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A.A. COUNTY 2024 YOUTH FOOTBALL RULES REVISED JULY 2024

I. POLICY

It shall be the policy that the rules of play of this league shall be the National Federation of State High Schools, unless amended or modified herein, and are governed by the Anne Arundel County Department of Recreation and Parks' Guidelines and Reference Manual.

A. Zero Tolerance Procedure

PURPOSE: To implement and provide a procedure that allows for a safe environment for player participation, Coach Instruction, Fan support, and officials.

The following procedure is designed to be implemented and used to deter unsportsmanlike behavior displayed at youth sporting events.

In cases where unsportsmanlike behavior is being displayed the referee/official (s) have the authority to:

- Stop the game and give a warning to the offending sideline (s).
- The next display of unsportsmanlike behavior by the offending sideline(s) will result in termination of the game.
- In the event a game is canceled by the officials due to unsportsmanlike behavior, the outcome of the contest will be determined by the Recreation & Parks Department.

B. ALCOHOL POLICY - Organization Policy ("ZERO" TOLERANCE)

It is the responsibility of each organization to police their coaches, fans, parents, and players to ensure that there is no consumption of alcohol during county-sponsored games. Consumption of alcohol at games cannot and will not be tolerated. While such behavior sets a poor example for our youth, it is also against the law to consume alcoholic beverages on properties operated by the County Department of Recreation and Parks or the Board of Education.

1. Anyone consuming alcohol at a county-sponsored game will be suspended from participation for a minimum of one (1) year.
2. An Organization Representative must be on duty at all times working the crowd confirming that no alcohol consumption is occurring at the facility.
3. Each year Organizations must send a letter to parents notifying them of these policies.

C. PRACTICES

1. No mandatory organized practices or drills may begin before **July 29, 2024, NO PADS OR HELMETS.**
2. Practices with pads or helmets cannot begin before **August 5, 2024.**
3. Once the public school year begins (**August 26, 2024**), no team may practice more than three times per week, Monday-Sunday, and the three practices may not total more than six hours.

4. **Hitting During Practice Policy**

- All AAYFA teams will be limited in the number of times during the week that they may have "hitting practices" that involve hitting and/or tackling another player.
 - **Hitting** is defined as - a practice where players are dressed in padded football pants, shoulder pads, and helmets and participate in drills that require impact or collision with another player.
- During the period before school starts, when teams may practice five (5) times a week, the **maximum** number of hitting practices will be **three (3)**. Once teams are limited to practicing three (3) times a week, the maximum number of hitting practices will be two (2).
- Scrimmages where players are dressed in padded football pants, shoulder pads, and helmets, will count against the allotted number of hitting practices for a given week. Once the maximum number of hitting practices for a given week has been exhausted, coaches may mandate a "helmets only" practice. "Helmets Only" practices are those practices where players do not wear padded football pants or shoulder pads.
- Organizations will be responsible for making sure that all of their coaches/teams adhere to this policy. Any coach discovered violating this policy will be suspended from all Anne Arundel County-sponsored sports and activities for a minimum of one (1) year.

II. LEAGUE CLASSIFICATIONS

The leagues will be comprised of the following classifications. No changes to the age or weight qualifications can be made for the current football season. Revisions, if any, must be made one year before the year it is to go into effect.

- 7U, 8U, 9U, 10U, 11U, 12U and 14U.
- Individual levels will be broken down into **two** Conferences:
 - American and Central.
- Both the American conference and National conference will be comprised of select teams from each organization. The Central conference will be comprised of "recreational" teams from each organization.
- At each level, every organization is required to field a select team first, before fielding a recreational team.

Minimum Play Rule Modification: Roster sizes

15 – 19 players - 8 plays

20 – 23 players – 7 plays

24 – 26 players – 6 plays

27 – 30 players – 5 plays

A. 7 & Under League Instructional

Ages 6-7: - Players must be 6 years old by **December 31, 2023** to be eligible to play. Any player turning 8 years old before **December 31, 2024**, is not eligible to play in this division. **No player will be granted more than 2 seasons to compete in this league, regardless of age or weight.**

- Maximum Weight: 80.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5lbs during the course of the season and will receive an additional 5lbs during playoffs.
- **Every player will play (1/2) one-half of every game for the Central Conference**

B. 8 & Under League

Ages 8 and under - Players must be 6 years old by **September 1, 2024**, to be eligible to play. Any player turning 9 years old **before September 1, 2024**, is not eligible to play in this division.

