



2019 NYS NATIONAL TACKLE TOURNAMENT 11 MAN UNWEIGHTED RULES

Rule 4 – Game Day

- 4.1 All parents and team volunteers are expected to participate on game day.
- 4.2 NYS will set up all fields prior to the start of the first scheduled game and will clean up the facility at the end of the last scheduled game.
- 4.3 Coaches are expected to encourage their players and parents to pick up any debris left on the sideline after the game to assist NYS staff with cleanup.
- 4.4 Visiting teams must provide a volunteer to run the first down indicator and two individuals to run first down chains selected prior to the game.

Rule 5 – Pre Game Checks

- 5.1 All players must certify through National Sports ID in order to be eligible to participate in the tournament. For more information on detailed check-in and eligibility process please see the [Tournament Check-in and Weigh-in Procedures link](#).
- 5.2 Teams must be present at least a half hour prior to their scheduled game to check in and complete the pre-game certification. The NYS site director at the field will conduct player check-ins. Teams will lineup in alphabetical order and will check the players National Sports ID. If a player misses the initial check-in the player may check-in at halftime. Any player showing up after the second quarter will be ineligible to play. If a player enters a game without checking in, the team will forfeit that game and the game will end immediately.

Rule 7 – Forfeitures, Cancellations, Overtime

- 7.1 Any forfeited game will result in a 42 – 0 score.
- 7.2 If a team does not have the correct number of players to participate (11v 11), the game may be played with less players on each side. The score will be recorded as 42 - 0, but will be played as a scoreless scrimmage if both coaches agree to play.

- 7.3 Mercy Rule: Once a team has the lead by 42 points, the game will end automatically.
- 7.4 In case of a tie each team will get one possession from the ten yard line to score. First possession will be determined by coin toss (visitor calls), chooses offense or defense. There are no fumbles or interceptions. If the defense gains possession, the offensive set of downs will not continue (per NFHS overtime rules). Teams may elect to go for 1 or 2 on the point after attempt (PAT) in the 1st two overtimes. This will repeat if no winner is decided after 1st possession (the score remaining tied). Above NFHS rules, after the 2nd overtime period, teams must go for 2 on the PAT. Overtime will continue until there is a winner.

Rule 8 – SIDELINE REPRESENTATIVES

- 8.1 Each team will be allowed seven individuals on the sideline. These individuals must have a coach ID card. Individuals without proper identification will not be allowed on the sidelines or in the coaching area.

Rule 9 – EMT

- 9.1 Each team must have at least one volunteer staff that is first aid certified at all practices, games, and team events. NYS will issue the team's EMT a NYS EMT photo identification card. The individual must present a valid First aid/CPR certification card or certificate to obtain the NYS EMT Card. The elected volunteer medical personnel from the visiting team will serve as the interim medical personnel for the game. If the visiting team's volunteer is not present, then the home team will fulfill the position.
- 9.2 The elected volunteer medical personnel from the visiting team will serve as the interim medical personnel for the game. If the visiting team's volunteer is not present, then the home team will fulfill the position.
- 9.3 All teams must have a first aid kit at all practices, games, and team functions.
- 9.4 If a major injury occurs during the game, the volunteer medical personnel for the game and NYS staff will make a discretionary call as to whether the game is to continue.

Unless otherwise noted in the National Youth Sports Rules, all games will follow rules established by the National Federation of High School Rules (NFHS).

Rule 11 – Game, Field, Players, and Equipment

Section 1: The Field and Markings

- 1.1 The game field will be played on a field 120 yards long (100 yards of playing field with two ten yard end-zones) and 50 yards wide. Midfield will be set at 50 yards.

- 1.2 Each field will be marked with yard markers on the south or west sideline.
- 1.3 A soft, flexible pylon will mark all four inside corners of both end zones.

Section 2: Game Equipment

2.1 Football Size Requirements:

FOR THE PEE WEE AND MIDGET DIVISIONS: The game ball must be an Pee Wee Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.

FOR MINORS AND JUNIOR HIGH DIVISIONS: The game ball must be an Junior Size Football OR one comparable in size in a traditional brown or tan color. The officials will rotate balls from each team while they are on offense.

