



2019 NYS NATIONAL TACKLE TOURNAMENT

8 MAN RULES

Unless otherwise amended below, the current year's NFHS (National Federation of State High School Association) Laws of the Game shall apply. NFHS Laws of the Game and other resources are available at www.nfhs.com.

1. 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 ID checks. Teams will lineup in alphabetical order. NYS will match players ID from National Sports ID with names on the official roster. If a player misses the initial check-in prior to the end of the second quarter, the player may check-in at halftime. Any player showing up after the second quarter will be ineligible to play. If a player misses the first game they may check in at the next game before it starts.
2. 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.
3. The team listed first on the schedule is considered the visiting team and will call heads or tails. The home team will occupy the north or east sideline, or whichever side has a press-box. The winner of the coin toss will choose whether to receive or defer to the second half. The teams will switch direction at halftime and the team that kicked off to start the game will then receive the kickoff to begin the second half. The visiting team is responsible for obtaining volunteers to run the sideline chains and down marker for the entire game. If both teams are wearing similar uniforms (determined by officials), the visiting team will wear alternate uniforms.

4. Teams are allowed a maximum of seven coach ID cards. The visiting team will be allowed to have three parent volunteers on the sideline to run the first down chains and down indicator. All other individuals must stay behind the designated area. For fields without stands, all individuals without a valid coach ID card must be at least five yards off of the sideline during the game. For facilities with stands, individuals without a valid coach ID card have to be in the stands and cannot be on the sidelines. Individuals found in violation of this rule will be subjected to a one game suspension and possibly longer depending on the severity of the problem. Ladders are prohibited at game site to protect the children, fans, and staff. One team photographer may be included as one of the seven coaches.
5. The playing field will be forty yards wide and eighty yards long.
6. The game will consist of four twelve minute quarters, with a five minute halftime. 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. Each team is allowed two, thirty second timeouts per half. The timeout cannot carry over to the second half.
7. 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.
8. An NYS approved uniform, helmet, pads and mouthpiece (not clear or white) are required to be worn in order to participate. Children may not tie any portion of their jersey for safety reasons. Children may not wear any face shield that has a tint, all face shields must be clear. No jewelry, open toed shoes, or metal cleats may be worn.
9. The size of the football:

The game ball must be a 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.

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| 10. The methods of scoring and their value: | Touchdown | 6 points |
| | Extra Point | 1 point (from the 5 yd line) |
| | Extra Point | 2 points (from the 10 yd line) |
| | Safety | 2 points |

11. The game will be played eight on eight. There is no minimum play rule for players in the NYS National Tournament. forfeited game will result in a 42 – 0 score. If a team does not have the correct number of players to participate (8v8), 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.
12. Two un-sportsmanlike conduct violations by any player, coach, or spectator will result in an immediate dismissal of the violator, and a fifteen-yard penalty. The referee and NYS site director has the authority to dismiss a violator after one unsportsmanlike conduct violation based on severity. The game will resume once the violator has left the premises. Anyone dismissed faces an automatic one game suspension for the next applicable game. Further penalties could result in greater suspensions, season bans, and even lifetime bans.
13. Substitution may occur between downs and any number of players may be substituted. Players must enter and exit the field promptly.
14. There are no fumbles; ball is dead on contact with the field. Interceptions are live and can be advanced. If the ball is stripped or recovered on a lateral, it is considered a fumble and is dead at the spot and the offense will retain possession. On-side kicks are not allowed. Should the kicking team recover the ball prior to the receiving team touching the ball, the receiving team will be awarded the ball at the spot in which it was first touched by the kicking team. If the ball is muffed by the receiving team, the ball will be considered dead at the spot of the muff.
15. The offense must have five players lined up on the line of scrimmage for every play. Three offensive linemen are ineligible receivers and must be in a three-point stance.

The defense must have a minimum of two and a maximum of four players in-between the tackles on the line of scrimmage for every play. These players must be in a three-point stance.

Pigskin Division Only: No individual player may be lined up directly over the center, the center cannot be hit directly from the front (in order to allow snap exchange and center time to raise head).

16. 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.
17. 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.
18. 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.
19. Placekicking takes place from the forty-yard line.

Pigskin League Only: There is no placekicking or punts in the Pigskin division. To begin the game, the ball is placed on the forty yard line. The offense can move the ball

down the field by acquiring first downs. In the event, the offense does not get a first down, it will be a turnover on downs and the defense will take over.

20. If a kickoff goes out of bounds:

1st kick out of bounds: Re-kick 5 yards back from original kick-off spot, take ball at spot of where ball went out of bounds, or take ball 20 yards from the spot of the kick-off.

2nd kick out of bounds: take ball at spot of where ball went out of bounds, or take ball 20 yards from the spot of the kick-off.

21. After a safety, the ball is placed at midfield.

22. Mercy Rule: Once a team has the lead by 42 points, the game will end automatically.

EMT

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.

All teams must have a first aid kit at all practices, games, and team functions.

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.

Summary of Penalties

Loss of five yards:

- Delay of game
- Encroachment
- False Start
- Illegal formation
- Illegal forward pass
- Illegal forward lateral
- Ineligible receiver down field
- Incidental face mask
- Intentional grounding
- Illegal substitution
- Illegal shift or motion

Loss of ten yards:

- Holding
- Illegal use of hands (hands to the face, block in the back)

Loss of fifteen yards:

- Un-sportsmanlike conduct (by a player, coach, or spectator)
- Intentional or accidental coach interference while on field
- Block below the waist
- Clipping, tripping, chop block
- Grasping an opponent's face mask
- Roughing the passer
- Slapping a blocker's head
- Illegal participation
- Sideline interference
- Illegal hit or block after a fair catch signal

Disqualification:

- Fighting whether it is a player or spectator
- Striking, kicking, or kneeling 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, taunting, instigating, rough, and/or flagrant
- A spectator violating the parent line or cautioned parent area.

Rule Clarification**Punting:**

- Punting is allowed on fourth down only.
- Teams must declare to the official their intent to punt the football.
- No fake punts or quick kicks.
- The punter may take the snap from the center but must punt the ball from a minimum of five yards behind the line of scrimmage.
- A punting play may continue that begins with a fumbled snap.
- If the football is punted into any player at the line of scrimmage it is ruled dead at the point of contact.
- In the Pee Wee and Midget Divisions, the ball is dead on any muffed reception or fumble during the return.
- The offense may not run downfield until the ball is punted.
- Defenders are not allowed to rush the punter.

Equipment Requirements

Each player shall properly wear the mandatory equipment in order to participate in any tackle football game or contact practice.

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSEA standard.
3. A mouthpiece that is not clear or white.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that has a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

No player shall participate while wearing illegal equipment. This applies to any piece of equipment that in the opinion of the referee or the league coordinator is dangerous and inappropriate.

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.

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

1. **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.**
2. **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.

3. **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.**
4. **NYS considers the code of conduct sheet enclosed in this packet as the first warning to all individuals participating in the league.**
5. **Any parents found engaging in verbal or physical violence with other parents, coaches, referees, or NYS staff will be suspended indefinitely from the league.**
6. **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.**