



CY-FAIR SPORTS ASSOCIATION

2019 FOOTBALL RULES

**Governing Documents defining Playing Rules,
Guidelines & Code of Conduct.**

*ACCEPTED AND APPROVED BY THE CFSA FOOTBALL COMMITTEE
February 11th, 2019*

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ARTICLE I. PURPOSE, OBJECTIVES, AND GOALS

Section 1.01 The purpose of the CFSA Football Program is to provide the youth of Cypress-Fairbanks Independent School District (CFISD), and connecting private/public school districts, the opportunity to participate in an organized competitive football program.

Section 1.02 Our objectives are to stimulate healthful recreation, teach responsibility, instill a sense of discipline, create a program that emphasizes fair play, and build self-confidence in an atmosphere of competitive group sports. Although recreational in its purpose, the Football Program in CFSA is competitive and preparatory for Middle School and High School Football programs

Section 1.03 The primary goals are to develop traits of good citizenship, leadership, sportsmanship, athleticism, competitiveness and winning attitude in our program participants.

Section 1.04 The sport of football is collision oriented and competitive. Players play the game of football at their own risk and parents/legal guardians of players recognize and accept the risks associated with the sport of football. We strive in every way to uphold the objectives and purpose of our program while governing a sport under extreme playing conditions and emotions.

ARTICLE II. GENERAL PROGRAM RULES

Section 2.01 Except as noted in these rules, our program adheres to the current version of the NCAA Football Rules as adopted and amended by the University Interscholastic League (UIL) for High School Football in the State of Texas. Flag & Rookie rules are specifically defined.

Section 2.02 Player Safety is our utmost priority in league governance. As such, some rules have been amended to safeguard players while still maintaining a high level of competition and fair play.

Section 2.03 The Football Committee is the Governing Body over the Football Program, subject to appeals processes made to the Executive Board of CFSA, and have the authority to govern and rule on all elements of the program including, but not limited to, rules interpretation, game play, coach conduct, player conduct, spectator conduct, rules violations, punishments, playoffs, etc., as defined in Appendix A.

Section 2.04 All proposed rule changes must be submitted in writing to the Vice Chairman Rules for consideration. Legitimate rule revisions will be voted on at the monthly Football Committee membership meetings. A simple majority of a quorum of the voting members is required to approve any rule change. The rule is then to be presented to the CFSA Operations Committee for approval.

ARTICLE III. PLAYER ELIGIBILITY

Section 3.01 To be eligible to participate in this program, a child must be at least 5 years old, but not yet 13 years old by 11:59 pm, September 1st of the current season. A birth certificate or other approved document will be required at the time of registration in order to establish proof of age.

Section 3.02 No youth that are or considered to be in the 7th Grade (public, private or home school) are eligible to play in the program regardless of age.

Section 3.03 To be eligible, each player must register to participate within the prescribed registration periods published by the league. Registration can be accomplished either on-line at www.cy-fairsports.org or by participating in walk-in registration.

Section 3.04 To maintain eligibility, each player must comply with the code of conduct, sportsmanship agreement and program rules. Failure to comply with this policy may result in expulsion from the league after repeated abuses and offenses are noted.

ARTICLE IV. REGISTRATION AND REFUND PROCESS

Section 4.01 Registration will begin on April 1st or as defined by the CFSA Football Committee. “Early Registration” will be defined as the first calendar month registration is available. The second calendar month will begin “Normal Registration”, at which time the registration fee will increase by \$25.00. The Flag Division will remain at the same “Early Registration” pricing until the close of “Normal Registration”. Registration will conclude after a total of three calendar months. The CFSA Football Committee reserves the right to extend registration periods. Specific dates and times will be advertised each Spring/Summer on www.cy-fairsports.org.

Section 4.02 Registration fees are used to pay for league jerseys, officials, clock keepers, field rentals, maintenance, field equipment, footballs, flags, tees, Championship Game trophies, utilities, administrative overhead and other related expenses. Registration Fees will be as follows:

Division	Early Registration	Normal Registration
Flag	\$99.00	\$99.00
Rookie	\$225.00	\$250.00
Freshman	\$225.00	\$250.00
Sophomore	\$225.00	\$250.00
Junior Varsity	\$225.00	\$250.00
Varsity	\$225.00	\$250.00

Section 4.03 All registration fees are NON-refundable. Once a person registers the league begins to immediately incur cost. As a non-profit organization CFSA Football must adhere to our no refund policy in order to sustain ongoing operations.

Section 4.04 Any requests for refunds are subject to approval by the CFSA Football Commissioner and CFSA Treasurer and are subject to a \$50 processing fee. Reasons CFSA Football would consider a potential refund include only the following reason:

- (a) A player submits proof of making their school's team within the same CFSA registered sport.
- (b) CFSA fails to perform the duty of placing the child on a team. This does not include placing the child on a team other than the one desired, not liking the coach, or any other issues other than CFSA not offering the child a roster spot within the division for which registration was submitted.

Section 4.05 Walk-in registration is available at the CFSA office, subject to the same fees defined in Article IV, Section 4.02.

Section 4.06 Players who registered during regular registration are not eligible for late registration.

Section 4.07 A Late Registration or Waitlist period, following the conclusion of normal registration, may be available dependent on the availability of roster space and at the discretion of the CFSA Football Committee. A Late Registration penalty of \$25.00 per registrant will be added to the "Normal Registration" fee as defined in Article IV, Section 4.02.

Section 4.08 No late registrants will be accepted after the Football Committee declares the registration process to be completed and team rosters to be final.

ARTICLE V. PLAYER & PARENT/LEGAL GUARDIAN RESPONSIBILITIES AND DUTIES

Section 5.01 Each player and their parent/legal guardian must sign and agree to comply with the Code of Conduct and Sportsmanship Agreement. Failure to sign by either party will result in the player being ineligible to participate in our league. Failure by players or their parents/legal guardians to comply with the rules of our league, the Code of Conduct and the Sportsmanship Agreement may result in suspension or expulsion at the discretion of the Football Committee.

Section 5.02 Each player and their parent/legal guardian MUST provide the following:

- (a) Properly fitted and unaltered white Football Helmet/Faceguard/Chinstrap which meets National Operating Committee on Standards for Athletic Equipment (NOCSAE) Standards (**NO PAINTED HELMETS ARE PERMITTED**),
- (b) Properly fitted mouthpiece with attachment to faceguard on helmet. Flag Football players are also required to use a mouthpiece,
- (c) Properly fitted Football Shoulder pads which meet NOCSAE Standards,
- (d) Properly fitted Football Pants with ALL pads, and
- (e) Properly fitted Football Cleats, metal or metal tipped cleats are not allowed.

Section 5.03 Each player, their legal/guardian and guests shall comply with all relevant Texas State Laws, CFISD policies and rules, CFSA Football program rules, Codes of Conduct, and Sportsmanship Agreement terms while in attendance at any CFSA Football program event (practice, team events, games, etc.). Failure to comply may result in suspension from participation and repeat offenses may result in expulsion from the program.

Section 5.04 Each player and their parent/legal guardian are responsible for their own actions and may be held accountable, and possibly liable, for acts of violence, taunting, abuse, physical force and any other acts considered to be outside the spirit of youth sports and friendly competition.

ARTICLE VI. TEAM ASSIGNMENT & FORMATION RULES

Section 6.01 “**CFSA Team/School Matrix**” is defined as the matrix used to assign players based on their physical home address and the corresponding elementary school attendance zone.

Section 6.02 A “**New Player**” will be defined as any Player that did not participate with CFSA Football during the previous season. New Player may not be listed in league record in good standing on an official CFSA Football Roster for the previous CFSA Football season to be considered a New Player to CFSA Football.

Section 6.03 A “**Returning Player**” will be defined as any Player who participated with CFSA Football during the previous season. They must be listed in league record in good standing on an official CFSA Football Roster for the previous CFSA Football season to be considered a Returning Player to CFSA Football.

Section 6.04 An “**Opt-Out**” player will be defined as any player who participated with CFSA Football during the previous season and has chosen to “Opt-Out” of returning to their previous season team. An “Opt-Out” player will is not to be considered a “Returning Player” once they have registered to Opt-out for a redraft.

Section 6.05 An “**Invited Player**” is any New Player who is invited by a CFSA Football Head Coach, where available roster spots exist, to participate on a specific CFSA Football Team. To be considered an Invited Player to a specific CFSA Football Team, open roster spots, not filled by Returning Players, must exist to accommodate any Invited Player up to the maximum rosters size per age division, as per Article VI. Section 6.21. An exception may be granted if the parent of a Returning Player becomes a Head Coach or Assistant Coach of a New Team (as defined in Article VI. Section 6.13).

Section 6.06 A “**Returning Team**” will be defined as any Team who DID play in CFSA Football the previous Fall Football season.

Section 6.07 A “**New Team**” will be defined as any Team who DID NOT play in CFSA Football the previous Fall Football season.