- Maximum Weight: 90.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5lbs during the course of the season and will receive an additional 5lbs during playoffs.
- Every player will play a minimum of 10 plays per game for American and National Conferences.
- **Every player will play (1/2) one-half of every game for the Central Conference**

C. 9 & Under League

Ages 9 and under Players must turn 7 years old by **September 1, 2024**, to be eligible to play. Any player turning 10 years old **before September 1, 2024**, is not eligible to play in this division.

- Maximum Weight: 100.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5lbs during the course of the season and will receive an additional 5lbs during playoffs.
- Every player will play a minimum of 10 plays per game for American and National Conferences.
- **Every player will play (1/2) one-half of every game for the Central Conference**

D. 10 & Under League

Ages 10 and under Players must turn 8 years old by **September 1, 2024**, to be eligible to play. Any player turning 11 years old **before September 1, 2024**, is not eligible to play in this division.

- Maximum Weight: **unlimited**
- Every player will play a minimum of **5** plays per game for American and National Conferences.
- **Every player will play (1/2) one-half of every game for the Central Conference**

B. 11U League

Ages 11 and under Players must turn 9 years old by **September 1, 2024**, to be eligible to play. Any player turning 12 years old **before September 1, 2024**, is not eligible to play in this division.

- No weight restriction for 11U League. Every player will play a minimum of 5 plays per game.
- **Every player will play (1/2) one-half of every game for the Central Conference**

C. 12U League

Ages 12 and under: Players must turn 10 years old by **September 1, 2024**, to be eligible to play. Any player turning 13 years old **before September 1, 2024**, is not eligible to play in this division.

- No weight restriction for 12U League. Every player will play a minimum of 5 plays per game.
- **Every player will play (1/2) one-half of every game for the Central Conference**

D. 14U League

Ages 12-14: Players must turn 12 years old by **September 1, 2024** to be eligible to play. **11-year-old players will NOT be allowed to play in the 14U division.**

Any player turning 15 years old before November 30, 2024, is ineligible to play in the 14U division. Players that are 14 years old and members of a high school football team are ineligible to play in the 14U division.

- No weight restriction for 14U League. Every player will play a minimum of 5 plays per game.
- **Every player will play (1/2) one-half of every game for the Central Conference**

E. Home School Exceptions -

Children who are home-schooled and wish to play must meet the age/weight requirements listed above for each weight class.

III. PLAYING RULES

Games will not start until both Game Monitors, w/Yellow Vests, are in place on each sideline.

A. Special Rules for 7U – 9U leagues.

1. **Major penalties will be ten (10) yards, except unsportsmanlike conduct on any coach, is 15 yards.**
2. Any player receiving a second personal foul penalty in the same game will be benched for a period of 10 minutes. If the second personal foul penalty is received in the 4th quarter the player will be disqualified for the remainder of the game.

B. Special Rules 7U ONLY

1. Two coaches are allowed on the field during the game to assist in getting the teams aligned. This rule applies during the entire season and through playoffs.

The on-field coaches can only talk when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.

2. The coach on the field will be at least ten (10) yards behind the deepest player while play is in progress.
3. Upon the offense's declaration of the desire to punt the ball, the ball is placed 20 yards forward and a change of possession occurs. An exception to this rule occurs inside the defense's 30-yard line – a declared punt inside the 30-yard line results only in a change of possession at the current line of scrimmage.
4. **7U Extra Point** – The offense has the option of trying a free kick (with no rush by the defense) for two points. The offense must declare to the referee before trying a free kick. The ball must be snapped from the center (between the legs), handled cleanly, placed successfully on the tee, and kicked through the uprights for the try to be successful. (If the holder does not cleanly catch the snap and drops or loses the ball the play will be blown dead, and ruled an unsuccessful attempt). During the attempt the defense may not attempt to distract the snapper, holder, or kicker. The Defense is not allowed to attempt to block the kick in any way. (Attempts to block the kick will result in an Unsportsmanlike Penalty on the Defense). This rule will be in effect for the entire regular season, but not the Playoffs. During the playoffs, all regular rules for extra points apply. (See section F below)

