties will be regulation on 100-yd fields. Major penalties will be either 10-15 yards (KHSAA rules); 5 yards for minor penalties.
8. The chain crew will be on the home field side. If there is an obstruction problem, it is at the discretion of the Home team to move them to the visitor side.
9. The kickoff will be from 40 yards line on a 100-yard field.
10. 25 second play clock for all levels except mighty mites. Mighty mites will have 35 second play clock.
11. All games are 8 minute quarters for all divisions of football in the LYFL. Each team will be given (3) time outs per half.
12. No metal, steel or screw-on cleats will be allowed. Molded rubber or plastic cleats are required.
13. **MERCY RULE** – When a team is leading by 24 points or more in second half or 32 points at anytime, the clock will run continuously, stopping only for injuries or time outs, until end of the game. And even if difference changes to less than 24 points. A coach has the option to throw in the towel or call the game. The officials will notify each head coaches that the continuous clock/mercy rule is in effect. The clock will start on the ready for play on the kick off following the score that establishes the point differential. After a timeout during mercy rule, the clock will restart on the ensuing snap.
14. Each team may have one (1) Head Coach plus an unlimited amount of Assistant Coaches.
15. Home teams are expected to pay the officials. In the case of a team not appearing and causing a forfeit, the forfeiting team is obligated to pay the officials for that game/s, as well as paying the home cluster \$100 for each missed game. This payment must be made within 7 days of missed game and the commissioner must be notified that it has been paid. Failure to do so can result in forfeiting of other games, no post season play or hosting of events, and removal. The home team must initially pay the officials and then be reimbursed by the forfeiting team. Every team must start with 11 players to begin play.
16. Coaches may not leave the coaches box. The Head Coach is responsible for everyone in the box or on the bench. No one may leave the box to come onto the field unless he is entering the game or has the permission of the officials.
17. Overweight players must be clearly marked on helmets with an “X”; 2”wide x 8 long of contrasting color (ear to ear) on the back the helmet. No horizontal bar is allowed.
- 18. Scrimmage Play**
- A)** Offense-“X” players must be interior lineman, center, guard or tackle, (covered-up by an end eligible to advance) at snap. Penalty-live ball foul, 5 yards from previous spot. An “X” player may not advance any loose ball in possession of his team. The ball is dead at the spot of such recovery.
- B)** Defense-No restrictions- any formation legal. An overweight player on defense may advance on “opponents fumble, backwards pass or intercepted forward pass
- 19. Scrimmage Kicks (punt)**
- A)** Kicking team- one “X” player may line up in the backfield. He must be in a position to kick and must kick or down the ball. If there is a bad snap he may move to recover the ball and kick. He cannot move to avoid a defensive rush or otherwise move to improve his position. In this case the ball is dead at that spot. However, he may retreat to the end zone for a safety. No other action can be taken to advance the ball, even in the case of a bad snap or fumble.
- B)** On the Junior and Senior levels, only the gunners can advance until the actual punt.
- C)** Receiving team- An “X” player may catch or recover a scrimmage kick. He may not advance; the ball is dead at the spot of catch or recovery.
- D)** Unimpeded scrimmage kick (punt) - at Pee Wee level only-punt must be declared by referee. Punt must occur from the spot where ball is snapped and between the field hash marks on normal tight punt alignment, ball becomes live when it cross the line of scrimmage; if ball fails to cross the line of scrimmage, it remains dead, is returned to the line of scrimmage and belongs to the receiving team; kicking team members must remain on their line of scrimmage until the ball is kicked.
20. **Kick-off-** A) Receiving team- “X” players must line up in the 5 yard zone (normally 45-50 yard lines) and remain there until the ball is kicked. Penalty-live ball foul, 5 yards from previous spot. If an X” player catches or recovers a free kick, ball is dead at that spot. B). Kicking team-any formation is legal.
21. **EXTRA POINTS: JUNIORS/SENIORS- PUT BALL ON 3 YD LINE-1POINT RUN OR PASS- 2 POINTS KICK. EXTRA POINTS: PEE WEES- PUT BALL ON 3 YD LINE- 1 POINT FOR RUN- 2 POINTS FOR FORWARD PASS OR KICK. NO FRR KICKS FOR EXTRA POINTS OR FIELD GOAL**
22. **Tie-** Games- If a game is tied at the end regulation play; there will be unlimited overtime periods to determine a winner. First overtime period play shall be the placement of the ball on the opponent's 10 yd

line with the offensive team given 4 downs in which to score. The defensive team then takes possession of the ball, becoming the offensive and has 4 downs in which to score from the 10 yd. line. Each overtime game, after the first overtime, the ball will be placed on the 5 yd. line.