Section 6.08 As teams are formed defined player types will be prioritized in the following order of being placed on a team:

Team Formation Priority Placement Level	Defined Player
First	Returning Player
Second	Invited Player
Third	New Player
Fourth	Opt-out Player

Section 6.09 All team assignments for New Players and Opt-out players, except for Returning Players or Invited Players, are based on the area the player resides in and the school they attend, as per the current CFSA Team/School Matrix. Private schooled and home-schooled children, except for Returning Players and Invited Players, will be placed on teams according to the CFSA Team/School Matrix. If rosters spots are limited or full for assigned new players' CFSA Team/School Matrix, new players will be randomly drawn for the available roster spot and others will be placed on a team based on availability and proximity to residential address. New players and Opt-out players may be subject to team reassignment as defined in Article VI. Section 6.23.

Section 6.10 Returning Players have the option to return to their previous season team, by registering for the upcoming season prior to end of the first calendar month of available registration. Returning players who do not register prior to the deadlines set forth by the football committee will be placed on teams according to the public school they would attend, as per the CFSA Team/School Matrix.

Section 6.11 Players who played CFSA football the previous season have the option to “opt out” of playing for their previous season team, while registering for the upcoming season a parent may select to redraft. The parent (or legal guardian) is the only person who can choose to have a player “opt out” of their previous season team. Opt-out players will be the last players to receive team placement, meaning Returning, Invited, and New Players are placed on teams prior to Opt-out players are placed on any team. This means opt-out players accept that they may be placed on any team, irrelevant of location and convenience. Opt-out players will be placed on a team according to existing team placement rules based on geographical location and CFSA Team/School Matrix. Opt-out players are not eligible for a refund under any circumstance. In the event that two (2) or more “Opt-out” players originating from the same team are placed onto the same team for the upcoming season, the instance will be reviewed by the CFSA Chairman, Vice Chairman(s) of Football Operations and any member(s) of the Registration Subcommittee to evaluate and rule out team manipulation prior to team formation. CFSA football encourages all players to return to their previous season team and believes strongly in the unity created when Players return to their existing team each year and play together over several seasons. CFSA football believes this creates cohesion and sets the optimum atmosphere for positive Player development. CFSA encourages all Players and to return to their existing team each year. Any “Opt-out” Player IS NOT be considered an Invited Player or Returning Player under any circumstance.

Section 6.12 Team placement rules and guidelines for “*Returning Teams*” are as follows:

- (a) Returning Players are protected to return to their original team until the end of the first calendar month registration is available, which shall be no less than 30 days.
- (b) A CFSA Football Head Coach may invite ***New Players*** only, who will be considered “Invited Players”, onto their team, from any area outside of their team’s respective PRIMARY matrix school. Returning Team Head Coaches may NOT invite any Returning Players or Opt-out Players, onto their team, except for the situation where a parent becomes a coach of a Newly Formed Team as defined in Article VI Section 6.13. All Returning Players will be placed in accordance with league rules. Under NO CIRCUMSTANCE will “Invited Players” be allowed on a team that meets or exceeds team maximums as defined in Article VI. Section 6.21.
- (c) Each CFSA Football Head Coach will have a limited number of Invited Players they can invited onto their CFSA Football team each season based on their final standings within their division. Final standings include playoff results, so in the case where four teams make the playoffs and a 1st place team loses to the fourth seeded team, the 1st place team would finish the final season standings in 3rd place. The Invited Player limitations are set forth and defined as follows:

Final Season Standings	Invited Players Allowed
1 st Place – Super Bowl Champions	1
2 nd Place – Super Bowl Runner - Up	2
3 rd Place	3
4 th Place	4
5 th Place	5
6 th Place or Higher	6

- (d) A CFSA Football Head Coach may only invite Players up to the maximum roster space available as defined per Administrative Rules & Guidelines for their division. All Returning Players to a specific CFSA Football Team, who participated in good standing on that CFSA Football Team in the previous season, will have priority over any Invited Players. This could further limit the number of Invited Players allotted above for each division. For example, if a Sophomore Coach had 22 players the previous season and finished in 5th place, they would be allowed to invite up to 5 new players, BUT in the instance that 21 returning players from the previous season signed up to return to their respective team, that would leave room for only 1 Invited Player, not the 5 that were allotted to the team based on season standings.
- (e) A CFSA Head Coach will notify CFSA Football of an invited player(s) by completing the “Invited Player Form” found on the cy-fairsports.org website listing ALL their invited players. Invited Player Form is to be turned in to Division Commissioner by a set date (TBD) by the Football Committee. Once received a league official will confirm with invited

player's parent (or legal guardian) for confirmation prior to invited player being placed on team.

Section 6.13 Team placement rules and guidelines for forming "***New Teams***" are described below. ALL the following items must occur for a "New Team" to be formed:

- (a) All New Teams must have a minimum of 7 Invited Players
- (b) All New Teams can have no more than 10 Invited Players
- (c) Head Coach for New Team must interview with CFSA football committee
- (d) Head Coach is given and accepts the position for the upcoming Fall Season.
- (e) New Team Head coach must invite between 7 to 10 New Players for the upcoming CFSA Football Season.
- (f) New players invited by Head Coach **HAVE TO REGISTER TO PLAY TO PLAY FOR CFSA FOOTBALL.**
- (g) In the event that a parent of a returning player becomes assigned by the CFSA Football Committee as a Head Coach, a returning player will be allowed to be on a New Team roster.
- (h) In the event that a Head Coach of a New Team assigns a parent of a returning player as an assistant coach, a returning player will be allowed to join a ***New Team***. Parent will be required to be an assistant coach on the sideline.
- (i) **No more than three (3) returning players** as defined in the situation outlined in Article VI. Section 6.14 (g) & Article VI. Section 6.13 (h) will be allowed on any New Team roster under any circumstances. Opt-out players are not considered a returning player and may be placed on a New Team (reference Article VI. Section 6.11 for more information).
- (j) CFSA Football Committee will assign head coach's New Team based on elementary school registration numbers that facilitate a complete team roster and/or proximity to schools as defined in the CFSA Team/School Matrix.
- (k) In the event where a Head Coach of a New Team is the parent or legal guardian of a returning player, New Team may not in any circumstance be assigned the same school as the returning players previous season.
- (l) Once a New Team fulfills the commitments listed in Article VI. Section 6.13 (a) through Section 6.13 (i) and a New Team is formed, the remainder of the roster will be filled as defined in Article VI. Section 6.09.

Section 6.14 Teams entering the Rookie division will be considered a "New Team" since they did not play CFSA Tackle football the previous year. With the reduced number of roster positions within the Rookie division teams, the number of invited players for the Rookie division is limited to seven (7). In no circumstance will more than seven players may be invited to a Rookie Division team roster by an appointed Head Coach. Since all teams are considered "New Teams" there is no consideration for "returning players" within the team formation process. Rookie players will be able to return to the same team in the subsequent seasons, following the same rules as defined in Article VI. Section 6.10 and Article VI. Section 6.11. After the completion of the season, Rookie Division teams will remain in place and team formation will follow protocol as defined in Article VI, including the allocated number of invited players as defined in Article VI, Section 6.12 (c).

Section 6.15 Team formation for the flag division is defined in Article XIII. Special Flag Rules.

Section 6.16 Players whose families move AFTER team formation MUST remain on the original team which that player was assigned. Players may not move from one team to another due to an in season move.

Section 6.17 CFSA Football Committee highly recommends that each player register for and play in their age group, however, a parent may elect to have their child play up one year. The election must be made at the time of registration and may not be changed after the start of team formation.

Section 6.18 Players are assigned a Team Divisions based on the grade level they are entering into for the Fall school year. A table below outlines Divisions and assigned grade level(s).

Division	Grade Level
Flag	K & 1st
Rookie	2nd
Freshman	3rd
Sophomore	4th
Junior Varsity	5th
Varsity	6th

Section 6.19 Players within each Division are limited to be within the maximum age restrictions outlined in the table below, players who are above the maximum age restriction will be assigned the next higher division.

Division	Age Cap
Flag	No Older than 7 by September 1 st of Current Year
Rookie	No Older than 8 by September 1 st of Current Year
Freshman	No Older than 9 by September 1 st of Current Year
Sophomore	No Older than 10 by September 1 st of Current Year
Junior Varsity	No Older than 11 by September 1 st of Current Year
Varsity	No Older than 12 by September 1 st of Current Year

Section 6.20 Each division needs a minimum of 5 teams to form. If divisions cannot form 5 full team rosters, divisions will be combined at the discretion of CFSA Football. Any division that is combined for any reason must be reviewed and approved by the CFSA Operating Committee prior to any division being combined. In that event, parents (legal guardian) may chooses to not play with combined division, and parent will receive a full refund per their request to drop from league no later than 7 days after notified of division combination. If divisions are combined the CFSA

Football Committee will be forced to “unlock” team rosters for returning players and combine divisions to form teams based on a new division and team formation as outlined in Article VI. Consideration will be made to mix both age groups evenly so as not to have an imbalance in age, size and experience within a division.

Section 6.21 The following table outlines the minimum and maximum number of players used to form teams:

Division	Min # of Players	Max # of Players
Flag	12	16
Rookie	12	16
Freshman	16	22
Sophomore	16	22
Junior Varsity	16	22
Varsity	16	22

Section 6.22 An exception will be granted if a returning team formed from the Fall 2018 season in the Junior Varsity or Varsity divisions exceed the maximum number of players as listed above if their returning registered players from the Fall 2018 season all return to play on the same team.

