

TENNESSEE YOUTH SPORTS ALLIANCE

Established 2021



LEADERS BY EXAMPLE

TENNESSEE YOUTH SPORTS ALLIANCE

OFFICIAL FOOTBALL PLAY RULES and PROCEDURES

Edition Date:

August 2023

FORWARD

Play rules not specifically covered herein shall be governed by current edition of the National Federation High School (NFHS) Rules Book.

In the event of any conflict in rules between these Official TYSA rules and the current published rules of the National Federation High School (NFHS), the National Federation High School (NFHS) rules and interpretations shall govern.

Any reference to a particular gender contained within these Official TYSA Rules Book such as he, his, himself, man, men, or boys shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

In the event of any conflict in language between any past, present, or future printed version of these TYSA Official Rules & Procedures and the TNYSA.COM online version, the TNYSA.COM online version shall have priority.

TYSA MISSION STATEMENT

Tennessee Youth Sports Alliance (TYSA); established in 2021, is a non-profit organization, dedicated to giving back to communities by promoting the wholesome development of youth through their association with exemplary adult leaders in the sport of American football and cheer. Guidelines are established to ensure that players play in an atmosphere of learning fundamentals with a competitive balance between teams.

Our focus is on helping our youth build Character, Sportsmanship, Learn Responsibility and Teamwork, and Self-Confidence while gaining a strong sense of community.

TYSA provides a structured, safe and secure environment for the children to learn these life lesson skills.

Our goal is to teach the fundamentals of football and cheerleading in an atmosphere where “fun” is the keyword in fundamental.

AMENDMENTS & CHANGES

2021 Amendments & Changes are highlighted

RULE 1.00 THE LEAGUE

- 1.1** This organization shall be known as The Tennessee Youth Sports Alliance, herein referred to as “TYSA, The League or The Organization”. TYSA shall provide the framework in which a program of competitive tackle football is offered, and the ideals of good sportsmanship and fair play are stressed and taught. The Organization provides that any community may apply for membership and those who become member communities will form a league. This Organization shall be responsible for administering all the rules, regulations and procedures set forth in this book and enforce the ideals by which TYSA was formed.
- 1.2** This organization shall form a league consisting of member communities willing to participate in the ideals of community-based football. Each Member Community shall be an established community as set forth by the Bylaws and Constitution of the Tennessee Youth Sports Alliance.
- 1.3** The organization’s league shall accommodate as many communities as are duly approved and accepted in accordance with the rules of membership.
- 1.4** Administration of the Organization and League shall be vested in the Executive Board, whose purpose shall be to administer the rules and regulations set forth, and whose purpose shall be to vote on all issues and rule changes presented to the Executive Board.
- 1.4.A** Roberts Rules of order shall govern the proceeding of all meetings, except where same conflicts with the Constitution and bylaws of the TYSA. All meetings are open forum.
- 1.4.A.1** Any vote referencing finances or monies, (spending, transferring, setting fees, setting fines, etc. will require a Roll Call vote with a two-thirds (2/3) majority of the quorum to confirm.
- 1.4.B** Each Executive Board member shall cast one (to confirm) vote on all matters brought before the TYSA. The President of the TYSA will not have voting rights except in the event of a tie, at which time he will be empowered to break the tie.

RULE 2.00 MEMBERSHIP & CONFERENCE ALIGNMENT

- 2.1** Any community may apply for membership to TYSA by formally submitting to the Membership Committee. Approval is subject to the Bylaws and Constitution of the Tennessee Youth Sports Alliance. The Membership Committee shall investigate and research all new applications to TYSA and shall present their findings to the Executive Board who will have the authority to accept or reject any new program applying to TYSA. If accepted, the new community will become a member community, with all the rights and privileges granted to a member community and shall serve a one (1) year probation, which shall be monitored by the Executive Committee.
- 2.1.A** If at any time during the first year of probation, a community, or any member of their staff violates any rules that may discredit the integrity of this Alliance or create an unsportsmanlike atmosphere or may have caused serious injury to any member of that community, the Executive Committee will intervene and take immediate action as deemed appropriate and necessary.
- 2.1.B** The application packet for a new community will include the following.
- The completed application for membership,
 - The community’s Bylaws,
 - The community’s current Board of Directors,
 - The community’s State of TN charter,
 - The community’s letter of approval for use of the play and/or practice sites,
 - The completed Community Information form from the TYSA website
- 2.2** The 2023-member communities of TYSA are: Brentwood; Donelson; Goodlettsville; Lebanon; Mt. Juliet; Murfreesboro (Jr. Patriots); Murfreesboro (Warriors); Shelby Park; Smyrna. Clarksville, Williamson County, Gallatin
- 2.3** To retain annual membership, each Member Community must field one (1) triple level team in each of the A, B and C age divisions and may only field one (1) triple level team in each age division.
- 2.4** Any new community approved by the Executive Board to enter TYSA, as well as all existing member communities, shall be reviewed and evaluated at the end of each year and shall be approved or rejected for membership by the Board of

Commissioners at the first (1st) general meeting of the following year. Any community that loses membership in TYSA because of this vote will not be eligible to participate in any rebate that may be declared for the season preceding the vote.

- 2.5** A newly accepted Member Community may petition the TYSA Competition & Scheduling Committee to enter The League without fielding triple level teams in their first year.
- 2.5.A** The Competition & Scheduling Committee shall present to the Executive Board all the specifics of the play-down petition.
- 2.5.B** If a play-down petition is approved by the Executive Board, the new Member Community must field a team in at least each of the A, B and C age divisions at the double level.
- 2.5.C** New Member Communities will not be allowed to field TYSA at only the single level.
- 2.5.D** Any new Community having their play-down petition approved shall be required to field teams in the triple level the following year.
- 2.5.E** Petitions to play-down after a Member Community's first year will not be considered.
- 2.5.F** **In all B's C's and PeeWee**, Any play-down team will not be eligible for playoffs. They can play in a season ending bowl game.
- 2.6** Member Communities not fielding a triple level team in each of the A, B and C age divisions, will not be eligible to participate in TYSA for the upcoming season. **EXCEPTION:** A Member Community has an approved play-down petition.
- 2.7** TYSA will not refund or otherwise return any fees or fines collected from a Member Community in the event that said Community's membership in TYSA is terminated at any time before the end of the current season.
- 2.8** Each Member Community shall be responsible for appointment and certification of all coaches.
- 2.8.A** All coaches actively instructing in practices or games shall be certified by an approved National coach's certification program. EXAMPLE: NAYS (National Alliance for Youth Sports).
- 2.8.B** Agree to be bound by the TYSA "Code of Ethics."
- 2.8.C** All coaches must complete & sign the paper version of the TYSA Coaches "Code of Ethics" and "Concussion" Policy as well as the digital version of the Coaches "Code of Conduct" at [Coaches Code of Conduct | TNYSA](#)
- 2.8.D** All coaches shall refrain from the use of any tobacco products, be under the influence of alcohol or illegal drugs while in contact with any or all players during practices and games.
- 2.8.E** All TYSA community Commissioners, as well as football and cheer coaches shall be certified. The CDC has developed a free online course titled "*Heads Up – Concussion in Youth Sports*". This course may be accessed at www.cdc.gov/headsup/youthsports/training/
- 2.9.E.1** This course must be completed annually, and a copy of their current certificate must be on file at their TYSA community.
- 2.9.E.2** Prior to the annual initiation of practice or competition the following persons must review and sign a concussion and head injury information sheet: all football and cheer coaches, athletic directors, and/or community directors, any appointed licensed health care professional.
- 2.9.E.3** Prior to the annual initiation of practice or competition, all TYSA athletes and the athlete's parent/guardian should review a concussion and head injury information sheet. A form confirming this review shall be signed and returned by the athlete's parent/guardian.
- 2.9.E.4** Any youth athlete who shows signs, symptoms, and behavior consistent with a concussion shall immediately be removed from the activity or competition for evaluation by a licensed medical doctor, osteopathic physician or a clinical neuropsychologist with concussion training and present a "Concussion Return to Play" clearance to the TYSA community organization.
- 2.9.E.5** No youth athlete who has been removed from play due to suspected concussion shall return to practice or competition until the youth athlete is evaluated by a health care provider and receives written clearance from the health care provider for a full or graduated return to play. The Concussion Return to Play Form has been approved by TDH and should be used. It contains specific instructions that shall be followed before an athlete can return to sports. The form is to be completed and signed by a licensed medical doctor, osteopathic physician, or a clinical neuropsychologist with concussion training before an

athlete that has been removed from practice or a game may return to participate. A copy of the form must be kept on file by the TYSA community administrator for a period of three (3) years from the date of injury.

2.9.E.6 All documentation of the completion of a concussion recognition and head injury safety education course and signed concussion and head injury information sheets shall be maintained by the TYSA community for a period of three (3) years.

2.9.E.7 Non-compliance with this policy by a TYSA community organization will result in the immediate suspension of that community from TYSA until proof of complete compliance can be established. This suspension shall include all practices and games.

2.10 A TYSA Commissioner or selected Administrative Coordinator with full knowledge of the rules, must always be at the field location while games are in progress.

2.11 No community, or individual, shall bring a team into TYSA from any other community, either in TYSA or another league, unless that team is broken up and the players are evaluated according to TYSA rules.

2.12 No current TYSA community shall bring another community, either all the teams or specific teams, into TYSA under their membership.

2.12.A The practice of an “umbrella membership”, is strictly prohibited

2.13 If a TYSA community, or any individual teams within the community, wishes to use one, or more Social Media channels (website, Facebook, Twitter, Instagram, Reddit, etc.), as a means of communications, the community’s TYSA Executive Board will be responsible for monitoring the content of all posts made.

2.13.A No post shall contain vulgar or obscene language or be of a derogatory and/or slanderous nature, nor will they contain any type of threatening or bullying language directed at any individual or other team, community or league.