C. SPECIAL RULES – 8U ONLY

1. One coach is allowed on the field for the first four weeks of the season. This rule applies during the entire season and through playoffs. The on-field coaches can only talk when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.
2. The coach on the field will be at least ten (10) yards behind the deepest player while play is in progress.
3. **8U Extra Point** – Same as the 7U rule above, but it will only be in effect for the first four weeks of the season. After week 4 the regular extra point rules apply. (See section F below)
4. There will be no rush for a declared punt. No players may cross the line of scrimmage (from either team) until the ball is kicked.

- D. **8U & 9U – Declared Punts** – Fourth down & outside of (Opponents) defense's 30-yard line. The defense cannot rush the punter or make contact with the offensive line. The offense cannot cross the line of scrimmage until the ball is punted. 2 Both teams must have a minimum of 7 players on the line. The punting team must inform the referee of the intention before the play, who in turn informs the opposing team. If the ball is snapped over the punter's head, the ball must be punted from the recovery spot. (The spirit of this is to execute the snap-punt-catch.)

- E. **Tackle-to-Tackle Designation.** *This rule only applies to the following weight classes..7U, 8U, 9U, 10U (4 Weight Classes)*

1. OFFENSE:

- Players shall play the following positions: **Center, Guard, Tackle**
- **T2T players shall not play TE, WR, or any position in the backfield.** A T2T player may not go in motion. **T2T players are NOT eligible receivers.**
- **Players may be uncovered on the ends of the line and unbalanced lines are permitted.** The maximum number of T2T players on offense is 5.
- Players may not advance the ball at any time. If a T2T player takes possession of a fumble or other turnover the play is blown dead at the spot of recovery.

2. DEFENSE:

- Players shall play the following positions: **Nose Guard, Defensive Tackle, and Defensive End.**
- **NGs and DTs shall be required to play in a 3 or 4-point stance within 1 yard of the line of scrimmage. No Upright stance.**
- DEs are required to play within 1 yard of the last player on the offensive line. DEs may play upright or hand down.
- DEs may move laterally; however, they may not drop into pass coverage.
- T2T shall not play the following positions: **CB, LB, and S**
- **The maximum number of T2T players on defense is 5.**
- T2T players shall not advance the ball on a turnover. If a player takes possession the play shall be blown dead at the spot of the recovery.

3. SPECIAL TEAMS

- T2T players may be Kickers or Punters
- Receiving Team: T2T players shall play on the front line; they may drop back and provide run support. T2T players may not advance the ball. If a T2T player recovers the ball the play is blown dead at the spot of the recovery.
- The maximum number of players is 5.
- Kicking Team: T2T players may play the front line. T2T players may recover the ball but shall not advance it. A recovered ball by a T2T shall result in the play being blown dead at the spot of the possession.
- The maximum number of players is 5.

4. WEIGHT

- A player has until the third and final weigh-in to try to make the "running back weight." If the player fails to make the running back weight by the final weight in they will be designated as a tackle-to-tackle player for the duration of the season regardless of weight loss. Players who are designated as tackle-to-tackle players will be noted on the roster by name and number. **Once a player has been designated as tackle-to-tackle they cannot reweigh.**

5. PENALTY

- **First violation shall carry a 5-yard penalty**
- **Second violation shall carry a 10-yard penalty**
- **Third and each additional violation shall carry a 15-yard penalty**

F. One coach will be allowed on the field with the captain during the coin toss.

G. The High School Federation's mandatory numbering system rule and the rule concerning NOCSE certification concerning gloves worn during youth football games have been waived.