23. **Any player ejected from any game will not be allowed to participate in the next game.** The player will be expected to attend practices. A) A player ejected twice will be dismissed from the team. B) The LYFL Commissioner is to be notified of all ejections, players and coaches.
24. **Any Coach ejected from any game must immediately leave the stadium or premises.** The coach will not be allowed to coach in any capacity for the following two games. During this period the suspended coach is not allowed to attend any LYFL games. Every head coach is responsible and held accountable for their staff. Any coach ejected twice will be dismissed for the rest of the season.
25. **Any team may lodge protest with their commissioner and also with the referee.** Protest fees will be \$50.00 cash. Protest must be made from a cluster president within 72 hours of the infraction by phone contact to the LYFL Commissioner. **There will be no protest allowed concerning judgment calls.**
26. Inclement weather alone will not be a factor in determining whether a game will be canceled. A team must play or face a forfeit however, in the event of a host organization losing the use of their field on a home game day for any reason; Times of the reschedule games will be determine by the day the reschedule game is played and will occur in the same order as they were to occur on the previous day's schedule game. No Sunday play on make-up games unless both teams determine that Sunday is the only day a game can be made up within that week. Games should be made up Monday thru Thursday. In the event the field remains unavailable on the next reschedule day wherein the game cannot be rescheduled for play, it shall become the host team's responsibility to notify all other league representatives. The games will be rescheduled by them. If problem continues, the commissioner will arrange, if possible for the games to be made up during the week, prior to the next regularly scheduled date to play; in order to keep the league on schedule. All organizations must accept the rescheduled assignment of the commissioner. Failure to show up for play will result in a forfeit and a loss. The League Representatives will make the decision if a game should be canceled for any reason. After the game has started, only the officials or commissioner can cancel the game. If the game is canceled due to zero tolerance issues, disciplinary actions against any responsible cluster will forfeit game(s) until problem is resolved by LYFL officers.
27. LYFL, playoff teams consist of the top four teams in each division, based on regular season standings; (**#1 vs #4; #2 vs #3**). Regarding the determination of who will be in the play-offs, a point system will be used awarding one (1) point for each win, and no (0) point for each loss. Non-conference games do not count in LYFL standings. All tied games at the end of the regulation play will be broken per KHSAA overtime rules (see rule 22).

Team #1	5-1	5points
Team #2	4-2	4points
Team #3	3-3	3 points, etc.

28. If 2 teams tie in the point standing, the teams that won the regular season game between the two teams will get the higher seed. If 3 or more teams tie in the point standings, the Board of Directors will meet and determine the fairest format. Additional games to determine playoff qualifiers are possible. The LYFL, board of directors will determine the date, time and site for all playoff games. The winner of the Championship games for the playoff is the League Champions and will be feature in the media along with some information about the runners-up. The playoff champions will be the official league representative in any post-screen league sanctioned tournaments
29. **ZERO TOLERANCE RULE IN EFFECT AT ALL GAMES FOR EVERONE AND LYFL EVENTS.**
30. **All coaches must have league I.D cards.** No one will be permitted in the game or onto the field without the proper I.D. All coaches must be listed on the LYFL coach's certification list. (Team Moms and Dads are not coaches and have limited access to sideline.)
31. **Rosters-** At all games, each team is responsible for submitting a copy of current roster with uniformed numbers and over and underweight players clearly marked (O/U), one copy to opposing coach and one copy to the score booth. Any roster changes must be submitted ASAP to the opposing team for review prior to the game and if issue, the commissioner must be contacted for clarification.
32. **Security-** All LYFL clusters must have a police officer, sheriff or someone who has arrest power (peace officer) at all games.
33. **CLUSTER-** All clusters are required to have a first-aid kit at all times, including practices and games. At least one coach within a cluster should be certified or trained but this is not required.
34. **Game Fields-** All clusters must have a home field, preferred enclosed or school field to participate in league.
35. There will be no communication devices used at any time during LYFL games.
36. **Change of scheduled game site or time-** The league schedule is to be followed unless a change is requested within 72 hours or more from the regular scheduled day and time. This request must be made

to the league commissioner, hopefully with both teams already agreeing to said changes, before approval. This will allow all fans, game officials and AD's a chance to make the required adjustments.

37. "Sweating" a player is strictly prohibited. If a coach(s) violates this rule it will result in a one year suspension.
38. Any new cluster to the LYFL is not permitted to have any existing players from other member clusters for their first year in the LYFL.
39. All Junior and Senior players must participate in a minimum of three LYFL games to be eligible to participate in the League playoffs and championships.
40. No participant is allowed to play in any other league while a member of the LYFL.