RULE 3.00 INDIVIDUAL PLAYER AND TEAM ELIGIBILITY

3.1 The age of a participant on July 31st of the current year shall be the playing age of that participant for the current season.

3.2 (Chart 3.02-1) **The Age Divisions for TYSA are as follows:**

Age Division	Player Age
AAA / AA / A	11 - 12 Years
BBB / BB / B	9 - 10 Years
CCC / CC / C	7 - 8 Years
PeeWee/ Junior PeeWee	5 - 6 Years
Chart 3.02-1	

3.3 Each participant must provide a legible State or Federal government issued proof of birth document to be verified by TYSA or a Board of Commissioner of TYSA.

3.3.A This documentation may include court adoption papers or other documentation issued by a State or Federal governmental agency.

3.3.B The “mothers” or “hospital” announcement of birth will no longer be considered adequate documentation to verify date of birth.

3.4 Where age appropriate, players must be eligible to play for their middle or high school and be actively enrolled in school or home schooled. Any player suspended from school is ineligible for games until suspension is cleared. Eligibility is determined by TSSAA rules.

3.5 A participant, having met all the requirements of registration by TYSA and who at their discretion wish to play for their Member Community, may not be a member of any other organized team in any other league engaged in the sport of tackle football, nor may the participant be a member of any school team.

3.6 A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TYSA, may continue to be a participant of both TYSA and the school team until Fee Day for the Youth Program or the Wednesday before Week 2 of the regular season game for the A Division, at which time the participant must declare his status.

3.7 School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant’s

school or where rosters are not required, is permissible.

- 3.8 All players shall practice and play with only one (1) organized team within TYSA during the season.
- 3.9 If a participant, rostered to play in TYSA, is on an official roster of a team that is not a part of TYSA and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TYSA for the remainder of the current season.
- 3.10 Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TYSA Rules & Ethics Committee to determine playoff status.
- 3.11 The League shall have a Fee Day, at which time all participants are to be rostered to a team.
- 3.12 All Member Communities must declare all teams at fee day and each team declared must have a minimum of eleven (11) players on each roster.
- 3.13 TYSA teams shall be limited to twenty (20) players. **COMMENT:** It is strongly recommended that teams carry no less than Fifteen (15) players.
- 3.14 On Fee Day, all Member Communities must first field triple level teams in each of the A, B and C age divisions, before double or single level teams are rostered.
 - 3.15 The first team rostered in each of the A, B and C age divisions must be a triple level team. If no triple level team is declared in that age division on Fee Day, the Member Community will not be allowed to field any team in that age division, unless it is a new Community with an approved play-down petition.
 - 3.16 Additional teams may be rostered by a Member Community in any Divisions. Member communities will not be allowed to field additional teams in any division until a higher division team in each of the A, B and C age categories has been declared, unless it is a new Community with an approved play-down petition. **COMMENT:** Additional triple level teams cannot be declared until at least one (1) team double and single level division have been declared. Additional double level teams cannot be declared until at least one (1) team single level division have been declared
- 3.17 Additional double level teams cannot be formed in any age division until a single level team is first declared. **NOTE:** Included in 3.16
- 3.18 Once a single level team is formed, the Member Community may elect to declare additional single or double level teams in that age division.
- 3.19 No player that is participating in TYSA at the senior age of their age division can be rostered at a division level lower than the level at which they participated while at the junior age of the same age division, unless one of the following conditions exist:
 - 3.19.A Participants are playing for the same Community and that Community did not have a team at a lower division than the one on which the player was rostered during their junior age.
 - 3.19.B Participants were rostered with a different community or youth league during their junior age.
- 3.20 All players registering to play in TYSA, including any players registering late, must try out for the triple level team in each age division.
 - 3.20.A After each triple level coach in each age division evaluates and selects the players for their triple level team from the available pool, all players that remain are released and a double level team is formed.
 - 3.20.B The double level coaches in each age division shall evaluate and select their teams from the available pool of players.
 - 3.20.C If enough players remain, a single level team must be formed.
 - 3.20.D This rule supersedes any Member Community's By-Laws which are found to be inconsistent with the intent of this rule.
- 3.21 A player may not be dropped from a triple level team to a double level team (and subsequently from a double level to a single level team) for any reason other than a failure to compete at the triple or double level in the age division which the child plays.
 - 3.21.A A triple level or double level coach cannot be forced to move a player down; whom he feels is talented enough to play at the level in question.
 - 3.21.B Any player that failed to make the triple level team in his age division may not be dropped directly to the single level team for any reason other than a failure to compete at the double level team.

- 3.21.C The single level was created for players with little or no playing experience.
- 3.21.D If a player is returning to the same division as prior year, they must be placed on equal or higher level than prior year. For example, if a player played at BB level, they must play BB or BBB.
- 3.22 If any member of the Executive Board identifies a participant whom he/she believes should be playing at a higher level of competition, they must refer the matter to the TYSA Rules & Ethics Committee.
 - 3.22.A No roster challenges regarding this matter will be heard by the Rules & Ethics Committee forty-eight (48) hours after Week 2 of regular season play. This committee shall investigate and recommend to the Board of Commissioners of TYSA a course of action.
 - 3.22.B The decision of the Executive Board shall be final.
 - 3.22.C There must be a minimum of five (5) community teams in any age division to form a single level division. If the Executive Board feels it is in the best interest of TYSA, a single level division may be formed with four (4) teams.
 - 3.22.D If the League does not have enough Member Communities to field teams and form a single level division within an age group, a second double level team must be formed.
 - 3.22.E If there are two (2) or more teams from a Member Community at the Single or Double level, these teams shall be divided evenly according to talent, size, and ability. **COMMENT:** Player draft is required of selecting players with three rostered coaches' players as protected.

RULE 4.00 LEAGUE PRACTICES & SCHEDULES

- 4.1 Fall practice starts on Monday before the last Saturday of July.
- 4.2 The first day of practice shall be conducted with no equipment and shall be non-contact (T-shirts and shorts). On the second and third days, teams may wear helmets only.
- 4.3 During the pre-season and prior to the first regular season game played on the Official TYSA Schedule, there is no limit to the number of days a team or Member Community may practice.
- 4.4 Once the first (1st) regular season game of the Official TYSA Schedule is played, practice in pads is limited to three (3) days per calendar week.
- 4.5 All pre-season camps must:
 - 4.5.A Occur at least 14 days prior to the first day of TYSA practice.
 - 4.5.B Be no longer than 10 days.
 - 4.5.C Be published on the TYSA website.
 - 4.5.D Be open to any player per TYSA age guidelines.
- 4.6 Each Member Community's TYSA Commissioner shall be responsible for making the Competition & Scheduling Committee aware of any weekends in which their community cannot host games.
- 4.7 All Homecoming and special event days, such as opening day ceremonies, must be submitted to the Competition & Scheduling Committee prior to the release of the final Official League Schedule. Failure to submit times for Homecoming or other Special Events in the manner above will not be scheduled.
 - 4.7.A The Competition Committee will make its best effort to schedule byes for all teams on the Saturday designated for Cheerleading competition. It is requested of all communities to coordinate with the Vice President of Cheerleading to schedule what games they do have on that day at times that will further minimize conflicts with the Cheer Competition Schedule for the age groups of those games.
- 4.8 The Competition & Scheduling Committee will generate a season schedule using the triple level schedule as the format for scheduling all other age divisions.
 - 4.8.A Once generated, a copy shall be sent to each Member Communities' TYSA Commissioners for the purpose of assigning game times.
 - 4.8.B Once the Competition & Scheduling Committee receives all times from the TYSA Commissioners of each member community, the Competition & Scheduling Committee shall generate the final schedule.

- 4.8.C** Once the Competition & Scheduling Committee generates the final schedule, no game times may be changed for any reason except in the case of postponement due to weather.
- 4.9** Each team in TYSA shall be scheduled to play an equal number of regular season games.
- 4.10** An officially scheduled game may not be postponed or rescheduled for any reason other than weather conditions, unless approved by the President of TYSA.
- 4.11** Delaying or altering game times by a Member Community, except in the case of weather or games running over their scheduled time due to injury or overtime, will not be allowed and may result in a forfeit for hosting community's team scheduled to play at their officially scheduled time
- 4.12** All official schedules are posted on the TYSA website. These schedules take precedence over all other schedule versions.
 - 4.12.A** If a community posts the schedules to their community website or social media channels, and a schedule update is not conveyed to a team in a timely manner, the team/community will be responsible for any forfeits due to a late-or no-show of the team.
 - 4.11.A.1** Any negative reactions by any member of the forfeiting community as a result of the forfeit, shall be dealt with immediately.
- 4.13** All TYSA hosting communities shall submit their game scores to TYSA for divisional standings no later than 2:00 p.m. the following day after the games are played.
 - 4.13.A** There is a \$100 fine for each missed submission.
 - 4.13.B** This rule will be strictly enforced, and all fines are due within 7 days
- 4.14** When a TYSA community has a postponement, the following notifications must be made by the Community's Commissioner to the following: Web Administrator; Head Referee; TYSA Scheduler; and Scheduling Committee Chair.
- 4.15** Rescheduling of postponed games will be done, with input from the following: The involved Member Communities; the TYSA Scheduler, Scheduling Committee Chair; Head Referee; and the Web Administrator being notified. Make up games will be played the next day if fields permit, then the day after or until fields are playable.