- H. Two (2) points will be awarded for a successful kick on an extra point and one (1) point will be awarded for a successful run or pass.
- I. Quarters will be 10 minutes of controlled time. The game clock will be governed by Federation rules with the following exception: the clock will stop on change of possession. The referee will start the clock when the down marker is set and the ready-for-play whistle is blown. This follows the pre-1996 Federation timing rules.
- J. ***If a team is winning by 35 or more points at the end of the third quarter, the game will end at that point.*** This applies to the regular season only. This rule has become necessary to add a degree of scoring control in games that are between teams that are not matched in talent, experience, size, etc. It is highly encouraged and shall be required, that winning coaches take all necessary steps available to control the high level of scoring in unmatched games.
- K. All ties will be played as per High School Federation overtime procedure, but limited to (2) two overtime tries during the regular season.
- L. For any rules not specifically covered the High School Federation Rules will apply.
- M. Safety & Integrity Rule (National & Central Conferences ONLY)**
- **This rule applies to all National & Central Conference divisions.**
 - **24 Point Rule in National Conference**
 - **18 Point Rule in Central Conference**
1. **At the pre-game meeting, the starting backfield names (4 players; Quarterback, 2-RBs & Flanker) will be circled on the Official Game Roster and given to the opposing coach.**
 2. **Once a 24-point (National) / 18 points (Central) advantage occurs (this includes all scoring; offensive, defensive, and special teams):**
 - a. **On the next offensive possession, the team ahead by 24/18 points must make a backfield change. The official will call a special time out (maximum 3 minutes) to allow the coaches of the winning team on the field for player changes to be made in an orderly fashion.**
 - b. **The starting backfield (4 circled players) AND any other player(s) who scored a touchdown, will be ineligible to advance the ball, except on an interception or fumble recovery.**
 - c. **Failure to comply with the proper changes will result in an automatic 15-yard penalty with the Head Coach receiving a warning. If a second violation occurs, the Head Coach will be ejected and another 15-yard penalty will be assessed.**
 - d. **In addition, in the 7U and 8U Central Conference, no blitzing of the A-Gaps**

3. **Anytime the 24-point or 18-point Safety & Integrity Rule is in effect, the losing team will be awarded the ball at mid-field each time the winning team scores. There will be no kick-off.**
4. **This rule would be waived for the playoffs.**

IV. FIELDS

- A. Playing fields must be at least 100 yards from goal line to goal line and 53 yards from sideline to sideline. Sidelines, goal lines, end zone lines, inbounds lines, and yard lines every ten (10) yards must be marked clearly. (Check NHSF)
- B. Securing a home field for games is the responsibility of the organization sponsoring the team. If possible, the Department will assist a team in locating a field, but at present, the Department cannot guarantee a field for any team. It is also the responsibility of the home team to see that fields are properly marked and that conditions are playable.
- C. To allow the coaches and officials to properly perform their duties, it is the responsibility of the home team to provide a barrier, preferably rope, along each sideline to keep spectators away from the playing area. The barrier should be at least 15 to 20 feet from each sideline and should run around the entire playing field. The penalty for the first offense will be a written warning. A second offense will result in a penalty.
- E. The Recreation & Parks Department may cancel games due to weather or field conditions before the scheduled starting time. The home team may also cancel games before the scheduled starting time, due to weather or field conditions. Once the game begins, only the officials may cancel games due to inclement weather. Game officials and the officials of each team must be continually aware of the safety of the participants and the condition of the field. Lightning, high water conditions, high winds, etc. must be considered before a game is started or continued. Any game not played because the game officials decide that playing conditions are unsafe, may be rescheduled.

Cancellations can be found on the Department web page at:

<https://www.aacounty.org/recreation-parks/sports> or on the [TeamSports Coaches Portal](#),

- E. If a regularly scheduled game is canceled it may be rescheduled as soon as possible, and if the home team is unable to host the game it shall be moved to a neutral field. Canceled games may be rescheduled for weeknights.