Section 6.23 Team rosters are not required to meet the maximum player numbers as defined in Article VI. Section 6.21 before players may be joined with other geographical CFSA Team/School Matrixes. If teams roster sizes have a difference of four (4) or more, new players or opt-out players may be reassigned a team in order to level team roster sizes. The formula to reassign a new player based on roster size is as follows:

$$(\text{Team A Roster Size} - \text{Team B Roster Size}) \div 2 = \text{Number of Reassigned Players}$$

Returning and invited players are not subject to being reassigned during the team formation process. For example, Team A has 17 returning players, 1 invited player, and 4 new players. Team B has 14 returning players, 2 invited players, and 0 new players. The difference between the two roster sizes is equal to 6, and 6 divided by 2 equals 3. So, three out of the four new players on Team A will be randomly selected by the division commissioner to be reassigned to Team B, creating even player numbers, with 19 players on both Team A & Team B. In the event that the difference between roster sizes is an odd number, the number of reassigned players as defined above will always be rounded down. CFSA Football Committee and Division Commissioners will factor location and proximity to team reassignment. If a roster is made up of returning and invited players only, no player shall be reassigned despite roster size discrepancies.

Section 6.24 Teams may fall below the minimum number of players after the start of the season for any reason once original team rosters are finalized.

Section 6.25 In the event late registration or waitlist players are accepted, the Division Commissioner shall assign any player registering after team formation, but prior to the final closing of rosters, to a team based on available space.

Section 6.26 A waitlist will be established after the close of regular registration and extend until all formed teams have full rosters as defined in Section 6.18. This is the only means of registering after the close of regular registration. Players will be allocated to teams needing players with available roster space. Offers with roster opportunity/availability will then be made to Parent/Legal guardian as individuals are added to the waitlist. Each offer will remain open for 2 business days and payment must be received at the office within 4 business days from the initial offer. If the parent rejects the offered team, fails to reply to the offer or fails to deliver payment to the office within the agreed upon time then the offer is withdrawn, and the individual will be removed from the waitlist. No player may practice with a team until all registration materials and fees have been received. No offer is to be extended after the 1st Friday of the fall CFISD school year begins.

Section 6.27 Players wishing to register for waitlist will sign up on the web-based wait list. The wait list will include the player's name, incoming grade level, age on September 1st of the coming Football Season, Elementary School Attendance Zone in the Fall, Address, Parent Name and Phone Number. Individuals not entering the requested information will be removed from the list. Division Commissioners or their designees will review the wait list and assign players to teams needing a player(s) based on proximity to waitlist the residence of waitlist player.

Section 6.28 As part of the team formation process, each division may be broken into conferences based on the number of total number of teams within that division. The number of conferences within a division is defined below:

Number of Teams	Number of Conferences
1 to 9	1
10 to 18	2
19 to 27	3
27 or more	4

A Division Commissioner will randomly select teams to each conference with the supervision of the Vice-Chairman and Chairman of the Football Committee and will follow a sequential filling of conferences within an age division. For the avoidance of doubt, if a conference has three divisions A, B, C then the first team drawn will be placed in A, second team in B, third team in C, fourth team in A, etc. until all teams are drawn. Playoff bracket guidelines based on Divisions and Conferences are outlined in Appendix B and approved by the Chairman of the Football Committee.

ARTICLE VII. HEAD COACH SELECTION, RESPONSIBILITIES & DUTIES

Section 7.01 A Division Commissioner or Director may not be a Head Coach or an “on the Field” Assistant Coach in their Division.

Section 7.02 Head Coaches for each team are appointed by the Division Commissioners and approved by the Football Committee. If a Head Coach agrees to coach in the coming season, has not been reprimanded or suspended by the Football Committee at any time and does not have another person volunteering to replace them as Head Coach upon the closing of registration, that Head Coach may be named as a Head Coach the following season.

Section 7.03 Every Head Coach candidate must submit an application to serve as a Head Coach. All applicants for Head Coaching positions will be interviewed by members of the Football Committee prior to appointments being made. If the Head Coach candidate shall be conducting or assisting in any off-season workouts or camps, they shall provide the CFSA Football Committee with the locations, dates, times, who is eligible to participate, and a summary of activities participants will engage in during each workout/camp session. Failure to provide such information may result in the application being removed from the list of Head Coaching candidates.

Section 7.04 Where two or more qualified candidates exist, the Football Committee may, in the best interest of the program, allow a Head Coach to coach another school’s team and transfer his children(s) to that school. In this instance, the placed Head Coach must choose Assistant Coaches from the pool of registered players’ parents.

Section 7.05 All Head Coaching appointments and selected Assistant Coaches are subject the successful completion of a criminal background check. At the discretion of the Football Committee, an individual with a criminal record may be permitted to coach in our league. However, any individual having a criminal record must also have CFSA Executive Board approval prior to being allowed Head Coaching responsibilities in our football program.

Section 7.06 Any Head Coach candidate unwilling to submit to a criminal background check, or the requirements set forth by the Football Committee will not be allowed to coach.

Section 7.07 The Head Coach is responsible for ensuring that they, their assistant coaches, their players and their player supporters comply with all the program rules and they conduct themselves in a way that reflects the purpose, objectives and goals of the CFSA Football Program.

Section 7.08 Head Coaches should select qualified Assistant Coaches who have the necessary experiences and skills to teach the fundamentals of football and who possess the character and patience necessary to work with young athletes. Head Coaches should consult with their Division Commissioner when they are made aware of concerns regarding a coaching candidate for their team.

Section 7.09 The Head Coach is responsible for knowing and understanding the game of football and the rules that govern our league. Each Head Coach is encouraged to read the NCAA Football Rules and the CFSA Football Program Governing Documents.

Section 7.10 The Head Coach is responsible for all operations of the team. Such responsibilities may include, but are not limited to: equipment checkout and return; establishing practice dates and times; organizing practice events; parent communications; cheer team interactions and communications; sideline management; and player minimum playing time

Section 7.11 In the event that a coach from a previous season is replaced for any reason, the new coach will inherit a team as is, roster and returning players along with invited player allocation are all assigned to a team not a coach. Players are assigned to teams not coaches.

Section 7.12 Each Head Coach is responsible for attending the Mandatory Coaches Meeting in its entirety at the beginning of the season. At the discretion of the Division Commissioner, the Head Coach may assign an Assistant Coach to attend if a conflict occurs.

Section 7.13 It is the duty of each Head Coach to always put the safety of each player at the top of his priorities; to teach football fundamentals and skills; to strive for growth and progress more than just winning; to teach discipline and commitment to team; and, to recognize and reward successes no matter how small.

Section 7.14 The Head Coach is required to keep a CFSA provided First Aid Kit on the sideline at each practice and at each game. Player information forms are to be kept with the First Aid Kit.

Section 7.15 The Head Coach sets the 'tone' for the team. Our program expects great things from our Head Coaches and will hold them accountable for incidents, situations, behaviors and any other form of incident that is not appropriate in youth football.

Section 7.16 The Head Coach is responsible for obtaining and submitting a mandatory \$300.00 team sponsorship by the date established by the Football Committee. The penalty for missing this deadline is listed in Appendix A.

Section 7.17 Each Head Coach will be required to have medical release forms, player contracts and parent's contracts signed at the first practice of the season. Each Head Coach should keep all these records on file and have them available to be reviewed by any member of the Football Committee.

Section 7.18 Each Head Coach will be required to submit to the Division and All Star Commissioners a completed Stat Form and All Star roster promulgated by the Football Committee, which identifies the starting offensive players, the starting defensive players, the substitutes (defined as any player not starting on offense or defense), and the members of the kickoff and return teams by the date established by the Football Committee. Should the Head Coach fail to submit the Stat Form and All-Star roster by the published date, the Head Coach will be suspended a minimum of 1 game.

ARTICLE VIII. LEAGUE ISSUED EQUIPMENT

Section 8.01 CFSA Football Program will provide each Flag team with one (1) hand shield and each Rookie, Freshman, Sophomore, JV and Varsity team with one (1) tackling/blocking dummy. A \$100.00 deposit shall be left with the CFSA VP of Equipment at the time the dummy is checked out. The deposit will be returned when the dummy is returned at the scheduled equipment return date following the season.

Section 8.02 Flag teams shall also receive flag belts and flags for their teams. Flag belts and flags may not be altered in any way except to fit the belt to individual waist sizes. Teams can only use the flags provide by CFSA.

Section 8.03 Flag teams will receive two footballs and teams in the Rookie, Freshman, Sophomore, JV and Varsity Divisions will receive two footballs and one kicking tee. Only CFSA issued footballs may be used in CFSA football games. No synthetic or brand substitutes may be used.