RULE 5.00 RULES OF PLAY

- 5.1 Playing Field & Facilities**
 - 5.1.A** Each Member Community in TYSA must have a home field.
 - 5.1.A.1** If a Member Community has a working agreement with another Member Community to share facilities, the Executive Board must approve this agreement. A new Member Community entering the League that has no home field must secure a home field within two (2) years of their entry date into The League. All games played in TYSA are played on fields approved by the TYSA Executive Board.
 - 5.1.B** Each Member Community shall have a playing field at least eighty (80) yards in length.
 - 5.1.B.1** The field must have benches on both sidelines.
 - 5.1.B.2** All warm-up areas are to be maintained in excellent condition.
 - 5.1.C** All fields are to be marked clearly with proper lines.
 - 5.1.C.1** The Member Community shall mark their field properly, at a minimum, with lines every ten (10) yards.
 - 5.1.C.2** The field is to be marked with appropriate boundaries for coaches and players. The area in which the players and coaches may occupy and move about unrestricted shall be marked properly and located between the twenty (20) yardlines.
 - 5.1.D** Fields not meeting the required standards of TYSA shall be corrected to specifications before any game is to be played.
 - 5.1.D.1** Failure to correct any field problems will be referred to the Executive Board.
 - 5.1.D.2** At the discretion of the Executive Board or any committee appointed to handle this situation, this may result in possible forfeiture by the hosting community of all games played that day.
 - 5.1.E** Goal posts are not required but preferred by the TYSA.

- 5.1.E.1 Field goal or extra point kicking attempts are not to be made on field goals that are placed in alignment with spectator stands unless proper safety netting is in place or the stands are not currently occupied. In such situations, the referee is to spot the ball for the attempt on the opposite goal post.
- 5.1.F Fields with no lights must begin their last game at least 1.5 hours from the published sunset for the day. All other fields cannot schedule any games to start after 8:30pm.
- 5.1.G The hosting Member Community is responsible for a chain crew.
 - 5.1.G.1 Children under the age of 16 are not allowed to work the chains or down markers.
 - 5.1.G.2 The yardage chains shall be operated on the home side of the field.
 - 5.1.G.3 If a game is played at a neutral site, the yardage chains and down marker are operated on the opposite side of the pressbox.
- 5.1.H The host Community shall maintain a safe playing area as well as the surrounding area reserved for spectators.
 - 5.1.H.1 The hosting community must have adequate seating for spectators and this seating shall conform to basic established safety guidelines.
 - 5.1.H.2 The hosting community must have clearly defined sideline boundaries separating the spectators from the sidelines.
 - 5.1.H.3 All cheerleaders are to remain on the same side of the field with their football team and shall be restricted to the same area as the football players and coaches. **EXCEPTION:** If the spectator's area (grandstand) is located on one side of the field, cheerleaders from both teams may occupy the same side.
- 5.1.I Each Member Community of TYSA will have a "Fan Ejection Policy" on file with TYSA and posted prominently at their fields on game days. Each community is expected to enforce their policy. The National Anthem should be played before the first game of the day. During this time, a proper salute to the flag is required.
- 5.1.J The hosting Community should supply a public address (PA) system and play announcer for each game played.
 - 5.1.J.1 Other than the official PA system, no other amplified sound reinforcement systems will be allowed during any game.
 - 5.1.J.2 From the time the offensive team breaks from the huddle until the end of the play, as determined by the referee's signal ending the play, the announcer shall refrain from any type of announcing. Once the referee signals the play over, the play announcer may announce.

5.2 Player Equipment

- 5.2.A Each Member Community's current uniform color scheme shall be on file with The League and shall be kept by The League Secretary. The current uniform color scheme on file with The League Secretary for a Member Community shall take precedence over a new community entering TYSA or an existing Member Community making a color change.
- 5.2.B All color changes must be approved by a two-thirds (2/3) vote of the TYSA Executive Board. If the TYSA Executive Board approves a color change for a Member Community, and another Member Community already has these colors, the Member Community that originally had the color scheme shall take precedence over the Member Community that was granted the color change.
- 5.2.C If two (2) Member Communities have the same color scheme, the visiting team shall wear vests that pull over the game jersey. If the referee decides no conflict is apparent, vests are not required.
- 5.2.D All teams participating in any official TYSA game shall wear jerseys that are of the same color.
- 5.2.E All jerseys must be uniformly numbered with no less than four (4) inch numbers on the front of the jersey and no less than six (6) inch numbers on the back of the jersey and must be in a color arrangement that is easily readable.
- 5.2.F Players shall be numbered 00 to 99, with the number having no relationship to position. A player may not participate in a TYSA game with an unnumbered jersey. Players cannot participate in a game with a number that is taped or drawn on a jersey.
- 5.2.G Any team of a Member Community uses two (2) sets of jerseys, in which each set is a separate-colored jersey, they must have the same numbers for both sets and each player must wear the same number, as rostered on Fee Day.
- 5.2.H All kickers must wear shoes or cleats. No barefoot kicking is allowed.

- 5.2.I Footballs shall be of leather, rubber, or composite in construction.
 - 5.2.I.1 For A through B divisions, the ball must be no smaller than the equivalent size and weight of the TDJ.
 - 5.2.I.2 For CCC through Junior PeeWee divisions, the ball must be no smaller than the equivalent size and weight of the K-2 or PeeWee.
- 5.2.J Eye shields or visors can be worn but must be made of a 100% clear, rigid material. Tinted or colored visors are not allowed.

5.3 Weight Limits & Weigh-in Procedures

5.3.I (Chart 5.03.A-1) **The weight limits for all single striper positions, are as follows:**

TYSA Weight Limits					
AAA	140	BBB	115	CCC	90
AA	130	BB	105	CC	80
A	120	B	95	C	75
Chart 5.03.A-1					

- 5.3.J Players at or under the defined weight limits for their Division, shall be referred to as “Single Stripers”
 - 5.3.J.1 A Single Striper shall be required to wear one (1) or no stripes on their helmets.
 - 5.3.J.2 All communities shall be consistent in the striping of helmets.
- 5.3.K Players exceeding the defined weight limits for their Division shall be referred to as “Monster Men”, also known as “Double Stripers”.
 - 5.3.K.1 Each Monster Man or Double Striper shall be required to wear two (2) stripes on their helmet.
 - 5.3.K.2 There must be two (2) stripes on the helmet, and they must, at minimum, pass the center line of the helmet.
 - 5.3.K.3 All communities shall be consistent in the striping of helmets.
- 5.3.L Each hosting community must have a weigh-in area that is enclosed in the event a player needs to remove any clothing or equipment during weigh-in.
- 5.3.M Each Member Community participating in TYSA shall be required to have a set of balance beam scales to be used at all weigh-ins.
 - 5.3.M.1 No other scales will be allowed.
 - 5.3.M.2 A certified fifty (50) pound weight is required and must be used to verify calibration of scales before each official weigh-in begins.
- 5.3.N Official weigh-in and TYSA Game Roster exchange shall take place thirty (30) minutes prior to the scheduled game time, at which time all players must attend weigh-in regardless of weight status.
 - 5.3.N.1 One designated Coach can observe all players during the weigh-in process.
 - 5.3.N.2 Teams must have a minimum of 10 players to weigh-in at 30 minutes prior to the scheduled game.
 - 5.3.N.3 An official TYSA Game Day Roster is to be presented by each coach to the opposing coach in the presence of the host community Field Director (or official conducting the weigh-in) prior to weigh-in.
 - 5.3.N.4 Each player listed on a team official game roster is to step on the scales to be weighed, provided they are in attendance.
 - 5.3.N.5 Double Stripers must show their helmet to ensure proper striping.
- 5.3.O An officially signed TYSA Game Day Roster must be presented at weigh-in, before each game played.
 - 5.3.O.1 No other roster will be accepted.
 - 5.3.O.2 Failure to have the official roster at weigh-in thirty (30) minutes before a scheduled league game will result in an automatic forfeit.
 - 5.3.O.3 No appeals will be allowed.
 - 5.3.O.4 Any improper roster must be given to the host community TYSA Commissioner and immediately forwarded to the TYSA Executive Board.

- 5.3.P** Players may not remove their padded game pants or game jersey for weigh-in.
 - 5.3.P.1** Players will not be allowed to weigh-in if the player does not have in their possession padded game pants and game jersey while on the scales.
 - 5.3.P.2** All equipment with the exception of padded game pants and official game jersey may be removed from the player prior to or during the weigh-in.
- 5.3.I** A player shall be considered over the assigned weight limit for his Division if the bar on the balance beam scales touches and remains in contact with the upper portion of the scale. As long as the bar does not come to rest on the top bar of the scale, the player shall be considered under the weight limit for his Division.
 - 5.3.I.1** A player may step off the scales, only once, to remove any additional items and return to the scales for a final weigh-in.
 - 5.3.I.2** In case of a dispute, the Field Director will be the final authority on this matter.
- 5.3.J** Players over the assigned weight for their Division must play that game as a Monster Man and must be striped properly according to striping procedures for Monster Men.
- 5.3.K** If a player presented at weigh-in as a Monster Men and weighs-in under the assigned weight for their Division, that player may play as a single striper, if he so desires, and must be striped accordingly to the striping procedures for Single Stripers.
- 5.3.L** Any striping changes must before the pre-game conference.
- 5.3.M** If a Monster Man enters the game with striping defined for a Monster Man, the player must remain a Monster Man for the entire game.
- 5.3.N** Any player failing to have proper stripe (stripes) on their helmet shall be removed from the game until their helmet is corrected.
 - 5.3.N.1** If a single striper weighs in above the defined weight limit for his division, as outlined by the TYSA weight limits, and being designated a Monster Man or Double Striper, but plays as a single striper, the said player will be an illegal participant in that game. **PENALTY:** This violation will result in a fifteen (15) yard penalty.
- 5.3.O** Players must weigh-in with their game jersey that matches the number listed on the official TYSA Game Roster.
 - 5.3.O.1** A player will not be allowed to participate in a game in an un-numbered jersey or a jersey that does not match the team's jersey. **EXCEPTION:** where Blood Rule is invoked, no other jersey can be used for weigh-ins or games.
- 5.3.P** If a player arrives without his game jersey, the Field Director shall invoke the Blood Rule for weigh-ins.
 - 5.3.P.1** Should the player obtain his official jersey before the pre-game conference, he may change to his official jersey after reporting to the Field Director and to the opposing Head Coach.
 - 5.3.P.2** Once pre-game conference has concluded, the player must wear the jersey which was presented at weigh-in.
 - 5.3.P.3** There is no provision for the player to change jerseys at any time after the pre-game conference, except in an instance that the Blood Rule is invoked during the game.
- 5.3.Q** Any player arriving for a game after the official weigh-in and after pre-game conference has concluded must wait until halftime of his teams' game before he can be weighed. **EXCEPTION:** The Field or Community Director may decide to weigh-in the late player for participation in the first half at his discretion.
 - 5.3.Q.1** No player may be denied the right to be weighed or participate after half time. All players arriving late must be weighed at halftime.
 - 5.3.Q.2** Coaches from both teams have the opportunity be on hand and in the weigh-in area when the player is weighed.
- 5.3.R** The official weigh-in shall be considered concluded once all officially TYSA rostered players have been weighed-in and the pre-game conference has begun.
 - 5.3.R.1** If no protest is filed during weigh in, and the game is played, the game may not be protested.

