

BERKELEY YOUTH FOOTBALL CONFERENCE BY-LAWS – 2023

1. The official name shall be the Berkeley Youth Football Conference (B.Y.F.C.). The conference consists of Moncks Corner, Goose Creek, Hanahan, and North Charleston.
2. All game rules will be governed by the National Federation of High School rules except noted in the B.Y.F.C. by-laws.
3. Players will be assigned to teams according to age.

<u>DIVISION</u>	<u>AGE</u>	<u>NON-RESTRICTED WEIGHT</u>	<u>INTERIOR LINE ONLY</u>
PEE WEE	10 & UNDER	135 & UNDER	(OVER 135)
SMALL FRY	12 & UNDER	150 & UNDER	(OVER 150)

- a. All ages are effective as of September 1st of upcoming season. (NO EXCEPTIONS)
- b. All players must be weighed by their league representative by **September 6th**. (NO EXCEPTIONS)
- c. ALL PLAYERS WITHIN 5 POUNDS **OR ABOVE** THE WEIGHT LIMIT MUST BE WEIGHED IN BEFORE EACH GAME. Interior line players (*players exceeding the weight limit*) may play on the **offensive/defensive line only** (*tackle to tackle*) and must be in 3 or 4 point stance, and will be identified by a Red Football Decal on the front of their helmet. **They are not allowed to play on special teams; kickoffs, punt, kickoff/punt returns, and/or advance fumbles or interceptions, etc. Players with RED FOOTBALL DECAL WILL BE ALLOWED TO KICK PAT's, or take a knee on extra point & field goal attempts, which do not require a rush.** – Penalty for playing a restricted line player in an ineligible position will result in an unsportsmanlike penalty (15 yards) and a warning to the Head Coach; a second offense in the same game will result in the Head Coach being ejected and a (15 yard) unsportsmanlike penalty. NOTE: If a player has a red sticker on their helmet and weighs in below the restricted weight, the game host Commissioner will remove the red sticker from their helmet for that game.
- d. **Weigh-ins will be conducted 15 minutes prior to game for first game of day and half-time for games thereafter.** Players needing to be weighed will do so before game time. Players failing to make the weight limit the first time will have one more opportunity to make the weight limit. **Players failing to appear at the designated weight in time will automatically be declared overweight for that game. A player may weigh twice. First, without helmet, shoulder pads, or cleats. If player remains overweight, he may take off everything else, including pants (with no less than his shorts remaining).** **(Players must be weighed prior to officials taking the field for said game; those not making the weigh in will be ineligible to carry ball that game)**

e. No player participating on any football team within the B.Y.F.C. will be allowed to run on game day at the game site for the purpose of losing weight. Nor will any player be allowed to weigh prior to their team's official weigh in conducted by a league commissioner.

f. NO PLAYER WILL BE ALLOWED TO WEAR PLASTIC GARBAGE BAGS DURING PRACTICE OR ON GAME DAY FOR LOSING WEIGHT OR ANY OTHER REASON.

* PENALTY FOR FIRST OFFENSE- COACH AND PLAYER SUSPENDED FOR THAT GAME.

* PENALTY FOR SECOND OFFENSE- REMOVAL OF COACH FROM HIS COACHING POSITION.

5. All players participating in this conference must wear a football helmet with the NOCSAE seal of approval. Please have parents obtain helmets that provide safe protection for players. Coaches are also reminded not to hand paint these helmets because doing so voids most safety guarantees. The player must furnish helmets, shoulder pads, athletic supporters, mouthpieces, and pants. Players must wear canvas top shoes, or rubber cleats/ leather shoes. Players WILL NOT be allowed to practice or play in metal cleats or bare feet. (FOUR SNAP CHIN STRAPS MUST BE WORN)
6. Teams will be limited to 30 players, unless approved by league commission. Rosters will be exchanged among league commissioners, these will be used for weigh ins. Any changes or additions MUST be forwarded to all league commissioners. No switching of jerseys during the season. Exception: Blood rule will be in effect and opposing coaches must be notified.
7. Any coach who willfully plays an ineligible player will be suspended immediately and all games in which said player participated shall be forfeited. KNOW YOUR PLAYERS' AGES. Each department is responsible for verifying each player's age.
8. Rosters must be submitted by league commissioners by **September 6th**. The following information must be submitted: NAME, AGE, DATE OF BIRTH, WEIGHT, PHONE NUMBER AND PLAYERS JERSEY #. Players will NOT be allowed to play until this information is properly submitted and signed.
 - a. No new players may be assigned after **September 15th** of current season. No new transfer or transient players will be allowed to enter or switch teams unless there is a viable reason.
9. Any coach or player ejected from a game for any reason will be suspended for that game and the next game played by his team. The suspended coach or player must leave the area immediately or the game will be forfeited. Suspended coach or player may not come to the field during their suspension. (**NO EXCEPTIONS**)
10. Any intervention by parents or players with coaches or officials will cause the parents to be barred from ALL game fields for the remainder of the season. **THIS WILL BE STRICTLY ENFORCED.**
11. Postponed games due to weather will be rescheduled by BYFC commissioners within the same week or the following week. Once a game begins, it is under the control of the officials. In the event a game is called after it has begun, the league commissioner present will take note of the situation and the game will be picked up from the point of which the game was interrupted.