Section 8.04 The footballs used in our program shall be:

Divisions	Football Size
Flag	K-2/Pee Wee
Rooke	K-2/Pee Wee
Freshman	K-2/Pee Wee
Sophomore	TDJ/Junior
Junior Varsity	TDJ/Junior
Varsity	TDY

ARTICLE IX. PRACTICE

Section 9.01 Practice will be conducted as follows:

- (a) The safety and welfare of each player is to be maintained at all times.
- (b) Practice sessions may not exceed 2 hours in duration from actual starting time.
- (c) No teams or players may practice before the start date established by the Football Committee.
- (d) Contact Limits – Live Contact as defined during your USA Football certification will be limited to 30 minutes per practice. For the avoidance of doubt, this will limit all “Thud” and “Live Action” contact not to exceed thirty (30) minutes within a single practice. Teams can have unlimited “Air, Bag and Control” contact during practices. Levels of Contact definitions are as follows:
 - (i) Air – Players run a drill unopposed without contact
 - (ii) Bags – Drill is run against a bag or other soft-contact surface

- (iii) Control – Drill is run at assigned speed until the moment of contact; one player is predetermined the “winner” by the coach. Players stay on their feet.
- (iv) Thud – Competition speed through moment of contact; no predetermined “winner.” Players stay on their feet and a quick whistle ends the drill.
- (v) Live Action – drill is run in a game-like situation and is the only time players are taken to the ground.
- (e) Before the week in which school starts, teams may have four activities a week. A week begins at 12:01 AM (Midnight) Monday Morning.
- (f) Starting the week school starts, each team may participate in no more than three (3) activities per week, which includes practice sessions and games. If for scheduling purposes, a team is scheduled to play 3 games in a seven-day period, they may have one additional practice.
- (g) Any organized drills, warm-ups, or other physical activities which begin prior to 45 minutes before a scheduled game time are considered a practice session.
- (h) Chalk talks, skull sessions, game film review, and/or similar activities conducted at separate times from regular practice are considered a separate activity and count against the three-activity rule.
- (i) Practices canceled due to bad weather or any other reason can only be made up during the week they were canceled in. Any practice session conducted for more than 45 minutes is considered a full practice and cannot be made up.
- (j) The Football Committee may establish a “No Pads” period at the beginning of the season where the players are restricted from wearing all pads except their helmets.
- (k) The “Bull in a Ring” drill or any variation or adaptation of this drill shall be deemed illegal and has been outlawed.

Section 9.02 All CFSA Football practices must be conducted within the Cy-Fair ISD boundaries.

Section 9.03 Teams within the CFSA program desiring to play a team outside the CFSA program must get prior permission to do so from the Football Committee and must obtain insurance.

Section 9.04 No practice sessions may be held on CFSA Game Fields or any Cy-Fair ISD Game Fields (football or baseball), day or night.

ARTICLE X. GAME ELIGIBILITY

Section 10.01 Each team shall consist of at least eleven (11) [eight (8) in flag] properly suited players to start a game. A fifteen (15) minute grace period beyond the scheduled starting time will be allowed to field a team. Failure to field a team within this time period will result in a FORFEIT. A practice game or scrimmage may be played, and officials will then officiate such practice or scrimmage game.

Section 10.02 All players are eligible to be ball carriers.

ARTICLE XI. PARTICIPATION RULES

Section 11.01 All players must participate in a minimum of seven (7) plays in both the first and second half of each game. In the case of overtime periods (applicable only in playoff games) this rule will not apply. The Head Coach will have the discretion, with the consent of the Division Commissioner or Director to disregard the seven-play rule in the first half based on a player's repeated failure to attend scheduled practices. An excused absence from the Head Coach will ensure that the seven plays per half rule remains in effect. The statistician will apprise the opposing team's statistician prior to the game of the players who will miss plays during the first half.

Section 11.02 Super Bowl Participation and Rules:

- (a) Head Coaches are responsible to insure minimum play requirements are met, pursuant to Article VII, Section 7.10 whereas *"The Head Coach is responsible for all operations of the team. Such responsibilities may include...player minimum playing time."*
 - (i) If a Super Bowl Head Coach fails to get all players their mandated seven (7) plays per half in the first half of the Super Bowl, that Head Coach is ejected from the game prior to the second half kickoff.
 - (ii) In the second half and at the discretion of the monitoring CFSA committee member(s), if a team is at risk of not achieving seven (7) plays for each player, the game will be stopped (clock stoppage) to ensure that a plan is in place to achieve seven (7) plays per player.

Section 11.03 Kickoff, kickoff return, punt and punt return do not count as plays. Plays whistled dead for a penalty do not count as plays. An Unmolested kick for an extra point or Field Goal as defined in Article XII, Sec. 18, does not count as a play.

Section 11.04 A "non-kicking" point after attempt does count as a play. A play that is nullified by a penalty after the snap of the ball (i.e., Holding, Pass Interference, etc.) does count as a play.

Section 11.05 Each team is required to provide a Statistician who will be on the players' side of the field. The Statistician will keep track of the opposing team's players to ensure that each player plays the required seven plays per half. Each team shall provide the opposing Statistician with a completed Stat Form promulgated by the Football Committee, which identifies the starting offensive players, the starting defensive players, the substitutes (defined as any player not starting on offense or defense), the members of the kickoff and return teams, the coaches names and the names of each official. Each Statistician shall do his or her best to notify the opposing Statistician when the opposing team is at risk of not getting its players in the game the minimum number of plays and when his own team's substitutes are entering the game. A Statistician who determines that a player did not play the required number of plays shall notify the opposing Head Coach and the Division Commissioner. If any person believes a child did not get their minimum number of plays, they should notify the Division Commissioner, who shall perform a follow-up investigation at the next scheduled game to determine whether a coach is violating the rules.

ARTICLE XII. CFSA FOOTBALL RULES (exceptions to NCAA/UIIL)

Section 12.01 SPECTATORS – At all times during a game, all spectators and player supporters MUST remain behind the first row of bleacher seats for the length of the football field. Attendees at our games are NOT permitted to stand on or walk up and down the sidelines of the field in front of the first row of the bleacher seats. Spectators are always required to stay between the 20-yard lines during play. Game Officials shall give one warning per game. After the initial warning, the Game Officials may stop play until the violators move away from the sidelines and are within the prescribed area noted above. At the discretion of the Official, the game clock shall run until order is restored on the sideline.

Section 12.02 FIELD SIZE - All tackle Divisions will play on regulation 100-yard fields. Major Penalties will be 15 yards and the kickoff will be from the 40-yard line.

Section 12.03 GAME LENGTH – For all tackle Divisions, each game shall consist of four (4), ten-minute (10-minutes) quarters. A ten-minute (10-minutes) half-time period will be observed in all tackle divisions, extended to fifteen-minutes (15-minutes) when the Drill Team is scheduled to perform. The Game Officials will monitor game time. See Special Flag Rules for Flag game length.

- (a) If a team is trailing by 24-points at the completion of the third quarter of play, the referee will institute a “running” clock (clock will continue to run on incomplete passes and out of bounds plays for example). The “running” clock will stop in the case of timeouts, change of possession, penalties and injury. Should the differential drop below 24 points, the use of “regulation” game clock rules will be restored.

Section 12.04 SCORING - Points will be awarded in accordance with NCAA Rules except for extra point attempts. Extra points will be awarded as follows:

PAT/Extra Point	Points Awarded
Successful Rushing Attempt into End Zone	1 point
Successful Forward Pass Attempt into End Zone	2 point
Successful PAT Kick	2 point

Section 12.05 TEAM SIDELINES – Head Coaches are responsible for maintaining order on their sidelines at all times. All players and coaches (maximum of 5 adults) are required to remain between the 20-yard and 45-yard lines on their respective ends of the field. The Home team is closest to the scoreboard. All players and coaches shall remain on the opposite side of the field from the stands. The Head Coach shall establish a 2-yard zone from the edge of the sideline in which the players will not be allowed (use plastic cones to establish this zone). A team may receive a major penalty for not maintaining order on their sidelines and enforcing the sideline rules as prescribed herein.

Section 12.06 SIDELINE COACHES/STATISTICIAN – Only four coaches, a statistician (5 adults in total) and team players in uniform will be permitted in the team areas and on the team sideline of the field during a game. The team’s Statistician is NOT ALLOWED to coach while performing his/her statistician responsibilities but is allowed to move outside the team zone in order to fulfill his/her duties. Once his/her responsibilities are final for each half of the game, a Statistician must return to and remain inside the team zone. Except for the one on-field coach in Flag and Freshman (see Section 7 below), all coaches must remain outside the field boundaries and within their respective team zone at all times except in the case of a player injury or if an official grants access for another reason. Coaches are not permitted to enter a team’s huddle during an injury timeout except to provide water/fluid. **NO COACHING DURING AN INJURY TIMEOUT.** One coach and one water/fluid provider are allowed in the team’s huddle during a called timeout.

Section 12.07 ON-FIELD COACHES – In the Flag, Rookie, and Freshman Divisions, one coach from each team is allowed on the field during play. Additionally:

- (a) The coach on the field will not talk to, make gestures to, or touch any player after the offensive huddle has broken.
- (b) Each coach must move 15 yards behind the line of scrimmage after the offensive huddle is broken and before the snap.
- (c) The on-field coach is considered one of the 5 total adults allowed on the team’s sideline.
- (d) The on-field coaches are considered part of the field of play, like an official, but must make every attempt to avoid the ball carrier, passes, punts, other players and officials.
- (e) The on-field coaches are not permitted to address the officials except to receive clarification. A team may receive a major penalty for failure to comply with these rules.
- (f) The on-field coaches are allowed to hold water bottles in their hands while on the field of play and provide water to players but must cease once the offensive huddle is broken and must observe the play clock. On-field coaches must hold water bottles while play is in progress.

Section 12.08 CHAIN GANG – The Home team is responsible for providing adults to handle the down marker and 10-yard chains on the spectator side of the field. The chain gang members are not permitted to “coach” in any manner. Words of encouragement are permitted. Penalties for this violation are listed in Appendix A.