5.4 Game Preliminaries

- 5.4.A** Once an official or referee enters the field, complete control and jurisdiction of the game being played shall be

with the Head Game Official, who will be identified in the pre-game conference.

- 5.4.B** The Head Game Official shall have the sole power to stop or delay a game for any reason he feels will cause harm to a player or players as well as any situation that may arise in which he or his officiating crew are in apparent danger.
- 5.4.C** The Head Game Official and his officiating crew shall make sure the game is played in accordance with the rules set forth in this rules book and the National High School Federation Rules Book.
- 5.4.D** Each game shall have one (1) official to operate the game clock, which may be an official TYSA representative as approved by the Head Official of the game.
- 5.4.E** All games of TYSA play during the regular season shall have three (3) officials on the field during a game.
- 5.4.F** There shall be no more than six (6) certified football coaches and no more than two (2) certified cheerleader coaches on the sidelines during football games.
- 5.4.G** There shall be no additional players or children, other than those on the current team’s roster, on the sidelines during a football game.
- 5.4.H** All communication between a team and the officials is to be through the team’s Head Coach or for Junior PeeWee, PeeWee, C and CC level games, the “on field” coach.
- 5.4.I** The coin toss shall take place at Mid Field. Coaches are allowed to be with their players at the coin toss.
- 5.4.J** All penalties will either be five (5) or ten (10) yards in length. **EXCEPTION:** Unsportsmanlike Conduct, which shall be fifteen (15) yards.

5.5 Starting & Ending a Game

- 5.5.A** Games may be started earlier than scheduled if all expected players are present and the early start time is agreed upon by both team’s Head Coach, the local Field Director, and the Head Referee for that game.
- 5.5.B** In the event of a major delay caused by interstate traffic (ex.: an accident), which causes an entire team or community to be late for the start of a game, the late arriving team should be allowed a 15-minute warm- up period before the start of the game.
- 5.5.C** Games will be played in the rain assuming fields are open and playable.
- 5.5.D** Games and practices shall be suspended immediately, without any delay, when there is lightening present in the area of play. Games may be resumed only if no lightening has been observed in the area for at least fifteen (15) minutes. All Member Community officials are to be responsible for ensuring all games are suspended at the first sight of lightening and shall inform the Head Referee that the games are to be suspended.
- 5.5.E** As a minimum standard, TYSA adopts the current TSSAA Heat Policy. Games and practices shall be suspended immediately, without any delay, when the current heat index at the Member Community is in excess of 104 degrees Fahrenheit.

Under 95 degrees Heat Index	Provide ample amounts of water. This means that water should always be available and athletes should be able to take in as much water as they desire. Optional water breaks every 30 mins. For 10 mins. In duration. Ice-down towels for cooling. Watch/monitor athletes carefully for necessary action.
95 degrees to 99 degrees Heat Index	Provide ample amounts of water. This means that water should always be available and athletes should be able to take in as much water as they desire. Mandatory water breaks every 30 mins. For 10 mins. In duration. Ice-down towels for cooling. Watch/monitor athletes carefully for necessary action. Contact sports and activities with additional equipment: Helmets and other equipment removed if not involved with contact. Reduce time of outdoor activity. Consider postponing practice to later in the day. Re-check temperature and humidity every 30 minutes to monitor for increased Heat Index.
100 degrees to 104 degrees Heat Index	All Sports - Provide ample amounts of water. This means that water should always be available and athletes should be able to take in as much water as they desire. Mandatory water breaks every 30 mins. For 10 mins. In duration. Ice-down towels for cooling. Watch/monitor athletes carefully for necessary

	action. Alter uniform by removing items if possible. Allow for changes to dry t-shirts and shorts. Reduce time of outside activity as well as indoor activity if air conditioning is unavailable. Postpone practice to later in the day. Contact sports and activities with additional equipment: Helmets and other equipment removed if not involved with contact or necessary for safety. If necessary for safety, suspend activity. Recheck temperature and humidity every 30 minutes to monitor for increased Heat Index
Above 104 degrees Heat Index	Stop all outside activity in practice and/or play, and stop all inside activity if air conditioning is unavailable.

That heat index (Wet Bulb) reading is taken at the local facility. The determination of the heat index and the decision to continue, cancel or modify practices or games rests solely with the Member Community Field Director or TYSA Commissioner. **COMMENT:** The current heat index can be determined by measuring the temperature and humidity.

- 5.5.F** In the event of a weather-related delay, it shall be the responsibility of the Member Communities' TYSA Commissioner or, if absent, a person appointed to be in charge, to determine when games are to resume.
- 5.5.G** The Member Communities TYSA Commissioner or, in his absence, a designated official of the Member Community shall first meet with the Head Referee and, if games are postponed, shall call all coaches together to make the announcement that games are postponed. **COMMENT:** It is known that some communities use parks or fields that are controlled by their City's Parks and Recreation Board in which they, the City, determines whether their fields can be used.
- 5.5.H** A team is not to leave the playing site if a game is suspended due to lightening or inclement weather until a decision has been made to postpone the games for that day.
 - 5.5.H.1** Any team who leaves the playing site and is not present when the game is resumed will forfeit the game.
 - 5.5.H.2** If both teams are not present when the game is resumed, the game will be played the following day and both Head Coaches shall be suspended from participation and contact with the replayed game.
- 5.5.I** Games will resume from the point the game was halted and all games that follow the suspended game or games shall be played that same day, regardless of the start time.
- 5.5.J** Any game that is to be postponed due to weather conditions will be the decision of the Head Game Official and an official of the hosting Member Community. The following actions govern the notification and rescheduling of postponed games:
 - 5.5.J.1** The President of TYSA must be contacted immediately if a game is to be postponed.
 - 5.5.J.2** A TYSA Commissioner must report to the league any game that was halted, delayed, or postponed.
 - 5.5.J.3** The postponed game will be played on the scheduled field or a mutually convenient field, when the original home field is of significant distance from the visiting team, on the next day which is Sunday. If the field is deemed unplayable then the makeup will be on Monday, then Tuesday.
 - 5.5.J.4** If weather conditions prohibit make up games to be played, the games will be scheduled at the quickest possible times, with the approval of the Executive Board as submitted by the Scheduling Committee.
 - 5.5.J.5** Games involving triple level games shall take priority over double or single level games.
- 5.5.K** A decision to postpone a game due to weather may not be made prior to the day in which the game is to be played, except in the case of any natural disaster.

5.6 Playing the Game

- 5.6.A** All games played in TYSA shall be played using the playing rules covered in the National Federation High School Rules Book, except those rules covered under this Official TYSA Rules Book.
- 5.6.B** All quarters shall be ten (10) minutes in length. A ten (10) minute intermission shall be given between the first and second halves.
- 5.6.C** The clock will start and stop in accordance with NFHS rules or as amended by this rules book. The following are the exceptions:

- 5.6.C.1** When there is an incomplete pass, the ball carrier runs out of bounds, or when there is a change of possession, the clock will be stopped. When the ball is set ready for play by the head official, the clock will then start back. The preceding exception will not apply during the last four minutes on the clock of the second (2nd) and fourth (4th) quarters of play.
- 5.6.C.2** The referee shall have the authority to correct obvious errors in timing if the discovery is prior to the second (2nd) live ball following the error unless the period has officially ended.
- 5.6.C.3** Junior PeeWee, PeeWee, C, and CC Divisions shall have 45 seconds to snap the ball or free kick after the ready-for-play signal.
- 5.6.C.4** CCC, B, BB, BBB, A, AA, AAA shall have 30 seconds to snap the ball or free kick after the ready-for-play signal.
- 5.6.D** The referee and the clock operator shall not hurry the ready-for-play signal, as the same game pace shall be maintained. This applies to incomplete passes and out of bounds plays. The referee must allow sufficient time for a team to regroup after an incomplete pass before starting the clock.
- 5.6.E** For CCC, B, BB, BBB, A, AA, AAA, the play clock will be set for 45 seconds. For Junior Pee Wee, Pee Wee, C, and CC, the play clock will be set for 60 seconds. The play clock will immediately start at the conclusion of the previous play.
 - 5.6.E.1** The play clock will be set to the above times when:
 - 5.6.E.1.a** the ball is declared dead in the field of play
 - 5.6.E.1.b** incomplete pass
 - 5.6.E.1.c** the ball is declared dead out-of-bounds
- 5.6.F** The play clock will be set to 30 seconds for CCC, B, BB, BBB, A, AA, and AAA and 45 seconds for Junior Pee Wee, Pee Wee, C, and CC when the play clock is started with the ready for play signal.
 - 5.6.F.1** The play clock will be set to the above times when:
 - 5.6.F.2.a** after the administration of a penalty.
 - 5.6.F.2.b** when play is resumed after a charged timeout
 - 5.6.F.2.c** the first play of a quarter or overtime
 - 5.6.F.2.d** for a free kick or try
 - 5.6.F.2.e** possession change
 - 5.6.F.2.f** official's timeout
 - 5.6.F.2.g** a reset of the play clock is required
- 5.6.G** It is illegal for any coach to use headphones and/or headsets, handsets, airpods, earbuds, or other electronic communication devices at any time during on the sidelines.
- 5.6.H** When a team is ahead by 33 or more points at any time during the game, the clock shall run continuously for the remainder of the game unless:
 - 5.6.H.1** The margin is closed to less than 33 points.
 - 5.6.H.2** The trailing team uses one of its remaining time-outs.
 - 5.6.H.3** The referee stops the clock due to injury.
- 5.6.I** When a team is ahead by 33 pts or more at the end of the 3rd quarter, the game will end at that point unless the losing team has the ball in play.
 - 5.6.I.1** These rules will be strictly enforced. No coach or community director or game official can supersede these rules to allow play past the 3rd quarter as noted above
- 5.6.J** If a winner cannot be determined at the end of regulation play, a "shoot-out" overtime series shall be played until a winner is determined.
 - 5.6.J.1** The ball shall be placed on the ten (10) yard line. Each team will have four (4) downs to score.
 - 5.6.J.2** If at the end of the first (1st) overtime period and both teams remain tied, the ball will be placed on the ten (10) yard line and the overtime process will start again.
 - 5.6.J.3** Beginning with the third overtime period and continuing with each additional overtime period, the