- 2.2 Each team will supply their own game football.
- 2.3 A kicking tee must be provided by each team to utilize during kickoffs.
- 2.4 The league will provide a down indicator and two first down markers attached to a ten yard chain. The visiting team is responsible in providing volunteers to run the down indicator and first down chains during the game.
- 2.5 The game officials will operate the game clock on the field if scoreboard is unavailable or not functioning.

Section 3: Player Equipment

- 3.1 Each participating player must wear the following pieces of equipment, which cannot be altered.
 - A. A NOCSAE standard helmet and facemask. The helmet must be properly secured with a four snap chin strap.
 - B. A seven piece pant pad set consisting of hip pads, thigh pads, knee pads, and a tailbone protector.
 - C. Football pants that cover all pant pads.
 - D. Enclosed shoes comprised of rubber cleats or regular tennis shoes.
 - E. Shoulder pads that are fully covered by the player's jersey.
 - F. A mouthpiece that is not clear or white.
 - G. Any player that wears a visor or glasses must make sure the equipment is clear and does not tint at any point.
 - H. No jewelry.
- 3.2 The head coach is responsible for checking with a game official that all players are properly equipped.

- 3.3 If a player is missing equipment or participating with illegal equipment, the player must make the proper correction before participating any further in the game.
- 3.4 An unsportsmanlike conduct penalty of 15 yards will be enforced for player's wearing improper equipment during a play.

Section 4: Coaches Field Rules

- 4.1 Electronic communication devices are prohibited in regards to players and coaches. Coaches may use communication devices with one another, as long as these instruments do not effect play or involve communication with players and are restricted to sideline use only.
- 4.2 **FOR THE PEE WEE AND MIDGET DIVISIONS ONLY:** Each team may have one coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20 yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback begins his cadence, both coaches must be silent until the ball is snapped.

Section 5: Blocking

- 5.1 Blocking below the waist is prohibited at all times on all areas of the field. This is to protect all players on the field at all times.

Rule 12 – Length of Game, Substitutions, and Miscellaneous Rules

Section 1: Length of Quarters

- 1.1 **PEE WEE AND MIDGET DIVISIONS:** The game shall consist of four fifteen minute quarters. The game clock will continuously run until the final 2 minutes of each half. NFHS rules regarding the stopping of the clock will apply during the final 2 minutes of each half.
- 1.2 **MINOR AND JUNIOR HIGH/MIDDLE SCHOOL DIVISIONS:** The game shall consist of four ten minute quarters. NFHS rules regarding the stopping of the clock will apply throughout the game.
- 1.3 There will be a one minute intermission between the first and second quarter, as well as, the third and fourth quarter.

Section 2: Halftime

- 2.1 There will be a 5 - 10 minute halftime between the second and third quarters. NYS Staff & Referees may shorten the length of halftime based on the day's game schedule.

Section 3: Starting a Half

- 3.1 Each half of the game will be started by a kickoff. The Game Officials, in the presence of both teams' field captains, will toss a coin to determine possession at the start of the game. The visiting team will call "heads" or "tails." The winning team must select to kick, receive, or defer.
- 3.2 No team may have more than four captains and only one player shall be designated as the team spokesperson.

Section 4: Substitutions

- 4.1 Players can be substituted only on a dead ball.
- 4.2 Substituted players must leave the field at the sideline in which his or her team occupies.

Section 5: Kickoffs and Punts

- 5.1 Kickoffs to start the first or third quarter and after a touchdown will take place from the forty yard line.
- 5.2 Free kicks after a safety will take place from the twenty yard line.
- 5.3 Rushing the punter is legal in the Minor and Junior High/Middle School divisions. Teams in the Pee Wee and Midget divisions cannot rush the punter and everyone must be set until the ball is kicked.
- 5.4 Onside kicks are allowed in all divisions.

Section 6: Timeouts

- 6.1 Each team will receive two thirty second timeouts per half. Timeouts do not carry over.

Section 7: Pre-Game

- 7.1 The home team will occupy the north or east sideline, or the sideline with a press-box, whichever applies.
- 7.2 The visiting team is responsible for obtaining volunteers to run the sideline chains and down marker for the entirety of the game.