V. REGISTRATION AND ELIGIBILITY OF PLAYERS

Registering Teams

- A. Each organization shall register their **FIRST** team in the **American conference**. **SECOND** teams in the **same weight class** are permitted registration in the Central conference.
- B. *The elected board, chosen by the commissioners, has the right to move teams from conference to conference to fill leagues.*

Player Eligibility

- A. Individuals from neighboring jurisdictions may play on teams in County-sponsored leagues, however, 75% of the team members must be Anne Arundel County residents. Out-of-

county teams may participate in Anne Arundel County leagues with approval of the Department's Recreation Administrator and payment of a \$115 Out-of-County fee per team in addition to the regular league fee.

- B. **ALL registration paperwork must be submitted to the Department.**
 - a. All players/parents must be registered on an official contract to participate.
 - b. League players must also submit a photocopy of their Birth Certificate to their organization.
 - c. The Department will maintain a file on all contracts and releases according to leagues and teams.

- C. A player contract shall be invalid unless the player, the coach, and a parent or guardian have signed it.
 - a. Player contracts will be completed via the Parent Portal of the Sports software. These contracts do not have to be physically signed and will be valid if submitted via the portal.
 - b. Failure to provide the County with copies of player contracts or birth certificates may result in forfeiture of games.
 - c. Any Coach with a player on his/her roster who does not have a valid release for that child will be subject to disciplinary actions, including but not limited to suspension, probation, and forfeiture of games.

- D. Players will be eligible to participate in football only after their youth player contract and a copy of their Birth Certificate has been received by Recreation and Parks. If these documents are not completed via the parent portal, they must be submitted digitally to the Department.

- E. **All players and parents must read and complete the A.A. County Recreation & Parks Concussion Awareness form. This form is to be kept on file with the players' organization. No** player may be added to the roster after the final roster has been submitted to the Recreation & Parks Department.

- F. High school varsity, junior varsity, and freshmen players who participate with their school football team during the current scholastic year are not eligible to sign a Department contract while playing. This includes players from public, private and parochial schools. This restriction is lifted if the subject player is cut or quits and is no longer associated with that team and his contract is registered with the Department of Recreation & Parks before the cut-off date. A letter of release from the player's school coach or the Anne Arundel County Player Release Form must be presented before the player is registered. The County cannot force any player or team outside of the County league to sign a player release form, but the effort must be made to obtain the release.

- G. Team coaches are responsible for the registration of players, releasing of players, and all eligibility requirements of their team.

- H. Birth certificates or verification from the Board of Education are acceptable evidence for proof of age.

- I. An ineligible player and the coach who signed him are liable for suspension and disciplinary action.

- J. When a case of ineligibility is brought to the attention of the referee, any player or coach who refuses to sign their signatures or cooperate with the official when requested to do so is liable for suspension.
- K. No child may play football in the County league if they are not attending school, public or private, or home-schooled.

VI. ROSTERS

- A. Teams must have a minimum of 15 players and will be allowed to carry 30 players under contract; therefore, not more than 30 players may be in uniform for a league game.
- B. It is the responsibility of the coach to see that a valid contract, and release when needed, have been completed and submitted for each player on the roster.
- C. No team will be allowed to accept more than three released players unless those players meet the Release exceptions below.**

Rostering and Field Usage:

- 1. No player may legally be listed on more than one roster inside of AAYFA.
- 2. If a player participates in Fall Football in a league outside of AAYFA, he is ineligible to participate on any fall football team inside of AAYFA.
- 3. Only organizations or programs affiliated and accredited with AAYFA may use a Recreation and Parks field/park for organized practice or games.

Penalties:

- The player will be immediately suspended from participating in AAYFA for the current season.
- Suspension anywhere from 2 games to the remainder of the current season for the Coach(es) involved
- Suspension anywhere from 2 games to the remainder of the current season for the Commissioner(s) involved

Sanctions levied against Organization(s) involved in a rule violation. This may include but is not limited to:

- Loss of permits
- Loss of home games for the remainder of the 2022 season
- Loss of home games for future season(s)
- Loss of field grant

VII. RELEASES

If a participant in a County-sponsored youth league wants to change organizations by sport from the previous season, a Youth Player Release Form must be completed and submitted to the Department of Recreation and Parks' Youth Sports Office. The Youth Player Release Form must be attached to the Youth Player Contract. The Youth Player Contract is not valid without this release. Forms can be downloaded from the Department of Recreation and Parks' website.