ball shall be placed on the five (5) yard line, until a winner is determined.

- 5.6.K** For BB Division and above, On an 80-yard play field, all free kicks to begin a half or after a score will be made from the forty (40) yard line.
- 5.6.L** A free kick shall not be kicked out of bounds between the goal lines untouched in bounds by the receiving team or not last touched inbounds by the receiving team. If the free kick is kicked out of bounds untouched, the receiving team has the following choices:
- 5.6.L.1** Accept a five (5) yard penalty from the previous spot and have the kicking team re-kick.
 - 5.6.L.2** Accept the penalty by putting the ball at the inbounds spot (10) yards beyond the previous spot.
 - 5.6.L.3** Decline the penalty and put the ball in play at the inbounds spot.
- 5.6.M** In CC and below, no defensive player may line head up on the center.
- 5.6.M.1** In Triple CCC and above, defensive player may line head up on the center but must shade any initial contact/penetration toward a gap on snap of the ball.
 - 5.6.M.2** In CC and below, no defensive player may line head up on the center, the defensive player alignment must shade toward a gap side of the center.
 - 5.6.M.3** All levels, during “long-snaps or shotgun” formations, no defensive player may line head up on the center but are allowed in the gaps of either side of the center.
 - 5.6.M.4** Violation of these rules will result in a ten (10) yard penalty.
- 5.6.N** All players for all age divisions must participate in every game present unless cause can be shown. Failure to play a player as described in these rules will result in a possible ethics violation. Each community shall be responsible for monitoring the playing time of all its participants. **COMMENT:** Examples of cause can include, but are not limited to excessive practices missed, team related disciplinary action, or a player’s unwillingness to participate.

5.7 Monster Man / Double Striper Player Rules

- 5.7.A** On Offense the following Monster Man requirements apply:
- 5.7.A.1** The maximum number of Monster Men that can be on the field of play and on the offensive line at any time during a game shall be five (5).
 - 5.7.A.2** All Monster Men must be on the line of scrimmage and must be covered by a Single Striper on each side of the ball.
 - 5.7.A.3** For B Division and above, an **Offense** Monster Men may be in a two (2), three (3) or four (4) point stance at the snap of the ball.
 - 5.7.A.4** For all C Divisions and PW Division a Monster Men may be in a three (3) or four (4) point stance at the snap of the ball.
 - 5.7.A.5** All Monster Men must be within an overall spread across the line of scrimmage of fifteen (15) yards.
- 5.7.B** On Defense the following Monster Man requirements apply:
- 5.7.B.1** The maximum number of Monster Men that can be on the field of play and on the defensive line at any time during a game shall be four (4).
 - 5.7.B.2** All Monster Men must be on the line of scrimmage and must be in a three (3) or four (4) point stance at the snap of the ball.
 - 5.7.B.3** When the ball is snapped, all Monster Men must be lined down and set within the inside shoulders of the offensive tight ends or within the normal position of the tight ends would occupy, when a wide out is used.
- 5.7.C** A maximum of five (5) Monster Men will be allowed in both the offensive and defensive line-ups on free kicks. The five (5) Monster Men on the receiving team must be between the thirty (30) and thirty-five (35) yard lines when the kicker touches the ball.
- 5.7.D** A Monster Man may not advance the football at any time during a game.
- 5.7.E** A Monster Man will be allowed to kick off, punt and kick extra points.
- 5.7.E.1** During a punt, a Monster Man must take a knee if the ball is fumbled as a result of a mishandled snap or from a bad snap from center, which touches the ground before being handled by the Monster Man.

- 5.7.E.2** Once the snap touches the ground after contacting the Monster Man, the ball is live and will be ruled dead the minute a monster man establishes possession.
- 5.7.E.3** A Monster Man, after receiving the snap from center while not moving or taking the necessary steps allowed punting the football, may not fake the punt or advance, by passing, the football. This will be considered as a Monster Man out of position and will result in a ten (10) yard penalty and loss of down.
- 5.7.E.4** If a Monster Man is used as a Punter or Kicker, he/she counts as one of the five (5) Monster Men allowed in the line-up on offense. **COMMENT:** If a Single Striper is used as a punter, any fumbled or mishandled snap, or any snap that touches the ground before being touched by the punter shall be a live ball and the punter becomes a running back and may advance the football. Protection of the punter shall cease to exist, and the punter may punt the ball at the punters own risk without penalty to a defender who hits or tackles the punter in accordance with rules while the play is in progress. A Monster Man that is out of position or not lined down, as defined by the rules, shall be a ten (10) yard penalty. A penalty involving a Monster Man out of position or not lined down shall be enforced from the previous spot.

5.8 Scoring

- 5.8.A** The score of a forfeited game shall be 1-0 in favor of the offended team.
- 5.8.B** If a game is conceded, the score shall stand as it was at the time of concession, unless the offended team was behind, in which case the official score will be 1-0 in favor of the offended team.
- 5.8.C** When a team attempts a try after a touchdown by placekick and the goal posts are located at a distance ten (10) yards beyond the end line of the end zone (in the case of a game being played on a High School Field which is 100 yards in length) the Head Referee shall place the ball at the appropriate spot (the original 3-yard line of a High School Field).
 - 5.8.C.1** Following a touchdown, the scoring team will notify the referees whether they are trying for one point or two points. If they elect one point, the ball will be placed on the two-yard line. They may run or pass to complete the try. If they elect to go for two points, the ball will be placed on the four-yard line and they may run or pass for the try. A kick is still 2 points.
 - 5.8.C.2** Once this is done, the ball must be kicked.
 - 5.8.C.3** Any action other than a placekick in this situation shall result in a dead ball and no score being allowed. **EXCEPTION:** The proceeding rule does not apply to those fields that are eighty (80) yards in length with goal posts that are position in relation to an eighty (80) yard field.

5.9 Youth Division Specific Rules

- 5.9.A** In Junior Pee Wee, Pee Wee, C, and CC Divisions one (1) coach from each team, one coach being on offense and the other coach on defensive, will be allowed to be on the playing field during the game to have direct contact and instruct players.
- 5.9.B** Beginning in the CCC Division and above, coaches will not be allowed on the playing field during live play.
- 5.9.C** For Junior PeeWee, PeeWee, C, and CC Divisions the defensive alignment shall be restricted to a maximum of a six (6) man line with no linebackers within three (3) yards of the line of scrimmage when the ball is snapped and where the line of scrimmage is:
 - 5.9.C.1** Between the twenty (20) yardlines.
 - 5.9.C.2** Inside the offensive teams own twenty (20) yard line.
 - 5.9.C.3** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the two (2) yard restriction on linebackers shall be removed.
 - 5.9.C.4** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the linebacker rules are violated.
- 5.9.D** For Junior PeeWee, PeeWee, C, and CC Divisions blitzing will not be allowed when the line of scrimmage is:
 - 5.9.D.1** Between the twenty (20) yardlines.
 - 5.9.D.2** Inside the offensive teams own twenty (20) yard line.
 - 5.9.D.3** When the offensive team advances the football inside the defensive team's twenty (20) yard line, the

two (2) yard restriction on blitzing shall be removed.