12. In the event of an injury the coach should see to it for EMS to come to the field. Coaches will make sure parents are aware of ALL injuries. All coaches and parents are reminded to be very careful in moving a player who may have a fractured bone. Make a report of the injury to your appropriate league commissioner. **Any player injured on a play must sit out at least one play.**
13. **Footballs:** Pee Wee will use TDJ, Small Fry will use TDY. League commissioner will supply game balls at their facilities.
14. **NO COACHES ARE ALLOWED ON THE FIELD DURING GAME PLAY.**
 - a. Maximum of five adult (coaches) will be allowed on the sidelines for football, and 2 cheerleader coaches. **(NO EXCEPTIONS)**
 - b. There will be NO SMOKING on the sidelines. This includes the chain crew. PENALTY: Removal from the game. A 15-YARD penalty may be charged. (Chain crew members may not become involved in games)
 - c. Video camcorders and camera will not be permitted on the sidelines *or the press box*. The person must be behind the fence or in an area designated by a field representative.
15. **Pee Wee** on 4th down; the teams can either punt the ball or the official will move the ball 25 yards down the field if the offensive team is on their side of the 50 yard line or half the distance to the opponents side of the 50 yard line. Same rule applies to punting after a safety. If punting, both teams will take a knee when ball is snapped. Ball will be marked dead when caught by receiving team OR at the spot the ball rolls dead. **One or two players** can be back receiving the punt. After declaring to punt, there are no fake punts.
16. **Pee Wee** Interior defensive lineman must line up in 'A gap'.
17. Each player **MUST** play **8 downs** in each game. Kickoffs, Kickoff Return, and Punts are considered a down. Extra Point and Field Goal attempts are **NOT** considered a down.
(EXCLUDING STEP-OFFS- **PEE WEE**)
18. The length of football games of all age divisions will be **four (4) eight (8) minute quarters**, with a five (5) minute half time. The clock will run continuously if a team is up by 20 in the second half. It will only stop for timeouts and injuries. The clock will revert back to normal timing rules if the 20 point deficit is gone. Time on the field is kept by the head official during the game if a scoreboard is not available or operating properly.

19. **Overtime** - If at the end of regulation the game is a tie, the following overtime procedure will be used for ALL age groups. In the first overtime, the ball will be placed at the 10 (ten) yard line and both teams will have a possession (four downs). If after the first overtime the score is still tied, the ball will be placed at the 5 (five) yard line for the second overtime and both teams will have a possession (four downs). In Regular Season play, if after the second overtime the score is still tied, the game will end in a tie. In Post-Season play, overtime will continue until a winner can be declared. Each overtime period (after the first) will begin with the ball placed on the 5 (five) yard line and both teams will have equal possessions. During each overtime, one time out is allowed per team plus the remaining time outs left from the second half.
20. **Trophies** - Winner in each age group will receive trophies. Each department is responsible for providing trophies to their winning team(s).
21. All players SHOULD play within the boundaries that they reside. Coaches may not recruit players outside their boundaries.
22. Points after touchdowns (PAT's)- A successful run/pass will result in one (1) point. A successful kick will result in two (2) points. NOTE: Offensive team will notify referee of intent to kick, who will then notify defense. Once a kick is declared, there are NO fakes. All players, with the exception of snapper, holder, and kicker, will take a knee at the snap. If there is a fumbled or bad snap, the holder is the only player allowed to retrieve the ball and place it down to be kicked. Penalty: Any other player retrieving ball, kicking team will be penalized 5 yards from line of scrimmage.
23. Field Goals (FG's) - Offensive team will notify referee of intent to kick, who will then notify the defense. Once a kick is declared, there are NO fakes. All players, with the exception of snapper, holder, and kicker, will take a knee at the snap. If there is a fumbled or bad snap, the holder is the only player allowed to retrieve the ball and place it down to be kicked.

Note: PAT's (Point after Touchdown) and Field Goals - Kicker can be no farther back than five (5) yards behind the spot of the kicking tee when kicking. Players with red decals ARE allowed to kick PAT'S and Field Goals and also ARE allowed to be on the field taking a knee during both PAT and Field Goal attempts. NOTE: BALL MUST BE KICKED BEFORE THE 25 SECOND HUDDLE CLOCK EXPIRES. PENALTY: LOSE THE RIGHT TO KICK FOR PAT OR FIELD GOAL

24. **Punting - (Pee Wee)** will have the option to inform the referee of their desire to take the yardage of 25 yards or half the distance to the goal or inform the referee they will physically punt the ball. If they desire to physically punt the ball, there will be no rushing the punter and the ball will be marked dead where it is possessed by the receiving team or where it stops dead. **PLAYERS (PEE-WEE) WITH RED STICKERS ARE ALLOWED TO PHYSICALLY PUNT THE BALL BECAUSE THERE WILL BE NO RUSHING.**

(Small Fry) will punt the ball at will as a normal play. **Red Stickers** must line up in formation tackle to tackle as normal. If the punt is blocked and recovered by a **red sticker**, the play will immediately be blown dead and the ball will be spotted where it was recovered. Rushing the punter and a return on the punt will be allowed in these two leagues.

(Pee Wee Only) - If the offensive team is punting the ball from their side of the 50 yard line, the officials will mark the ball 25 yards from the line of scrimmage. If you are punting from your opponent's side of the 50 yard line, the officials will mark the ball half the distance to the goal line. Same rule applies to punting after a safety.

25. All teams participating in BYFC play MUST condition (NO Pads, Helmets ONLY) the first week (5 days) of practice. This is to include no tackling, hitting, or football contact.

26. **Tie Breaker** for determining Regular Season Standings(in the order below)-

- a. Head to Head record between tied teams
- b. Least points allowed between tied teams
- c. Coin Flip

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