Section 7: Extra Points/Field Goals

- 7.1 **FOR MINOR AND JUNIOR HIGH/MIDDLE SCHOOL DIVISIONS ONLY:** Kicking of Field Goals and Extra Points are allowed. Teams are allowed to rush and block per NFHS rules. NFHS rules apply to PAT's. Teams can elect to kick the PAT for one point, or go for two from the three yard line.
- 7.2 **FOR PEE WEE AND MIDGET DIVISIONS ONLY:** NO kicking of Field Goals or Extra Points. A team will receive one extra point from scoring from the five yard line. A team will receive two extra points from scoring from the ten yard line.

Section 9: Play Clock

- 9.1 The offense is given thirty seconds from the spotting of the ball to the time they must snap the ball to begin the next play.

Section 10: Interceptions and Fumbles

- 10.1 Interceptions and fumbles are live in all divisions.
- 10.2 If anything other than a hand or foot of the ball carrier touches the ground the player is down, whether touched by a player or not.

Section 11: Line-up Formations

- 11.1 The offense must have at least seven players lined up on the line of scrimmage for every play. Five offensive linemen are ineligible receivers. The defense does not have a minimum number of players required to be on the line of scrimmage.

Section 12: Disciplinary Issues

- 12.1 Any issues with a coach, parent, staff, contractor, or league policy must be made to the league coordinator in writing.
- 12.2 All participants, parents, guardians, and coaches are required to abide by the league's code of ethics contained in this packet. Any violation of the codes of conduct may result in suspension or removal from the league.
- 12.3 The league coordinators will review all written issues and determine resolution.
- 12.4 The league will have final judgment in all rulings. NYS has the authority to suspend or permanently remove any individual to uphold the mission and focus of NYS.

Automatic Disqualifications:

- Fighting whether it is a player or spectator
- Striking, kicking, or kneeing any player or spectator
- Intentional contact with a game official
- Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
- Any other act that is unruly, rough, and/or flagrant
- A spectator violating the parent line or cautioned parent area.

NATIONAL YOUTH SPORTS
PLAYER'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Player's Code of Conduct:

I will remember that games are played for **fun!**

I will display good sportsmanship ahead of my own personal desire to win.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all game officials, coaches, players, and parents and never act in a manner that would be disrespectful toward them.

I will not use drugs, tobacco or alcohol at any National Youth Sports practice or game and will remind others on my team not to do so.

I will shake hands with the other team at the conclusion of all games.

I will shake hands with the officials at the conclusion of all games.

I understand that I will be suspended from the league for violation of this Player's Code of Conduct.

NATIONAL YOUTH SPORTS
PARENT'S CODE OF CONDUCT

We pledge to follow the National Youth Sports Parent's Code of Conduct:

I will remember that youth sports are played for **fun!**

I will be a role model for my team demonstrating how to treat other players, parents, officials and coaches with respect at all times.

I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, officials, parents and coaches.

I will show respect to all referees, officials, or umpires and never act in a manner that would be disrespectful toward them.

I will be an encouragement to all players on all teams regardless of the score.

I will place my child's emotional and physical well being ahead of my own personal desire to win.

I will volunteer to help my child's team by coaching, officiating, planning team parties, team pictures, and team trophy orders, phone calls and/or other needs.

I will not use drugs, tobacco, or alcohol at any National Youth Sports practices or games and will remind other parents not to do so.

I will remember that the game is played for the youth and not for the adults.

I will encourage my child to shake hands with the other team at the conclusion of all games.

I will encourage my child to shake hands with the officials at the conclusion of all games.

I understand that myself, and possibly my child, will be suspended without warning from the league for any violation of this Parent's Code of Conduct.

DISCIPLINARY PROCEDURES AND PENALTIES

7. **The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-five yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.**
8. **Profanity and arguing with any game official, NYS staff, or opposing parent/coach is not allowed, ZERO TOLERANCE. This will be strictly enforced. Failure to comply will be handled as follows:**

Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the league coordinator's discretion.

Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game.

Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league.

9. **In addition, any individual who is ejected from a game for any reason is subject to banishment from the league. NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.**
10. **NYS considers the code of conduct sheet enclosed in this packet as the first warning to all individuals participating in the league.**
11. **Any parents found engaging in verbal or physical violence with other parents, coaches, referees, or NYS staff will be suspended indefinitely from the league.**
12. **Any player, coach, or parent that is ejected from a game is automatically suspended for the next game played by their team. This suspension is mandatory and cannot be reduced or removed, though it can be lengthened at league discretion.**