- 5.9.D.4** A five (5) yard illegal procedure penalty shall be marked off against the defensive team when the blitzing rules are violated. **COMMENT:** It is not considered blitzing if the linebacker is two (2) yards deep at the snap of the ball.
- 5.9.E** Once all players are set at the line of scrimmage and the quarterback begins his cadence, both coaches on the field must:
 - 5.9.E.1** On offense, coach must be 5 yards behind the referee
 - 5.9.E.2** On defense, coaches may be 5 yards behind the deepest defensive player or 10 yards back from the line of scrimmage (inside the 20-yard line).
 - 5.9.E.3** Coaches may not communicate with any players during an active play.
 - 5.9.E.4** Violation of this rule will result in a ten (10) yard illegal participation penalty.
 - 5.9.E.5** Repeated violation of this rule will result in the replacement of the coach on the field by the Head Referee.
 - 5.9.E.6** The ball must be snapped to the punter either by direct snap to the punter while over the center or by long snap to the punter.
 - 5.9.E.7** The defensive team must have a minimum of 7 players in the box when the ball is snapped.
- 5.9.F** On fourth (4th) down in single B, CCC, CC and C Divisions, there will be a 30 yd walk off punt and no live kicks.
 - 5.9.F.1**
- 5.9.G** In all PeeWee Divisions(which includes Junior PeeWee teams may declare a punt on 4th down only.
 - 5.9.G.1** When a punt is declared, the referee shall mark off and place the ball twenty (20) yards down field from the previous spot.
 - 5.9.G.2** The placement of the ball on a punt shall not exceed the ten (10) yard line of the receiving team.
- 5.9.H** There will be no free kicks For Junior PeeWee and PeeWee to start a half or after a score. The ball will be placed on the offensive 20-yard line to begin play.
- 5.9.I** In Single B, CCC, CC, C, Pee Wee and Jr Pee Wee, after a safety, the team receiving the ball, will have the ball placed on their own 30 yard line.
- 5.9.J** In BB division and above, after a safety, the team will kick from own 30 yard line

RULE 6.00 TYSA JAMBOREE GAMES

- 6.1** TYSA will host a pre-season Jamboree, to be held on the Saturday prior to the start of the regular season schedule.
- 6.2** Weigh-in and game roster exchange shall take place at the Jamboree.
- 6.3** TYSA shall supply referees to officiate all Jamboree games. TYSA shall provide a total of 3 referees. The payment of referees shall be the responsibility of the TYSA Treasurer.
- 6.4** Field Directors of hosting communities shall be responsible for providing a clock operator, approved by the Head Game Official.
- 6.5** Member Communities as needed from each conference will be selected to host their respective conference Jamboree and these selections will be made on a rotating basis.
 - 6.5.A** The hosts for the Jamboree will be assigned communities based on the host's community's capabilities regarding fields, personnel, etc.
 - 6.5.B** As many hosting sites as needed will be selected.
 - 6.5.C** A community may elect not to host a Jamboree, giving the Jamboree to another community.
 - 6.5.D** The Jamboree sites will be decided by executive board
- 6.6** Jamboree games will be 2 halves in length (22 minutes per half) and will play with a running clock. The time for intermission or half time shall not exceed five (5) minutes.
- 6.7** Other than the allowed time-outs, the clock will not stop unless an injury occurs, or, in the opinion of the referee, time-out is needed due to conditions that may prove hazardous to the players participating in the game. Each team will be allowed one (1) time-out per half.

- 6.8 There will be no overtime periods in Jamboree play.
- 6.9 In addition to the Jamboree, TYSA Member Communities may host additional pre- or post-season games.
 - 6.9.A During such events, hosting communities are responsible for procuring TYSA approved referees, and the games are expected to be conducted in accordance with TYSA Rules and Regulations.
 - 6.9.B Weigh-ins will be optional, but not weighing in does not imply that the TYSA weight limits can be ignored.
 - 6.9.C Non-TYSA teams which participate must present "Certificates of Insurance" showing the hosting community and TYSA listed as additional named insureds.

RULE 7.00 TYSA PLAYOFF GAMES

- 7.1 At the conclusion of the TYSA regular season schedule, TYSA will sanction playoffs to determine the TYSA League Conference Champion in each age bracket.
- 7.2 For "No Divisional" conferences (nine or less teams), the top 8 teams according to the final win/loss record based on conference play only will make the play-offs. Seeding will be based on those standings with #1 hosting #8, #2 hosting #7, #3 hosting #6 and #4 hosting #5. If there are less than 8 teams, byes will be awarded starting with the #1 seed. In the case of a tie in deciding "No Divisional" conference standing, use the following:
 - 7.2.A Head-to-head conference play (two team tie).
 - 7.2.B Head-to-head plus/minus of scores in games tied (three or more tied). **NOTE:** When #1 has been determined in a three-way tie, revert back to head-to-head for #2 and #3. If tie is more than three, repeat the process until finished
 - 7.2.C Best overall win record.
 - 7.2.D Least total of points allowed in conference play
 - 7.2.E Coin flip. With three or more teams that are tied, odd man is winner. **NOTE:** Re-seed after Round #1
- 7.3 For Multi- Divisions Conferences, Division winners based on division play only along with the non-division winner with the best win/loss record will host round #1. The seeding of these four host teams will be #1, #2, #3 and #4 based on win/loss total games, followed by division record (percentage), least total points allowed in total games played and coin flip (With three or more teams that are tied, odd man is winner). The remaining four teams with the best win/loss record based on total record will qualify as #5, #6, #7 and #8. Round #1 will have #1 hosting #8, #2 hosting #7, #3 hosting #6 and #4 hosting #5. In the case of a tie in divisional play, use the following:
 - 7.3.A Head-to-head, division play (two team tie).
 - 7.3.B Head-to-Head plus/minus scores in games tied (three or more tied). **NOTE:** When #1 has been determined in a three- way tie, revert back to head-to-head (for #2 and #3. If tie is more than three, repeat the process until finished.
 - 7.3.C Best overall Conference win record.
 - 7.3.D Least total points allowed in division play.
 - 7.3.E Coin flip. With three or more teams that are tied, odd man is winner.
- 7.4 Any team that has forfeited a regular season game will automatically drop to the end of the tie breaking measure based on points allowed in conference play.
 - 7.4.A If a team forfeit one time during the season, that team will give up the privilege to host that team's playoff game. If a team have two forfeits during the season, their community will lose their privileges to host any playoff games.
- 7.5 There will be no re-seeding after the first round of the playoffs
- 7.6 If a community who has qualified a team or teams to host playoff games and is not able to host at their regular season fields due to field availability, they have the right to determine where the playoff games will be played, with approval from the Schedule Committee. No team shall advance to the next level of the state playoffs without first playing and defeating a scheduled opponent, unless the opponent forfeits it rights to play the game either by not showing up or leaving the field prior to the conclusion of the game being played.
- 7.7 All playoff games must be played in accordance with the official League rules.

- 7.8** Disputes of rosters must be resolved before leaving the official weigh-in area. Once the weigh-ins has concluded and both coaches have left the official weigh-in area, rosters will be considered legal and no disputes involving players may be filed.
- 7.9** The Head Coach of a team may file a protest if the Head Coach feels a playing rule, as defined in the TYSA Rules Book, has been misunderstood or misapplied.
- 7.9.A** All protests involving playing rules must be resolved before a playoff game can resume.
- 7.9.B** Once the game has ended, any protests involving rules or regulations will not be heard.
- 7.10** Only the Executive Board can disqualify a team from the playoffs for any violation of the rules of this organization at any time during the season or any roster violation prior or during the playoffs and uphold a forfeit of any playoff game in which an illegal player or roster was used. The Rules & Ethics Committee shall do the investigation and make its findings known to the Executive Board.
- 7.11** Once a game has started, it shall become an official game in progress. Should weather or any other act out of the control of the hosting community cause a delay or postponement, the game shall be resumed from the exact point it was halted.
- 7.11.A** In the case of postponement, all teams must re-weigh before resuming the game.
- 7.12** Teams not making the play-offs will be invited to play in a bowl game. If the division has an odd number of teams, the team with the poorest record will not participate unless another team has folded.

RULE 8.00 TYSA CHAMPIONSHIP

- 8.1** TYSA will host a Conference State Championship game in each age division.
- 8.2** The Championships will be played at a site or sites to be determined by the Executive Board.
- 8.2.A** The Member Communities will host on a rotating basis.
- 8.2.B** The TYSA Championships will be played at one (1) location, capable of hosting all games.
- 8.3** All the member communities in TYSA shall be responsible for the operation of the TYSA Championship.
- 8.4** TYSA will make every attempt to conclude its season by the second (2nd) weekend prior to Thanksgiving.
- 8.5** The Official TYSA roster as supplied by the League Secretary will be the only roster used for the TYSA Championship games. No player will be allowed to participate in a Championship game that is not on the Official TYSA roster with the correct Jersey listed on that roster.
- 8.6** Only rostered, certified coaches will be allowed on the sidelines during the game.
- 8.7** Only those who have been issued passes by TYSA will be allowed on the playing field at any time during the Championship Day. Badges shall be issued for coaches, chain crew and media personnel, as well as members of the TYSA.
- 8.8** There will be three officials on the field and one on the clock for BB, B, CCC, CC, C, Pee Wee and Jr Pee Wee. There will be four officials on the field and one on the clock for all BBB, A, AA, AAA Championship games.

RULE 9.00 SPORTSMANSHIP & EJECTIONS

- 9.1** The Head Game Referee or any member of his officiating crew shall issue one (1) warning, resulting in a penalty, to any coach who is acting in a manner to disrupt the flow of the game or if the referee feels a coach is inciting negative reaction from his parents.
- 9.2** The Head Game Referee shall have the power to eject any coach whose conduct is not proper or if a Head Coach cannot control his parents and/or spectators after the warning flag has been issued.
- 9.3** Abuse of game officials shall not be tolerated.
- 9.4** Any avoidable contact with a referee (striking with any part of the body, spitting, throwing of objects, and any other acts deemed unsafe by the referee) shall be deemed threatening and will result in immediate ejection from the park for the remainder of the day.
- 9.4.A** Players that are ejected under this rule will be suspended from practice for the next week and from their team's next scheduled game.