Section 12.09 ELECTRONIC DEVICES – It is a violation of our rules to use electronic devices (including cell phones) to assist in the coaching duties during a game. This rule is in effect from the beginning of each half until the end of the half. Cameras are permitted.

Section 12.10 GAME JERSEY AND JERSEY NUMBERING – All players **MUST** wear a CFSA league issued jersey. Jerseys may not be altered except to include player’s name, sponsor’s name or to improve jersey fit. No temporary alterations are permitted. **ALL JERSEYS MUST BE TUCKED IN TO PLAYER’S PANTS.** The Jersey position numbering rule will not apply. The home team will wear colored jersey when a colored and white jersey is issued by the league.

Section 12.11 APPROACHING AN OFFICIAL – All coaches, assistant coaches, players and player supporters are not allowed to approach, harass or verbally confront any game official at any time prior to, during or after a game. Questions regarding officiating should be submitted to the

Football Committee Chairman, Division Commissioner, Vice-Chairman (FBC) and the VP of Officials (EB).

Section 12.12 GAME SCORE REPORTING – Both Head Coaches are required to report their game score utilizing the game day sheet to their respective results e-mail address within 48 hours after the completion of their game.

Section 12.13 REPORTING INJURIES – Should a player sustain an injury that requires an ambulance or emergency room treatment, both Head Coaches will report the incident to their Division Commissioner immediately following the game. The report should include a description of the injury, the events leading to the injury, individual player's name, hospital where player was treated. The Division Commissioner shall report each injury to the Football Chairman and the Executive Board.

Section 12.14 KICK RECEIVING FORMATION AND BALL CARRIER RESTRICTIONS
The receiving team must have a minimum of five (5) players on the line between their 45 and 50-yard lines. All players may be positioned behind the first line. However, any player who receives the kick, regardless of position or eligibility, may advance the ball.

Section 12.15 RUN THROUGH BANNERS – Run through banners are prohibited.

Section 12.16 ARTIFICIAL NOISE MAKERS - All artificial noise makers are prohibited from use on the sidelines or in the stands. These noise makers include but are not limited to whistles, air horns, shakers (cans or bottles filled with rice, corn or gravel), cow bells or thunder sticks. Use of such devices can result in the removal of the individual from the event by the officials or committee member. CFSA Cheerleading squad participations may use shakers. No music should be played once the offensive team breaks their huddle or in the case of a no huddle offensive once the QB assumes a position to receive the snap.

Section 12.17 VIDEO TAPING GAMES – Video-taping other teams within the league engaged in league games for scouting purposes is allowed, but only from parents' sidelines and the end zones, no further than the goal posts.

Section 12.18 TIES – If at the end of regulation of a playoff game, the game is tied, NCAA rules shall apply with the exception that during any overtime period no team will be required to go for a 2-point conversion.

Section 12.19 PUNTS, FIELD GOALS AND PATS - The Head Coach must notify the sideline Official when a team intends to punt, kick an extra point or attempt a Field Goal. The Official will notify the Defensive Coaching staff and the defense on the field. Once a kick is declared the offensive team may not run a fake kick and the defensive team may not rush. Further rules are outlined below:

- (a) Offensive players may not release from the line until the ball is kicked. The Defensive team may return the kicked ball.
- (b) Kicking team will have five seconds to execute the free kick. If kick is not executed within five seconds, official will blow play dead and ball will turn over on downs on punts and PAT attempts and field goal attempts will be ruled unsuccessful.

- (c) **Legal Receiving Team Alignment:** Defensive teams must have a minimum of 8 players within 5 yards of the line of scrimmage at the time of the kick. A maximum of 3 players may be positioned more than 5 yards from the line of scrimmage. **PENALTY:** a 15-yard penalty shall be assessed against the receiving team for an illegal formation from the spot where the receiving team first touches the ball or gains possession.
- (d) All defensive players (receiving team) may advance the ball if correctly positioned at the time of the kick.
- (e) **Legal Punting Team Alignment:** Offensive (Punting) teams must have a minimum of six players within six yards of the center and the punter must be at least six yards from the center prior to the snap of the ball. **PENALTY:** a 15-yard penalty shall be assessed against the punting team for an illegal formation from the previous spot of the ball.
- (f) On punts or place kick attempts, the defensive players may jump, wave or shout as long as they do not cross the neutral zone.
- (g) Place Kick Holders are to assume the normal holder's stance to receive the snap. On an unmolested kick attempt, if the snap is muffed/fumbled the kicker or holder is allowed to regain control of the ball and kick from the spot the ball was recovered.
- (h) Punts, Field Goals and PATs that fail to clear the line of scrimmage are dead at the spot the ball hits the ground or any player on the line.
- (i) Normal NCAA rules apply to the repositioning of the ball on failed Field Goal attempts.

Section 12.20 SETTING UP GAME FIELD – The home team will be responsible for setting up the game field prior to kickoff, this includes setting up yardage markers and end zone pylons accordingly. This only applies to the first game being played on the field. Not doing so will result in the home team receiving a 15-yard penalty to start the game.

Section 12.21 PICKING UP GAME FIELD – The home team will be responsible for picking up the game field at the end of regulation. This only applies if it is the last game of the day and there are no subsequent games being played on that game field the remainder of that day. Picking up the game field includes gathering all yardage markers and end zone pylons and setting them together at the 50-yard line or in a central location easy to locate for the field crews. Not doing so will result in the home team receiving a 15-yard penalty to start the next game.

ARTICLE XIII. SPECIAL FLAG DIVISION RULES

Section 13.01 Team formation for the flag division will follow the process as defined below:

- (a) All registered players will be assigned a team based on the CFSA Team/School Matrix as defined in Article VI Section 6.01.
- (b) Private & home-schooled players will be assigned to the CFSA Team/School Matrix based on their home residence.
- (c) All teams will be formed by randomly selecting players based on the CFSA Team/School Matrix.
- (d) The Football Committee reserves the right to adjust team rosters if multiple CFSA Team/School Matrixes need to be combined to create one team.

- (e) Appointed Head Coach may reserve roster spots for three additional assistant Coaches children(s) to play on their assigned team. In the event that assistant or Head coach have multiple siblings playing in the Flag Division, all siblings will be provided a reserved roster spot. There is no restriction on where assistant coaches reside (meaning the Assistant Coaches do not have to attend elementary school of designated Head Coach).
- (f) Teams do not have to meet Maximum player numbers before joining with other geographical CFSA Team/School Matrixes at the discretion of the CFSA Football Committee. CFSA Football reserves the right to move players when needed for the benefit of the league. For example, in the event in which School A has 17 players and School B has 11 players in order to create an equal competition, players from School A may be joined with School B to even out team numbers, so that both teams would have an even number of players to start the season and allow the ability to create two competitive teams.

Section 13.02 Flag division Head Coaches will be assigned an elementary school.

Section 13.03 Each new season the Flag division will reset rosters and players, so that all teams are “New Teams” & “New Players”.

Section 13.04 Each team shall consist of at least eight (8) properly suited players to start a game. A fifteen (15) minute grace period beyond the scheduled starting time will be allowed to field a team. Failure to field a team within this time period will result in a FORFEIT. A practice game or scrimmage may be played, and officials will then officiate such practice or scrimmage game.

Section 13.05 No more than 3 players are to be positioned in the backfield.

Section 13.06 UNIFORMS - Flag games will be played without protective football equipment below the neck. Mouthpieces are required at practices and at games. The uniform will consist of shorts and/or pants supplied by the team and a jersey supplied by CFSA. Shorts may not be striped and must contrast with the Yellow and Red league issued flags.

Section 13.07 FLAG POSITION - All players will wear a Flag Belt with two (2) flags attached, one on each hip. The flags must be an equal distance from the center of the player’s back, one on his right hip and one on his left hip. A player’s clothing, hands, or other parts of his uniform or body cannot conceal or cover any portion of the flags. The flags must be placed on the flag belt in the proper manner, the Velcro on the belt facing outward and the flag hanging straight down on the outside of the belt. PENALTY: If both flags are not worn by all players on the field or the flags are not in the proper position or attached in the proper manner, a Major Penalty will be assessed.

Section 13.08 BELTS - If any excess part of the flag belt is hanging from the ball carrier and is grabbed by an opposing player, the ball carrier is considered down at that point just as if his flag had been removed.

Section 13.09 ON-FIELD COACHES - One coach from each team is allowed on the field during play. The coach on the field will not talk to, make gesture to, or touch any player after the offensive huddle has broken. Each coach must move 15 yards behind the line of scrimmage after the offensive huddle is broken and before the snap. The on-field coach is considered one of the 5 total adults

allowed on the team sidelines. PENALTY: A Major Penalty may be assessed. All coaches and players on the sidelines must abide by the existing rules and regulations.

Section 13.10 KICKOFFS - Kickoffs are not allowed in the Flag Division. The ball will be placed in play on the receiving team's 40-yard line.

Section 13.11 PASSING - Passing and laterals are allowed.

Section 13.12 FUMBLES - The ball is automatically dead at the point a FUMBLE hits the ground. There is no loss of possession on fumbles that hit the ground. Fumbles that hit the ground are dead balls and will be blown dead at the spot of the fumble. Balls stripped by the defense may be advanced for a touchdown (40-yard line), provided the player crosses the 40-yard line prior to being ruled down. Fumbles that are not returned for a touchdown will be a turnover and the ball will be placed in play at the 40-yard line.