- Player releases must be approved before registering, participating, and/or practicing with the new organization;

- Each team is allowed three (3) releases for rosters of 11 or more players.
- Player movement between organizations due to a change of residence DOES NOT count against a team's number of allowed releases;
- Player movement between organizations due to the former organization not fielding a team DOES NOT count against a team's number of allowed releases. Players may return to the original organization the next season without penalty;
- If a player moves to an organization closest to their residence, this DOES NOT count against a team's number of allowed releases;
- The Department of Recreation and Parks will approve/disapprove exceptions to the number of releases allowed per team.

VIII. OFFICIAL GAMES

- All games shall be played as originally scheduled. Only the Department of Recreation & Parks will make any changes to the schedule. No games will be scheduled to start before noon or after 7:00 p.m. on Sundays.
- There must be at least **three officials present for all league games, including 7U & 8U games**. No games may be played with less than the amount of officials noted above. If any team refuses to play any game when the minimum number of officials is present, they will forfeit the game. **Any team that forfeits a game will be responsible for payment of ALL officials at a rate of **60.00 dollars per official**. This fee must be paid to the Department of Recreation & Parks, in full, before their next scheduled game.**
- Official games are any game that completes three (3) quarters of play. Any game that does not meet this requirement is not considered an official game and the make-up must be started from the beginning with a score of 0 to 0.
- Make-up games may be scheduled on open weekend dates and/or weekdays. If a game is scheduled on a weekday evening it *shall not* be counted as one of your allowed three (3) practice days.

X. STANDINGS & PLAYOFFS

- Standings will be determined by awarding two points for each win and one point for a tie.
- The playoffs for the American Conference will be made up of the top four teams from each league. The remaining teams in each American Conference league will form the National Conference for the playoffs. The Central Conference playoffs will be made up of the top eight teams in the Central Conference. The second-round playoffs will be reseeded with the highest remaining seed playing the lowest remaining seed. Then the two remaining seeds will play each other. The above playoff situations are based on divisions of ten teams. The Recreation Supervisor has the authority to adjust the playoff structure for divisions of more (or less) than 10 teams.

- a. In the event of a tie for any placement, head-to-head competition will be the tiebreaker. **In leagues where all teams do not play every team during league play, tiebreakers will be the best record among common opponents and then a coin toss.**
- b. If the teams are still tied for first, second, or third place (playoff seeding/positions), a coin toss will be done for seeding purposes.
- c. The home team for the County championship will be the highest-seeded playoff team.

XI. COACHES RESPONSIBILITIES

- A. Coaches are responsible for the registration of players, and all other eligibility requirements of their teams.
- B. A coach who signs an ineligible player is liable for suspension and other disciplinary action.
- C. If a home Commissioner calls off a game at least two (2) hours before game time because of weather conditions, he must notify the opposing Commissioner of his league.
- D. Head coach must make sure that all assistant coaches and team volunteers are certified, have a current background check with Anne Arundel County Recreation and Parks, and have an ID present with the proper color displayed at all times during a game. Failure to have proper ID will result in coaches being removed from the playing field.
- E. The head coach is responsible for the conduct of any person connected with his team at all times. This includes conduct towards the officials.
 1. The head coach is responsible for the behavior of his players and all team attendants.
 2. The head coach is also responsible insofar as can be reasonably expected to control his spectators.
 3. Abuse to an official or an opposing player by a fan with no attempt by the management of the team to eliminate it will be dealt with by the Department of Recreation and Parks.
- E. If a coach feels that a problem spectator(s) is not a supporter he should request the official to remove the spectator from the vicinity. If the problem persists, the referee will require the home team management to call the police.
- F. All head coaches must report the final score of their football game to their organizational representative. Organizational representatives must contact their division representatives. Each conference representative shall contact the President of the A.A. Co. Youth Football organization and the Sports Supervisor for the County to report all scores. This must be completed by 10 a.m. on Mondays.
- G. The home team is responsible for contrasting jerseys. The home team coach shall call the visiting coach to ensure that both teams do not show up in the same color jersey. Once notified of the home team's jersey color, ***if*** the visiting team has an alternate contrasting jersey, they **must** wear that alternate jersey. If the visiting team **does not** have an alternate contrasting jersey, then it will be the responsibility of the home team to change.
- H. Each Head coach is responsible for signing and adhering to the Anne Arundel Recreation and Parks Department's Head Coaches Pledge.