- 9.4.B** Additional fines and discipline may be imposed by TYSA.
- 9.5** Any player ejected for fighting will serve a two (2) game suspension by TYSA. Each Member Community of TYSA is expected to evaluate each instance and determine if further action is to be taken by the community.
- 9.5.A** Any player ejected for Unsportsmanlike Conduct will serve a one (1) game suspension by TYSA
- 9.6** Any coach, player, spectator, or community representative that approaches an official in an unsportsmanlike manner before, during or after a game, and the official is still in the visible confines of the playing field, will be subject to ejection based upon the severity of the unsporting behavior.
- 9.7** A community representative that is ejected from any TYSA game for any reason other than fighting will be immediately assessed the following penalty.
- 9.7.A** A fine of \$50.00.
- 9.7.B** The community representative must sit out the following week and will not be allowed to participate in any TYSA scheduled activities (practices or games) until the fine has been paid and the suspension served.
- 9.7.C** The Head Official shall inform the Chairman of the Rules & Ethics Committee and the League Secretary of all ejections.
- 9.7.D** The Community shall be responsible for collection of all fines for those ejected.
- 9.8** A coach that is ejected from any TYSA game for any reason other than fighting will be immediately assessed the following penalty.
- 9.8.A** A fine of \$100.00 for the 1st offense in a 12-month period.
- 9.8.B** A fine of \$200.00 for the 2nd offense in a 12-month period
- 9.8.C** A fine of \$500.00 for the 3rd offense in a 12-month period. This fine will be assessed to the community due to the inaction of appropriate discipline levied for the first two (2) offenses.
- 9.8.D** The coach must sit out the following game will not be allowed to participate in any TYSA scheduled activities (practices or games) until the fine has been paid and the suspension served.
- 9.8.E** The Head Official shall inform the Chairman of the Rules & Ethics Committee and the League Secretary of all ejections.
- 9.8.F** The Head Coach shall be responsible for collection of all fines for any Assistant Coach who is ejected.
- 9.9** A coach that is ejected for fighting will be immediately suspended from all coaching activity with TYSA until they appear before the Rules & Ethics Committee to show cause.
- 9.9.A** The Rules & Ethics Committee will hear arguments and will make a recommendation to the Board of Commissioners for a course of action.
- 9.9.B** This recommendation shall become binding upon a simple majority vote of quorum by the Board of Commissioners.
- 9.9.C** The recommended action cannot be less than a fine of \$50.00, a two (2) game suspension, and a one (1) week suspension from practice.
- 9.9.D** All action approved by the Board of Commissioners is to be applied from the date of approval without regard to the amount of TYSA events that the coach may have already missed prior to the approval.
- 9.9.E** The TYSA Board of Commissioners will make all reasonable effort to expedite action.
- 9.9.F** The failure of a Member Community to enforce this rule on any of their coaches will subject that Member Community to a hearing with the TYSA Rules & Ethics Committee for action.
- 9.10** **(Chart 9.09-1)** Any coach or player that approaches an official in an unsportsmanlike manner (this includes demanding their name), and the official is outside the visual confines of the playing field, the offending community shall receive the following fine:

Offense	Fine
1st Offense	\$50.00
2nd Offense	\$75.00
3rd & Subsequent Offense	\$150.00
Chart 9.09-1	

- 9.11 (Chart 9.10-1)** Any fan that approaches an official before, during or after a game in an unsportsmanlike manner, the offending community shall receive the following:

Offense	Fine
1st Community Offense	Warning
2nd Community Offense	\$50.00
3rd Community Offense	\$75.00
4th& Subsequent Community Offense	\$150.00
Chart 9.11-1	

- 9.12** All incidents that occur will be reported immediately to the Coordinator of Officials. The Coordinator will then forward the information of the situation to the Commissioner of the offending community and the Rules & Ethics Committee Chair.
- 9.13** If a coach is suspended from participation by a Member Community, the Member Community is to notify TYSA of the suspension.
- 9.14** Any coach, football player, or cheerleader charged with a felony crime or charged with a misdemeanor crime involving drugs, (including alcohol), or violence or threats of violence, or moral turpitude will be placed on administrative suspension immediately and remain on suspension until all the charges are passed on judicially.
- 9.14.A** It will be the community's responsibility to monitor the situation and notify TYSA of changes.
- 9.14.B** While on administrative suspension, the person(s) will not be allowed to participate in any practices and/or games.

RULE 10.00 PROTESTS & ETHICS VIOLATIONS

- 10.1** The Rules & Ethics Committee shall have the full authority to rule on any protest brought before the TYSA, as long as:
- 10.1.A** Declaration is made by the Head Coach of the protesting team to the Head Game Official that the game is being played under protest prior to the end of the game.
- 10.1.B** A formal protest, in writing, is filed within 24 hours by the Head Coach of the offended team to his/her TYSA Board of Commissioners.
- 10.1.C** A \$50 check accompanies the written protest. A protest will not be considered or heard if the \$50 protest fee is not in the possession of the Rules & Ethics Committee.
- 10.1.D** The Rules & Ethics Committee receives, within 72 hours of the protest, the written protest, and a \$50.00 check from the community's TYSA Commissioner.
- 10.1.E** After the Rules & Ethics Committee receives a protest, the committee shall contact all parties involved to schedule a meeting. All parties involved must receive a 48-hour notice of the scheduled meeting.
- 10.1.F** A protest may only be filed for violation or misinterpretation of playing rules that are covered in the National Federation of High Schools Football Rules Book or as defined in this rules book. Protests involving judgment calls by an official or referee will not be considered.
- 10.1.G** All protests upheld by the Rules & Ethics Committee will result in a refund of the \$50.00 protest fee.
- 10.1.H** All decisions of the Rules & Ethics Committee involving protests shall be final. No appeals may be made to the TYSA board concerning the outcome of a protest hearing.
- 10.2** Ethics Violations
- 10.2.A** The Rules & Ethics Committee shall investigate all cases that are submitted involving ethics violations. This committee shall have full authority in all ethics matters to open a formal investigation as long as the committee receives, in writing, a formal complaint from a program of any alleged violations that covers regulations and procedures in this rules book.
- 10.2.B** If it is determined by the Rules & Ethics Committee that an ethics violation did occur, this Committee must report to the Board of Commissioners its decision and should recommend action to be taken to resolve the matter. The Board of Commissioners must either accept the recommendation of the Rules & Ethics Committee or come up with an alternate solution. Action must be taken.
- 10.2.C** The final decision and action taken must be approved and finalized by the Board of Commissioners.

- 10.3** If any member of a coaching staff/squad, is found to have placed, or caused to be placed, an illegal and/or unrostered player(s) on a team, it will result in immediate sanctions by TYSA. These shall include, but not limited to.
 - 10.3.A** Irrevocable Lifetime ban from coaching in TYSA for the coaching staff/squad involved.
 - 10.3.B** Notification to NAYS of the offense for all members of the coaching staff/squad.
 - 10.3.C** Forfeit of any games where the illegal and/or unrostered player(s)/cheerleader(s) were on the play field.
 - 10.3.C.A.** If the Championship game is involved, game will be forfeited, and win status and trophies stripped.
 - 10.3.D** A fine of \$500.00 shall be levied against the community involved.
 - 10.3.E** If the Community President or any of the community's TYSA Commissioner(s) are found to be involved, or has/had knowledge of this infraction, the community will have their membership immediately revoked for a period of no less than 3 years.

RULE 11.00 LEAGUE FEES & FINES

- 11.1** At Fee Day, each community will be required to pay a participation fee, which may change from year to year, for each player and cheerleader. The participation fees set for the current season are \$48.00 per player and \$17.00 per cheerleader and \$240.00 Community Participation Fee.
- 11.2** Insurance is required for each player and cheerleader to participate in all TYSA activities. The insurance fee is payable on Fee Day and is included in the registration fee. This amount is determined annually when the policy is renewed.
- 11.3** A \$50.00 fee will be assessed by TYSA for all protests filed with the Rules & Ethics Committee. The fee will be reimbursed if the protest is upheld.
- 11.4** For the current season, a \$5.00 admission will be charged to all TYSA Jamborees and Playoff games and \$7.00 for the TYSA Championship Games for non-players/cheerleaders over 12 and all adults excluding TYSA Board of Commissioners, and identifiable, active TYSA coaches.
- 11.5** Each community hosting the Jamborees and Playoff games will guarantee their community's gate fee by paying the pre-determined per game amount prior to the game day. All revenues the communities make over and above that amount will remain with the communities.
- 11.6** The host community for the Championship games will also be required to guarantee the gate fee by paying the pre-determined per game amount prior to the Championship game day. All revenues the community makes over and above that amount will remain with the community
- 11.7** Any community that elects to forfeit a TYSA game for any reason during regular season or pre/post season will be subjected to a fine per occurrence of not less than the budgeted cost of the game, as determined upon review by the TYSA Competition & Scheduling Committee.
 - 11.7.A** Forfeit notification may be made in writing and turned in by Thursday at 8:00 am. This notification is to be sent for approval to the President, Schedule Coordinator, Head Official, League Secretary, and the VP of the community's respective conference.
 - 11.7.B** A "no-show, no-notification" will result in a fine of no less than \$160.00 with a maximum of \$500.00.
 - 11.7.C** Any team with a 2nd "no show, no notification" forfeit for the season will be immediately disbanded and not allowed to complete the season.
 - 11.7.D** This fine will be strictly enforced and due within 7 days of the forfeit

RULE 12.00 FEE DAY / ROSTER PROCEDURES

- 12.1** At Fee Day, each Member Community is required to declare each of their teams for the upcoming season.
 - 12.1.A** There will be "zero tolerance" on Fee Day regarding the procedures.
 - 12.1.B** No extensions of any kind will be given, i.e.: fees owed, incomplete paperwork or scheduled time.
- 12.2** Each community will prepare individual Team Books for each team in their community. All communities will bring their completed team books for exchange and audit to the regular August Board Meeting. Team Books will include:
 - 12.2.A** Binder (1" -2") with pockets on the inside flaps.
 - 12.2.B** On the outside cover, identify the following: Community; Year; Team Name and Head Coach.
 - 12.2.C** The inside pocket should include a current Game Day Roster; current Fee Roster; blank Registration & Roster

Audit and enough vinyl sheet protectors for each player and coach.

12.2.D Players sheet protector will include

12.2.D.1 Signed Registration Form (player & parents' signature)

12.2.D.2 Signed Parents Code of Conduct.

