

Youth Frontier Football League

2015 Rules

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Field Rules

1. No alcoholic beverages allowed at the field, including the parking lot.
2. No profanity will be tolerated. This includes coaches, players, parents and spectators.
3. All trash must be placed inside trash containers.
4. It is each team's responsibility to make sure sidelines are free of trash following games.
5. No parking on grass areas.
6. All pets must be on a leash
7. No smoking.
8. Sportsmanship must be displayed at all times.
9. All spectators must be behind the red line at all times.
10. The field supervisors ruling is final.

The League will operate under KSHSAA rules unless otherwise specified in the YFFL rules.

General Rules and Information:

1. **Registration:** Registration will take place at Play It Again Sports from June 1 – July 24. A player is not considered register unless all forms along with payment are turned in.
2. **Season:** The season will begin September 12 and will consist of seven league games plus a postseason tournament.
3. **Forms:** Each participant must provide a pupil identification form (PIF), physical that has been completed by qualified physician, and the league registration form.
4. **Cost:** The league fee is \$55 per player.
5. **Uniforms & Equipment:** Each player is responsible for their own equipment. Equipment includes, black game pants with sown in pads, shoulder pads, white helmet (decals may be used), and mouth piece. Mouth pieces cannot be clear and must be attached to the helmet. Teams are responsible for their own jerseys but must have the color approved by the league office. Any player not properly outfitted will not be allowed to participate. No jewelry will be permitted during play. No cast of any kind will be permitted.
6. **Weather:** In case of inclement weather, please call the rainout hotline at 219-9777.

7. **Team Placement:** Entire teams may register together or individuals may request a certain team, coach or friend request. Individual players without a team will be placed on team based on geographic location. The league office can add individual players to already existing teams.
8. **Divisions:** The league will be separated as follows:
 - 1st & 2nd
 - 3rd & 4th
 - 5th & 6th
 - 7th & 8th

Players may play in the following grades if they are currently in that specific grade and meet the following age requirement:

- 1st grade – players cannot be 8 years old before November 1 of the current year
- 2nd grade – players cannot be 9 years old before November 1 of the current year
- 3rd grade – players cannot be 10 years old before November 1 of the current year
- 4th grade – players cannot be 11 years old before November 1 of the current year
- 5th grade – players cannot be 12 years old before November 1 of the current year
- 6th grade – players cannot be 13 years old before November 1 of the current year
- 7th grade – players cannot be 14 years old before November 1 of the current year
- 8th grade – players cannot be 15 years old before November 1 of the current year

Football Specific Rules:

1. **Rosters:** A roster limit of 25 players will be enforced.
2. **Practice:** Practice can begin July 20. Only helmets, shorts, t-shirts, shoes and footballs will be used at this time. Contact practice with pads shall begin August 3. Helmets and pads are not allowed anytime at practice if the heat index is at or above 100 degrees. Teams shall not practice more than six hours per week. No practice is permitted on game days.
3. **Season:** The season will begin the Saturday after Labor Day and consist of seven league games, plus a postseason tournament.
4. **Player Participation:** Each player must play a minimum of 10 plays per game, this does not include special teams. Exceptions may be made if practice attendance is not satisfactory or a player is injured.
5. **Length of Games:** All YFFL games shall be four quarters with a six minute half time. Each quarter consist of eight minutes. All grade levels will use a standard clock in accordance with KSHSAA rules.
6. **Officials:** Three officials will be assigned to officiate grades 1st – 5th. Grades 6th – 8th will have four officials.
7. **Sideline Crew:** The home team shall provide a sideline crew. This will consist of two chain holders and a down box holder. The crew shall be 16 years or older.
8. **Ball Person:** Each team shall provide one ball person.
9. **Home Team:** The team that appears on the schedule first will be the home team. The home team has the choice of which sideline to occupy.

10. **Forfeitures:** Any team that does not appear for a scheduled game at the designated time will forfeit the game (a team is defined as 11 players listed on the team roster). A coach that intentionally forfeits a game may be suspended.
11. **Ambulance:** Must have parents' permission. Ambulance permission cards should be kept by each team.
12. **Mercy Rule:** After a team is ahead by 28 points or more in the second half the game will be considered a victory for the team winning. The scoreboard will be turned off and the clock will run as usual until the time limit. The time limit is 10 minutes prior to the start of the next game. Once the time limit is met the game will be over.
13. **Timeouts:** Three timeouts per half are allowed. Only substitution timeouts will be allowed when the mercy rule is in effect.
14. **Kicking Rules:** 1st and 2nd grade...No kick, play begins on own 40 yard line. 3rd – 8th grade...normal kick off procedures.
15. **Punting Rules:** 1st and 2nd grade...no punting, 20 yards will be marked off and the possession of the ball is given to the opposing team. 3rd – 6th ...The ball can be punted but no rush on the punter or fake punts. 7th and 8th grades will have live punts with the defense being allowed to rush the punter.
16. **Extra Points:** One point for a successful kick over the crossbar and through the uprights. Two points for a successful pass or run play in the end zone. If a team chooses to kick an extra point, the defense may not rush the kick in 1st – 6th grades. 7th and 8th grades will be allowed to rush the kicker. No fake kicks.
17. **Coaches on the Playing Field:** One offensive and one defensive coach will be allowed on the field during 1st – 4th grade game only. The coach shall align the players in their correct formation and once they are aligned, the coach should back out of the area of play at least 10 yards from the line of scrimmage. If a coach interferes with the officiating of a game or argues with an official, the coach will be asked to leave the field.
18. **Coaches:** A maximum of six coaches will be allowed on each team's sideline. Each coach must have their league issued coaches card showing they have completed their background check.
19. **Ejections:** Any player or coach that is ejected will be suspended a minimum of one game. This game does not include the game in which they were ejected.

Cheerleaders:

Cheerleaders will be allowed on the sideline area if accompanied by a cheer coach or instructor.

Field Supervisors:

A field supervisor will be present and visible at all games. This individual will arrive at the field (1) one hour and 15 minutes prior to the start of the first game. It is the field supervisor's responsibility to check in each team. Check ins will be done 30 minutes prior to each game and will include a roster check, photo identification card for each player and coach, and coaches background screening card. Field supervisors have the authority to enforce all YFFL rules and regulations. Ejections of players, coaches, parents or spectators involved with the YFFL will be enforced by the field supervisor.

Player Eligibility:

1. A player is not eligible unless fully registered (fees, PIF, Physical and Registration Form).
2. No players will be accepted after the registration deadline of July 24.
3. All rosters will be frozen as of August 21.
4. A player becomes a member of a team once the player registers, is placed on a team and attend three practices with the team. A player may not transfer teams without written permission from the league office.

Insurance:

Insurance such as general liability, property damage, group accident, medical reimbursement, etc. is for the protection of the team. Teams are responsible for their own insurance. Health insurance for individual players is the responsibility of the parents or guardians of the individual players.