XII. PLAYING EQUIPMENT

- A. All protective equipment must be of high caliber for safety reasons. At any time an official of the Association or the Department may disapprove equipment and declare it unsafe for contact. As a result, the team can be barred from competition until the situation is corrected.
- B. Mandatory Equipment:
1. Helmet (NOCSAE approved) with face guard
 2. Mouthpiece
 3. Shoulder pads
 4. Football jersey
 5. Protective hip and spinal pads
 6. Thigh pads
 7. **Knee pads**
 8. Regulation football pants (*Pants MUST reach and be worn below the knees*)
 9. Socks
 10. Cleats or other approved football shoe

All other descriptions not covered above must meet High School Federation requirements.

- C. Balls -- one ball is to be used during the game. This ball is to be new or in new condition and supplied by the home team. If the home team ball for some reason is in bad condition and the visiting team has a ball in better condition, the official may use this ball. (Leather Balls and Composite Balls).

REVISED 7/14/2021

7U thru 10U (PeeWee)

Wilson K2 GTS 1322
Wilson K2 Leather 1382
Wilson K2 Composite 1713

11U & 12U

Wilson TDJ GTS 1783
Wilson TDJ Leather 1360
Wilson TDJ Composite 1713

4U

Wilson TDY GTS 1003
Wilson TDY Leather 1300
Wilson TDY Composite 1360

XIII. DISCIPLINARY ACTION FOR UNSPORTSMANLIKE CONDUCT

- A. An ejected player will receive a minimum of an automatic one-game suspension, to be served during the next scheduled game, and probation for the remainder of the season. This punitive action may not be appealed.

B. Any player that is flagged for "unsportsmanlike conduct" will be required to leave the game immediately and may not return to participation until the quarter in which he/she received the unsportsmanlike conduct penalty has ended or it

will carry over to the next scheduled game if the unsportsmanlike conduct penalty occurred in the last 5 minutes of the fourth quarter. In these cases, the Minimum Play rule is waived.

- C. An ejected coach/adult must leave the immediate playing area and may not participate in the game in any manner. Any coach/adult ejected from a game will be given an automatic two-game suspension, to be served during the next scheduled games, and probation for the remainder of the season. This punitive action may not be appealed.

XIV. REFEREES

- A. The Sports Supervisor who is responsible for liaison with the Official Associations shall ensure that agreements are negotiated which will enable all games to be properly officiated.
- B. At the discretion of the above Sports Supervisor, additional officials may be requested to cover playoff or championship games.
- C. Referees are to ensure that all games start as scheduled. Any team not at the playing site within 15 minutes after the scheduled starting time shall forfeit the contest.
- D. An ejected player must turn his jersey inside out or take it off. Officials shall inform the opposing team of the name and number of the ejected player.
- E. A "volunteer" official will never be allowed to officiate a game in which the assigned officials do not show up.
- F. The Department will not pay officials for exhibitions or non-league games.