Section 13.13 INTERCEPTIONS - Interceptions by the defense may be advanced for a touchdown or 2 points if the interception is made during a PAT attempt provided the player crosses the 40-yard line prior to being ruled down. Interceptions that are not returned past the 40-yard line will be a turnover and the ball will be placed in play at the 40-yard line.

Section 13.14 DOWN TIME - There will be 30 seconds allowed between plays after all flags have been replaced on the players' belts.

Section 13.15 END OF PLAY - Only one flag needs to be removed from a ball carrier to end the play.

Section 13.16 INADVERTENT FLAG REMOVAL - If a ball carrier's flag falls off or is accidentally removed by an offensive player, the ball is downed at the point the flag came off.

Section 13.17 FLAG GUARDING - If a ball carrier intentionally or accidentally swings or holds his hand between his flag and the hand of the defensive player as the defensive player is attempting to grab the flag, the ball carrier is FLAG GUARDING. PENALTY: A major penalty will be assessed on the offending team.

Section 13.18 STIFF-ARMING - Stiff-arming is not allowed by the ball carrier. PENALTY: A major penalty will be assessed on the offending team.

Section 13.19 CHARGING - The ball carrier cannot attempt to run through or over a defensive player. PENALTY: The ball is downed at the point of contact with a loss of down on the play.

Section 13.20 ILLEGAL DEFENSE - The defensive team may not have a player on the line of scrimmage head-up on the center or have players on the line of scrimmage positioned in the gaps on each side of the center ("A Gaps"). Defensive players must be positioned on the line of scrimmage "head-up" on the offensive guards. If the offensive guards are positioned more than 2 feet from the center, the Defensive players on the line of scrimmage may be positioned no closer than 2 feet from the center. Defensive players may be lined up over the center or the "A Gap" if they are a minimum of 2 yards off the line of scrimmage when the ball is snapped. PENALTY: A major penalty and a first down will be assessed for violating this rule.

Section 13.21 TACKLING - Tackling is not allowed and will be called by the officials, including when a player's attempts to pull a flag result in the ball carrier being knocked to the ground, unless it is caused by the ball carrier cutting back directly into the defensive player. PENALTY: A major penalty will be assessed from the point where the ball is downed, plus an automatic first down will be awarded.

Section 13.22 UNECESSARY ROUGHNESS – Players' may not block or strike an opposing player anywhere on the neck or head. Additionally, no player may intentionally knock an opposing player to the ground away from the play. PENALTY: A major penalty will be assessed from the point where the foul occurred.

Section 13.23 GAME LENGTH/TIMEOUTS - Each game shall consist of two (2) halves. Each half will consist of a 28-minute running clock, followed by a two-minute clock that follows the normal NCAA rules for clock stoppage. A fifteen-minute (15 - minutes) half-time period will be observed, if no cheerleading squads are participating in the game then the period may be reduced to 10 minutes. The Game Officials will monitor game time.

Section 13.24 CHAIN GANG – The Home team is responsible for providing adults to handle the down marker and 10-yard chains on the spectator side of the field. The chain gang members are not permitted to “coach” in any manner. Words of encouragement are permitted. Penalties for this violation are listed in Appendix A.

Section 13.25 FIELD SIZE AND MANAGEMENT - Flag games will be played on 40-yard fields. The 50-yard line is out of bounds. All offensive possessions begin at the 40-yard line.

- (a) Any time a team begins a new offensive possession, play will begin at the 40-yard line. No play from scrimmage will begin further from the goal line than the 40-yard line. If a ball carrier is ruled down behind the 40-yard line, the ball will be placed on the 40-yard line for the next down to be played. The chains will not be moved nor adjusted for the yardage lost.
- (b) If a ball carrier retreats beyond the 50-yard line the ball carrier will be ruled down and the play will be blown dead. The ball will be returned to the 40-yard line for the next play.
- (c) Offensive penalties exceeding yards gained from initial possession will be marked off half the distance to the goal (40-yard line).

Section 13.26 TEAM SIDELINES – All players and coaches (maximum of 5 adults) from a single team are required to remain between the 40-yard and 30-yard lines or between the 30-yard and 20-yard lines and 2 yards beyond the sideline on their respective ends of the field. It is recommended to establish a “team zone” with cones prior to each game.

Section 13.27 SAFETY - No safeties are allowed. The ball will be returned to the 40-yard line with a loss of down.

Section 13.28 DEAD BALL FOULS - Dead ball fouls do not result in both yardage and loss of down consequences. If the offensive team commits a dead ball foul when the ball is on the 40-yard line, the penalty results in a loss of down.

Section 13.29 LIVE BALL FOULS - Live ball fouls will be marked off if accepted by the defense and the down replayed.

Section 13.30 MAJOR PENALTIES – A major penalty is 10 yards.

Section 13.31 PUNTS, FIELD GOALS AND PATS - Punts, field goals, or PATS by kick are not allowed in the Flag Division.

Section 13.32 ILLEGAL EQUIPMENT shall be defined as follows:

- (a) Hard or unyielding substances (ex. casts and splints) are not permitted, even if covered.
- (b) Therapeutic or preventive braces are allowed only if the brace contains no metal or rigid plastic.
- (c) Any player wearing a therapeutic or preventative brace may be inspected by a CFSA official at the request of the opposing coach at any time before or during the game. If the CFSA official determines that the therapeutic or preventative brace contains metal or rigid plastic, the player is ineligible to participate until the therapeutic or preventative brace is removed.

Section 13.33 TIES – If at the end of regulation of a playoff game, the game is tied, NCAA rules shall apply with two exceptions.

- (a) All possessions will start at the 15-yard line
- (b) In any overtime period no team will be required to go for a 2-point conversion.

ARTICLE XIV. SPECIAL ROOKIE DIVISION RULES

Section 14.01 Each team shall consist of at least eight (8) properly suited players to start a game.

Section 14.02 No more than 3 players are to be positioned in the backfield.

Section 14.03 UNIFORMS – Rookie Division shall follow same rules and guidelines as other tackle football divisions as outlined in Article V, Section 5.02.

Section 14.04 ON-FIELD COACHES - One coach from each team is allowed on the field during play. The coach on the field will not talk to, make gesture to, or touch any player after the offensive huddle has broken. Each coach must move 15 yards behind the line of scrimmage after the offensive huddle is broken and before the snap. The on-field coach is considered one of the 5 total adults allowed on the team sidelines. PENALTY: A Major Penalty may be assessed. All coaches and players on the sidelines must abide by the existing rules and regulations.

Section 14.05 KICKOFFS - Kickoffs are not allowed in the Rookie Division. The ball will be placed in play on the receiving team's 40-yard line.

Section 14.06 PASSING - Passing and laterals are allowed.

Section 14.07 FUMBLES – Fumbles are permitted per NCAA and UIL rules. Fumbles or stripped balls may be advanced by the defense for a touchdown (40-yard line), provided the player crosses the 40-yard line prior to being ruled down. Fumbles that are recovered by the defense will result in a

change of possession with the recovering team taking the ball over on the 40-yard line. In the event a fumble or stripped ball is not returned for a touchdown, it will be a turnover and the ball will be placed in play at the 40-yard line.

Section 14.08 INTERCEPTIONS - Interceptions by the defense may be advanced for a touchdown or 2 points if the interception is made during a PAT attempt provided the player crosses the 40-yard line prior to being ruled down. Interceptions that are not returned past the 40-yard line will be a turnover and the ball will be placed in play at the 40-yard line.

Section 14.09 GAME LENGTH/TIMEOUTS – As with all tackle divisions each game shall consist of four (4), ten-minute (10-minutes) quarters. A ten-minute (10-minutes) half-time period will be observed in all tackle divisions, extended to fifteen-minutes (15-minutes) when the Drill Team is scheduled to perform. The Game Officials will monitor game time.

- (a) If a team is trailing by 24-points at the completion of the third quarter of play, the referee will institute a “running” clock (clock will continue to run on incomplete passes and out of bounds plays for example). The “running” clock will stop in the case of timeouts, change of possession, penalties and injury. Should the differential drop below 24 points, the use of “regulation” game clock rules will be restored.

Section 14.10 CHAIN GANG – The Home team is responsible for providing adults to handle the down marker and 10-yard chains on the spectator side of the field. The chain gang members are not permitted to “coach” in any manner. Words of encouragement are permitted. Penalties for this violation are listed in Appendix A.

Section 14.11 FIELD SIZE AND MANAGEMENT – Rookie division games will be played on 40-yard fields. The 50-yard line is out of bounds. All offensive possessions begin at the 40-yard line.

- (a) Any time a team begins a new offensive possession, play will begin at the 40-yard line. No play from scrimmage will begin further from the goal line than the 40-yard line. If a ball carrier is ruled down behind the 40-yard line, the ball will be placed on the 40-yard line for the next down to be played. The chains will not be moved nor adjusted for the yardage lost.
- (b) If a ball carrier retreats beyond the 50-yard line the ball carrier will be ruled down and the play will be blown dead. The ball will be returned to the 40-yard line for the next play.
- (c) Offensive penalties exceeding yards gained from initial possession will be marked off half the distance to the goal (40-yard line).