12.2.D.3 Signed Athletes Code of Conduct

12.2.D.4 Legible copy of player's Birth Certificate or government-issued birth document.

12.2.D.5 If a community is doing exclusive digital registrations, the online form must include all the same information as the paper form does, including player/cheerleader info; parents' info; the Parental Authorization & Indemnification clause and the parents' signature. **COMMENT:** Exclusively means 100% digital registration with NO paper registration forms being accepted.

12.2.D.6 If a community is doing exclusive digital registrations, a report listing each player/cheerleader, their date of birth, their age, their school, as well as parent's proof of signature on registration form and Code of Conduct and Concussion Form shall be generated and replace the individual registration forms in the Team Books. **COMMENT:** Exclusively means 100% digital registration with no paper registration forms being accepted.

12.2.E Coaches sheet protector will include:

12.2.E.1 Signed Coach's Code of Conduct

12.2.E.2 Coaches must also complete the digital Coaches Code of Conduct which will be archived by TYSA. This digital version can be found at www.TNYSA.org/coaches-code-of-conduct

12.2.E.3 Copy of Coach's coaching certification and photo ID.

12.3 ALL Fee Day and Game Day Rosters must be typed.

12.4 The name on the rosters must match the name on the government issued birth document. If a child has a nickname or a "called by" name, that name may appear parentheses. If the child last name has changed due to adoption, etc. copies of the final papers should be included.

12.5 Fee Day Rosters will be listed alphabetically, last name then first name. All information must be complete for each child. School information must be filled out. If they are "home schooled" those words must appear in the appropriate column. If it is left blank it will be assumed that child does not attend school and will be ineligible to play.

12.6 Game Day Rosters will be listed numerically, with no regard to whether the player is a double-striper or single-striper. First name then last name. These rosters can also be used as Game Day Announcers form.

12.7 << Placeholder for Photo ID Procedures >>

12.8 Team Books will be exchanged with a Member Community of similar size. These books will be audited following the process on the Registration & Roster Audit form. Any deficiencies should be reported as soon as possible to the TYSA Commissioner of the audited community, so corrections can be made. All deficiencies will be rechecked for completion prior to Fee Day.

12.8.A On Book Exchange Day, all team books will be available by the start of the meeting at 2:00 pm. If a community's books are not at the meeting site by 2:30 pm, the community will be fined \$100.00 per missing book.

12.8.B It will be the responsibility of the community whose books are missing to make arrangements with the auditing community to exchange books, which must be exchanged by this time, will not be audited and the teams involved will not be allowed to play for the upcoming season.

12.8.C Fines will be due and payable at Fee Day. If fines are not paid, the community will not be allowed to play until fines are paid.

12.8.D Player additions to an existing team can still be made throughout the week between Book Exchange and Fee Day; however, the new player's paperwork must be audited in the same manner as other players. The two (2) TYSA Commissioners from each community should communicate with each other to make this possible. Exchange community's will meet by mid-week to exchange their books back. All necessary corrections will be made by the communities prior to arrival on Fee Day.

12.8.E If a community does not meet their auditing community by Thursday a fine of \$250.00 will be assessed

12.8.F Fines will be due and payable at Fee Day. If fines are not paid, the community will not be allowed by allowed to play.

12.9 It shall be the joint responsibility of each Member Community and the Head Coach of each team in the Member Community to verify that all players rostered to their teams are eligible to participate in TYSA.

12.10 All final rosters shall be delivered to TYSA on Fee Day by electronic media (i.e. thumb drive, CD, etc.) or emailed prior to

10:00 am on Fee Day.

12.10.A On Fee Day, if a community is late for their scheduled time, they will be fined \$200.00

12.10.B All corrections must be made prior to arrival at Fee Day and be available for the auditing community to verify prior to their scheduled time.

12.10.C Any corrections not made to a team book and/or player's packet will be cause to immediately drop the team and/or player from the team.

12.10.D Fines will be due and payable at Fee Day. If fines are not paid, the community will not be allowed to play.

12.11 After Fee Day, rosters will have an electronic signature applied and rosters for all teams will be emailed to each community's TYSA Commissioner for distribution to their community's coaches. It will be the head coach's responsibility to provide the official signed Game Day Roster at each of their games.

12.12 Any roster that has a player's name and/or jersey number handwritten on it will be considered an illegal roster and the affected team will forfeit that game.

12.13 A member community, who has a participant listed on a Fee Day roster but fails to have all required paperwork, will have until the close of Fee Day to have all paperwork on the said participant in proper order. A participant listed on a roster that does not have the proper paperwork, he will be dropped from the roster and will be ineligible for participation for the current season unless cause can be shown and approval granted by the President of TYSA for a reasonable extension appropriate for the cause. EXAMPLE: waiting for receipt of a court adoption document.

12.14 The League shall have no add-on nights for the PeeWee, C, B Divisions. All final rostering must be done at Fee Day for these divisions. The President of TYSA, the Vice Presidents of TYSA or any member of the Board of Commissioners may not waive this rule.

12.15 Due to the late selection date for the Middle School teams, and that having an effect on Member Communities' A Division programs, the League shall extend the A Division program sign-ups to the Wednesday prior to Week 3 of the TYSA regular season.

12.15.A A Division Rosters will be turned in on the regular TYSA Fee Day.

12.15.B Additions to the A Division roster are permitted up until the close of registration.

12.15.C Players added must be verified by another TYSA Commissioner and reported to the TYSA Secretary prior to participation in a TYSA game.

12.16 Once a participant is rostered, the participant becomes a player and may not change or play in a uniform with a number other than the number he was rostered in unless the blood rule is invoked.

12.17 Any team that has an ineligible player will forfeit all games in which the ineligible player participated and shall be brought before the TYSA Rules & Ethics Committee to determine playoff status.

12.18 A participant who is trying out for a school team, which includes regular practicing during the period prior to the first official scheduled school game, and who is also registered to play in TYSA, may continue to be a participant of both TYSA and the school team until Fee Day for the Youth Program or the Wednesday before Week 3 of the regular season game for the A Division and Program, at which time the participant must decide his status.

12.19 School intramural sports, where the intramural team or school group plays no outside opponents beyond the participant's school or where rosters are not required, is permissible.

12.20 All players shall practice and play with only one (1) organized team within TYSA during the season.

12.21 If a participant, rostered to play in TYSA, is on an official roster of a team that is not a part of TYSA and is in uniform with the said team when a regular season game is being played, the said participant will be considered a member of an organized team and will be declared ineligible for further play in TYSA for the remainder of the current season.

12.22 Player making a Team Change

12.22.A After a team roster is filed on Fee Day, a player may not be transferred either down to a double or single level team or laterally where two (2) teams exist in a Member Community within the same level.

12.22.B A player may be elevated to a double or triple level team at any time prior to his last scheduled regular season game.

12.22.C A player may not be elevated specifically for playoff and/or championship games.

12.22.D When a player is elevated, the TYSA Commissioner of the player's community is to submit the information via a digital form at www.TYSA.org/roster-change-request to TYSA's League Secretary no later than Monday midnight for the player to be eligible to play on Saturday. The information shall include:

12.22.D.1 The player's name and jersey number.

12.22.D.2 The team the player is currently rostered on.

12.22.D.3 The team the player is moving to.

12.22.D.4 The reason for the move.

12.22.D.5 The effective date of the move. The effective date must be the same date or later as the request.

12.22.E The League Secretary will note the change on both rosters, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TYSA roster for those teams. A copy of the Roster Change Confirmation form will be emailed to the community's TYSA Commissioner, who will forward it to the head coaches of the teams affected. The Roster Change Confirmation Form must be attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight.

12.23 Permanent Blood Jersey Assignment

12.23.A In the event a player will be permanently assigned a blood jersey the TYSA Commissioner of the player's community is to submit the information via a digital form at www.TYSA.org/roster-change-request to TYSA's League Secretary no later than Monday midnight for the player to be eligible to play on Saturday. The information is to include:

12.23.A.1 The player's name.

12.23.A.2 The currently rostered jersey number.

12.23.A.3 The assigned blood jersey number.

12.23.A.4 The League Secretary will note the change on the roster, initial the change, and date the change on the day the entry was made. The changed roster remains the Official TYSA roster for that team. A copy of the Roster Change Confirmation form will be emailed to the community's TYSA Commissioner, who will forward it to the head coach of the team affected. The Roster Change Confirmation Form must be attached to each of the affected team's Game Day Rosters for that player to be eligible to play on the new team. This Roster Change Confirmation form will be emailed no later than Wednesday at midnight.

12.24 Each TYSA Member Community is expected to have a Coach's Code of Conduct and Concussion Policy on file for each of their coaches where penalties for adverse actions may be imposed irrespective of those imposed by TYSA.

RULE 13.00 RULE CHANGES

13.1 Each Member Community may propose playing rule changes, in writing to the Rules & Ethics Committee, to be heard between January and March. Rule changes will be voted on and considered final at the April meeting of that year.

13.2 In proposing playing rule changes, each Member Community must explain to the Board of Commissioners of TYSA the intent of the proposed change.

13.3 Member Communities will present all playing rule changes to their local Board of Directors and the TYSA Board of Commissioners shall vote as directed by their local Board.

13.4 A quorum shall be present of the member communities before playing rule proposals can be voted on. A vote of approval by 2/3 of the quorum present of the member communities of the Board of Commissioners of TYSA will be required to send a change or new playing rule.

13.5 Procedures and regulations, as defined in this book, may be changed at any time provided: a majority vote of approval of a quorum of the Board of Commissioners is required to send a change back to the member communities and to initiate a vote by the Board of Commissioners. A majority vote of approval of a quorum of the Board of Commissioners will be required to amend or enact a new regulation or procedure.

13.6 A roll call vote shall be required for all rule change voting.