XV. WEIGH-IN PROCEDURES

- A. Each Organization will be assigned a time and place for weigh-ins.
- B. Organizations will be checked/weighed starting with unlimited teams and then the weighted teams. Lightest weights, in order, moving toward the heaviest weights.
- C. **Each Coach will be required to have 3 copies of:**
 - 1. A completed roster/I.D. information sheet for every player in alphabetical order. This should be printed from the Coaches Portal.**
 - 2. An I.D. information sheet for all assistant coaches, team moms, etc. A completed background check must be in the Team Sports Portal before the I.D. card is released.**
- D. In addition to the players, only the Head Coach, Commissioner, and/or representatives from each team will be allowed in the weigh-in area.
- E. Teams must be in the weigh-in area 15 minutes before the scheduled start of the weigh-in. **Representatives of the Anne Arundel County Department of Recreation & Parks** will conduct the weigh-ins. AAYFA Board members will assist with this process

- F. Teams will line up in a straight line, order, and the coach will present his team to an AAYFA official.
- G. Each player will step on the scale wearing shorts, a T-shirt, and footwear.
- H. If the scale exceeds the maximum allowance for the class during the weigh-in, and the player is **not** designated T/T, the player will be ineligible to participate in that weight class and will be assigned to the proper age/weight class by the AAYFA officials on the site.
- I. Once the player has been weighed in and approved, he will proceed to the photography area to have his/her I.D. picture taken.
- J. A digital scale must be used. The Recreation & Parks Department Sports Supervisor and/or AAYFA officials will check the scale for accuracy, before weigh-in.
- K. If a player is observed at the weigh-in site running any laps, attempting to sweat down by other means, or attempting to weigh in without proper equipment, will be declared ineligible to participate in the weigh-in. If multiple players are found guilty of this offense then action will be brought against the Head Coach and/or the Commissioner/Organization. A complaint on this may be noted to the AAYFA officials and should be filed as soon as possible.
- L. There will be three weigh-ins which players can attend, if necessary. Each child will be allowed to weigh in at all three weigh-ins until they have been declared eligible to play. **However, once a player has completed a weigh-in they cannot re-weigh at any other time.**
- M. **If a player is overweight at a weigh-in, the organization has 48 hours to discuss with the parent and:**
 - a. **Decide as to whether the player is going to remain with that organization or**
 - b. **To immediately move to the next weight class with that organization, or**
 - c. **To continue to weigh in at the original weight class with that organization.**
 - d. **IF the player does not make weight, the organization may NOT cut that player and MUST move to the higher weight class.**
- N. Any child who weighs in or does not make weight until the third weigh-in must sit out the first two games of the season.
- O. Playoff Weigh-In Procedures (Only if a player(s) is disputed).
 - 1. All rules above are followed
 - 2. Players will be given an additional 5 lbs. (Playoff weight is 10 pounds over the original start of season eight. Players are given 5lbs for the season and 5lbs for the playoffs)
- P. Game Check-In Procedures
 - 1. Both teams will report to their sidelines 15 minutes before scheduled game time.
 - 2. Before the start of the game, both teams will line up on the opposite 40-yard line in roster order. Players will be dressed in full playing equipment except for helmets. No helmets will be worn during ID checks.

3. Coaches will exchange team ID cards and rosters.
4. Opposing coaches will check the roster and ID cards of players. The opposing head coach and referee will monitor the process.
5. If a player is not present he is ineligible to play in the first half of the game. **If a player arrives before halftime, he may play in the second half, provided that the player checks in with both the referee and the opposing coach at halftime. This rule applies to 70 lb teams ONLY.**
6. A questionable player will be brought to the referee's attention.
 - a. The player will be required to sign the roster and be allowed to play in the game.
 - b. At this time, a formal protest of the game has been filed; the protesting team then must contact the Recreation & Parks Department to set up a hearing.
 - c. A fee of \$100, and the protested game roster, with signature, will be required to be brought to the hearing. The protested player must attend the hearing, along with a parent/guardian and the head coach of the team. The player's I.D. card must be brought to the hearing.
 - d. If the protest procedure is not followed, disciplinary action will be brought against the head coach of the team and commissioner of the organization. If the protest is upheld then the fee will be refunded, the protesting team will be awarded the victory of the protested game, the player will be suspended for the rest of the year, and disciplinary action will be brought against the team and/or coach.
 - e. A team can protest a player's weight if he's thought to be at least 10 lbs overweight. The player will be required to weigh in at the Recreation & Parks Department at 7:00 p.m. on the Monday following the game. A maximum of two protests per season per team is allowed.
7. Teams will be required to have both rosters and ID cards or the game will be forfeited.