Section 14.12 TEAM SIDELINES – All players and coaches (maximum of 5 adults) from a single team are required to remain between the 40-yard and 30-yard lines or between the 30-yard and 20-yard lines and 2 yards beyond the sideline on their respective ends of the field. It is recommended to establish a “team zone” with cones prior to each game.

Section 14.13 SAFETY - No safeties are allowed. The ball will be returned to the 40-yard line with a loss of down.

Section 14.14 DEAD BALL FOULS - Dead ball fouls do not result in both yardage and loss of down consequences. If the offensive team commits a dead ball foul when the ball is on the 40-yard line, the penalty results in a loss of down.

Section 14.15 LIVE BALL FOULS - Live ball fouls will be marked off if accepted by the defense and the down replayed.

Section 14.16 MAJOR PENALTIES – A major penalty is 10 yards.

Section 14.17 PUNTS, FIELD GOALS AND PATS - Punts, field goals, or PATS by kick are not allowed in the Rookie Division.

Section 14.18 ILLEGAL EQUIPMENT shall be defined as follows:

- (a) Hard or unyielding substances (ex. casts and splints) are not permitted, even if covered.
- (b) Therapeutic or preventive braces are allowed only if the brace contains no metal or rigid plastic.
- (c) Any player wearing a therapeutic or preventative brace may be inspected by a CFSA official at the request of the opposing coach at any time before or during the game. If the CFSA official determines that the therapeutic or preventative brace contains metal or rigid plastic, the player is ineligible to participate until the therapeutic or preventative brace is removed.

Section 14.19 TIES – If at the end of regulation of a playoff game, the game is tied, NCAA rules shall apply with two exceptions.

- (a) All possessions will start at the 15-yard line
- (b) In any overtime period no team will be required to go for a 2-point conversion.

ARTICLE XV. REGULAR SEASON

Section 15.01 The regular season shall consist of 8 scheduled games for each team.

Section 15.02 All games will be played at CFISD Middle School or CFSA football fields as directed/assigned by the CFISD Facilities Management personnel and the Football Committee. CFISD Grounds and Facility Management personnel hold ultimate authority on game cancellation and facility usage on CFISD fields.

Section 15.03 All games will be played at the time and dates scheduled by the CFSA VP of Scheduling or his/her designee. The Football Committee shall review and approve the football schedule for each Division.

Section 15.04 Weeknight games are generally scheduled to beginning at 6:00 pm and 8:00 pm for tackle divisions and 6:00 pm and 7:30 pm for flag. Weekend games are generally scheduled at 9:00 am, 11:00 am and 1:00 pm. Game times are subject to changed with the approval of the Chairman of the Football Committee. All times are Central Time Zone.

Section 15.05 At the discretion of the Football Committee, games may be scheduled at different days and times in order to accommodate game cancellations that occurred during the season. Games may be rescheduled with the approval of the VP of scheduling (or their designee) and the Chairman of the Football committee due to weather conditions, field availability, school programs or other reasons

approved by the Chairman of the Football Committee. It is imperative that Playoff and Super Bowl games not be pushed later in the year.

Section 15.06 Games may be postponed or cancelled at the discretion of the Football Committee. CFISD Facilities Management and Grounds Departments have ultimate authority in field closure decisions. Games stopped due to inclement weather may be rescheduled and will resume at the point at which it was stopped. **EXCEPTION:** If the game is in the second half and the losing coach concedes, the game is official and final at the stopping point. If the game is rescheduled for any reason, the Head Coaches for each team shall be given at least a 48-hour notice. In the event this timeline cannot be met, the game shall be played at the time and place approved by the Football Chairman and the VP Scheduling.

Section 15.07 Unsportsmanlike Behavior. While CFSA Football is a competitive league it does not benefit the players to have one team run up the score. A lead of 21 points by the end of the first quarter or 35 points by halftime is an indication that one team is in control of the game. The leading coach should use this opportunity to play non-starters and/or to play starters in non-starting positions on both sides of the ball. Continued use of starters in their starting positions and time outs to extend the half or plays designed to exploit the weaknesses of the opposing team along with a point differential of 42 or more points at the end of the game will be grounds for review by the Football Committee. Mitigating factors that can be considered are the number of defensive scores, number of turnovers and field position. Beginning in the second half, a lead of 21 points or more will negate recovery of onside kicks for the leading team, until the lead drops below 21 points. A score differential of 42 points or more at end of regulation will result in suspension of Head Coach for next game.

Section 15.08 The standings in each Division and Conference, during and at the end of the regular season, shall be determined solely on winning percentage. Teams will be granted 1 point for a win, a half point for a tie and no points for a loss in calculating the winning percentage. The formula for calculating winning percentage is **$((1 \times \text{wins}) + (.5 \times \text{ties})) / (\text{total games played})$** . Examples are listed below:

- (a) Team record is 7 wins and 3 losses. Winning percentage is .700 (7/10).
- (b) Team record is 6 wins, 2 losses and 2 ties. Winning percentage is .700 $((6 + 1)/10)$.
- (c) Team record is 5 wins, 2 losses and 3 ties. Winning percentage is .650 $((5 + 1.5)/10)$.
- (d) Team record is 5 wins, 1 loss and 4 ties. Winning percentage is .700 $((5 + 2)/10)$.

Section 15.09 When, at the conclusion of the regular season, the standings result in a tie between two teams for any place based on the winning percentage, the following procedures shall be used to break the tie and place the teams for playoff brackets:

- (a) **Head-to-Head competition.**
- (b) **Division records (Division are defined as team on same standings page)**
- (c) Total points scored minus total points allowed against Division opponents, with a maximum differential of 18 allowed for each game. Forfeits will count as 18 points for the winning team.
- (d) If both teams remain tied, then a coin flip by the Football Chairman or his designee in the presence of both Head Coaches shall break the tie. The Head Coach calling the heads/tails on the flip shall be determined by blind draw. All coin tosses shall be in the presence of the Football Chairman or his designee and involved Head Coaches or their designee. Football Committee members are permitted to attend.

Section 15.10 When, at the conclusion of the regular season, the standings result in a tie between three or more teams for any place based on the winning percentage, the following procedures shall be used to break the tie and place the teams for playoff brackets:

- (a) Head-to-Head competition. If one team has defeated all the other teams then that team will win the tiebreaker. If one team loses to all the other teams then they are removed from the tiebreaker. Otherwise, no clear head-to-head winner can be declared. Winning percentage is NOT used in head-to-head tie breakers.
- (b) Division Records (Division are defined as team on same standings page) Winning percentage WILL be used in win/loss tiebreakers; if a team(s) is eliminated then the remaining teams will continue down the tiebreaker rules.
- (c) Total points scored minus total points allowed against Division opponents; with a maximum differential of 18 allowed for each game. Forfeits will count, as 18 points for the winning team, if a team(s) is eliminated then the remaining teams will continue down the tiebreaker rules.
- (d) If more than two teams remain tied, each remaining Head Coach or his designee shall flip a coin. If an odd number of teams are involved the odd side teams will be eliminated. If an even number of teams remain, except two teams, then the tails will be eliminated. If only one head is obtained, then that team wins the tiebreaker. If all teams obtain a tail, then the flip will be repeated. Each flip will occur simultaneously upon the sound of the Committee Chairman or his designee. The coin flip shall continue until only two teams remain. At that point, the procedure for a two-team tie breaking coin toss shall be used. All coin tosses shall be in the presence of the Football Chairman or his designee and involved Head Coaches. Football Committee members are permitted to attend.
- (e) As teams are eliminated, they will fill the lower ranking. If two or more teams are eliminated at the same point, then they will follow the appropriate tiebreaker to determine their position.

ARTICLE XVI. PLAYOFFS

Section 16.01 Playoffs for each Division will commence upon completion of the regular season games, on the date(s) and locations to be announced by the Football Committee. Teams eligible for post-season play will be seeded as listed in the playoff brackets in Appendix D.

Section 16.02 Conference seeding where no inter-conference play occurred will be determined by a coin flip conducted by the Division Commissioner. Conference seeding where inter-conference play occurred will be determined in the following order, inter-conference record, inter-conference point differential (limited to 18 points per game), coin flip conducted by the Division Commissioner.

Section 16.03 Home teams for the first round are determined by the conference seeding and original conference ranking. The home teams in subsequent rounds are based strictly on the brackets.

ARTICLE XVII. PROTESTS

Section 17.01 Only non-game rule violations may be protested. The rules within this document can be protested with the exclusion of the rules listed in Article XII and XIII. JUDGMENT CALLS CAN NOT BE PROTESTED. Example of rules that can be protested are ineligible players participating in games, improper playoff seeding or non-ball eligible players carrying the ball. Failure of the officials to properly apply the rules should be reported to the VP of Officials and the Football Committee.

Section 17.02 The Football Commissioner and/or Division Commissioner must be notified within 24 hours of the game in question that a coach intends to protest the game. In order to be heard by the Football Committee, the protest must be written and accompanied by a \$25.00 check made payable to CFSA. The written protest must cite the rule number the coach is protesting under, and give details associated with the game. For example: Team name, Division, Date, Time, Field, Head Official's Name, Coaches Name and Phone Number at home and work, along with a description of the protest.

Section 17.03 Protests filed after the 24-hour time period will not be accepted.

Section 17.04 If a protest is upheld, the \$25.00 check will be returned. However, if the protest is denied, the \$25.00 check will go into the CFSA football fund.

Section 17.05 Football Committee rulings regarding a protest may be appealed to the CFSA Executive Board. Appeals must be in writing and be accompanied by a second \$25.00 check made payable to CFSA. The written appeal must be submitted to the CFSA President or Secretary two (2) days prior to the next scheduled Executive Board Meeting in order to be placed on the agenda and brought before the board. Any appeal not following this procedure WILL NOT be heard by the Executive Board.

ARTICLE XVIII. LEAGUE ADMINISTRATION

Section 18.01 Any complaints by parents or coaches other than game protests addressed above shall be communicated to the Division Commissioner. If the complaint is not addressed to the satisfaction of the complaining party, then he or she may direct the complaint to the Football Commissioner. Football Committee action on any complaint shall be subject to review by the Executive Board if the issue is raised at the next Executive Board meeting.

Section 18.02 Parents of children receiving scholarships may be called upon by the Football Commissioner to assist with the administration of the league or such other duties as may be reasonable and necessary.

APPENDIX A:

CONDUCT VIOLATION TABLE

Per Article II Section 3, any exception/modification to the penalties below can only be granted by the Football Committee. The Football Committee will only consider such exception/modification to the rules below following a request in writing. In addition to the violations listed below, the Football Committee may review any violation and vote to increase or decrease the penalty depending on the circumstances involved in the violation. Any player, coach or statistician ejected from a game is automatically suspended from the next regularly scheduled game unless the Division Commissioner, after consultation with the Committee Chairman, has evidence that would overturn the suspension. Any modification of the rules may be reviewed by the Executive Board following proper notification per the procedure stated in the CFSA general rules. The Executive Board may decide to accept such modification or reject and return to the penalty stated in the table below. In the event a timeout is not available, a Major Penalty shall be assessed. **Major Penalty:** Means 15 yards against the penalized team (Tackle Divisions) and 10 yards in Flag. Conduct violation table is defined below:

Violation	1 st Offense	2 nd Offense	3 rd Offense
Knowingly Violating Player Eligibility Rules – each game will be considered one violation	Player Expulsion, Game Forfeiture & 1-Game Head Coach Suspension	Player Expulsion, Playoff Forfeiture & Season Suspension of Head Coach	Same as 2nd Offense
Violating Mandatory Sponsorship	1-Game Suspension - Head Coach	After agreed deadline, 2-Game Head Coach Suspension	After agreed deadline, Season Suspension of Head Coach
Violating 7 Play Minimum Rule	1-Game Suspension - Head Coach	Forfeiture of Game & 2-Game Head Coach Suspension	Forfeiture of Game & Season Suspension of Head Coach
Margin of Victory of 42 Points or More.	1-Game Head Coach Suspension	Forfeiture of Game & 2-Game Head Coach Suspension	Forfeiture of Game & Season Suspension of Head Coach
Spectators on the Sidelines during the Same Game	Warning to Head Coach by Head Official	Loss of Time-out and 15-yard Penalty	Official Calls Game and Spectator's Team Forfeits Game
Coaches violating Team Sideline boundaries	Warning to Violating Coach by Head Official.	Loss of Time-out	1 5-yard Penalty & violating coach must leave the stadium
More than 4 coaches and 1 statistician on the sideline during a game	Loss of Time-out	1 5-yard Penalty Assessed	15-yard Penalty & 1-Game Head Coach Suspension
Flag/Freshman - on field coach communicating after the huddle has broken	Warning to Head Coach & Violating Coach	Loss of Time-out	15-yard Penalty & 1-Game Violating Coach Suspension
JV/Varsity- coach on the field except during a called time-out or player injury	Warning to Head Coach & Violating Coach	Loss of Time-out	15-yard Penalty & 1-Game Violating Coach Suspension
Failure to have a CFSA approved first-aid kit (tracked season long)	Warning to Head Coach	1-Game Head Coach Suspension	Season Suspension of Head Coach
The ejection of any Coach from a game	Automatic 3 game suspension* and the occurrence will be reviewed by the regulations committee to determine if any further suspension is necessary. The team will not be allowed to fill the coaching vacancy during the suspension period.	Indefinite suspension for remainder of season and will not be allowed to coach any sport within CFSA again.	Not Applicable
Any player with improperly altered or painted helmet/equipment	Player is Ineligible (See Violating Player Eligibility Rules)	Player is Ineligible (See Violating Player Eligibility Rules)	Player is Ineligible (See Violating Player Eligibility Rules)
Any player without a mouthpiece	Player is Ineligible to play & Time-out taken away for each occurrence	Player is Ineligible to play & Time-out taken away for each occurrence	Player is Ineligible to play & Time-out taken away for each occurrence

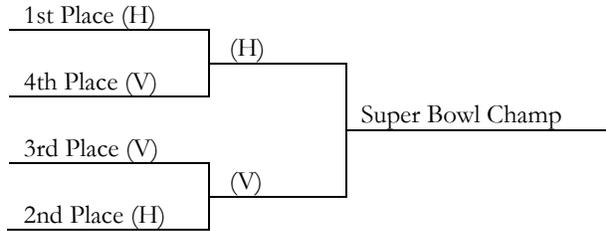
CFSA Football Rules
Adopted February 10th, 2019

Violation	1st Offense	2nd Offense	3rd Offense
Home team not providing Chain Gang	Loss of Time-out	If not fulfilled within 10-minutes of 1st offense, 15-yard penalty assessed	1-Game Head Coach Suspension
Use of any electronic device during game	Warning to Head Coach and Violating Coach	Forfeiture of Game & 1-Game Head Coach Suspension	Forfeiture of Game & Season Suspension of Head Coach
Any player without a CFSA issued jersey	Player is Ineligible (See Violating Player Eligibility Rules)	Player is Ineligible (See Violating Player Eligibility Rules)	Player is Ineligible (See Violating Player Eligibility Rules)
Abusive language by a player	Warning to Player and a 1 5-yard Penalty Assessed	Removal from Game, 15-yard Penalty & 1-Game Suspension of Player	Removal from Game, 1 5-yard Penalty & 2-Game Suspension of Player
Abusive language by a Coach	Warning to Coach and a 1 5-yard Penalty Assessed	Removal from Game, 1 5-yard Penalty & 1 -Game Suspension of Coach	Removal from Game, 15-yard Penalty & 2-Game Suspension of Coach
Abusive language by a Spectator	15-yard Penalty	15-yard Penalty & Delay of Game Until Spectator Leaves Stadium	15-yard Penalty & Delay of Game Until Spectator Leaves Stadium
Fighting by a player	Removal from Game & 1-Game Suspension	Removal from Game, appearance before football committee & 2-Game Suspension	Removal from Game & Season Suspension
Fighting by a Coach	Removal from Game, appearance before football committee & Season Suspension	Removal from Game, appearance before football committee & Season Suspension	Removal from Game & Season Suspension
Fighting by a spectator	Call Police and have order reinstated.	Call Police and have order reinstated.	Call Police and have order reinstated
Coach approaching an official after a game (reported by official)	1 -Game Coach Suspension	2-Game Coach Suspension	Suspended for the remainder of season
Coach harassment of an official during the same game	Warning by Official to Violating Coach	15-yard Penalty	15-yard Penalty and Ejection of Violating Coach from Game
Failure of Head Coach to report game score within 48 hours	Warning to Head Coach by Division Commissioner	\$25 Fine or 1 game suspension	\$50 Fine or 2 game suspension
Failure to report serious injuries by Head Coach of injured player	Warning to Head Coach by Division Commissioner	\$25 Fine or 1 game suspension	\$50 Fine or 2 game suspension
Flag - Player without flags or worn improperly	Player is Ineligible until Properly Equipped	Player is Ineligible until Properly Equipped	Player is Ineligible until Properly Equipped
Flag - Altering flags during game	Player is Ineligible until Properly Equipped	1-Game Head Coach Suspension	Head Coach Suspended for the remainder of season
Holding practice more than 2 hours	Warning to Head Coach by Division Commissioner	1-Game Head Coach Suspension	2-Game Head Coach Suspension
Having more than 3 activities per week	Warning to Head Coach by Division Commissioner	1-Game Head Coach Suspension	2-Game Head Coach Suspension
Failure to supply CFSA approved stat sheet to opposing coach prior to start of game	Removal of Head Coach from Game	Removal of Head Coach and additional One game suspension for Head Coach	Removal of Head Coach and Two additional game suspension

** If remainder of season is less than 3 games, suspension may carry over into the following season. Selection as Head Coach the following season may also be in doubt.*

APPENDIX B: PLAYOFF BRACKETS

Divisions with nine (9) teams or less and one conference:



Divisions with ten (10) teams or more and two separate conferences:



Divisions with 19 (19) teams or more and three separate conferences: The top three teams per conference, as determined in Article XV. Section 8, 9, and 10, make the Playoffs. Prior to the Playoffs, the football committee shall rank each of the three conferences 1, 2, and 3 according to the relative strength of each conference based upon the combined season percentage of the entire conference. If there is a tie, the first tiebreaker shall be the average per game winning point differential per conference with a maximum point differential per game of 18 points, follow by a majority vote of the football Committee. The playoffs will then be played according to the following bracket:

