

The mission of all our programs is to strengthen the individual, the family, and the community through participation in youth sports. Each program is centered around sportsmanship and emphasizes fun and the importance of fair play.

Our goal is to offer an amateur sports program, through a volunteer base, for all participants to grow in physical, mental, and moral development through recreational competition and to promote excellent citizenship, sportsmanship, and teamwork, exemplified by our coaches and parents.

SECTION A: THE GAME

1. It is the object of the game for one team to carry or pass the ball across the opponent's goal line. The game is won by the team which accumulates the most points.
2. The referee(s) has the authority to rule promptly and in the spirit of good sportsmanship in any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
3. The NYS staff and officials shall assume authority for the contest, including penalizing unsportsmanlike acts while teams are present at the game site. This includes before/after the game and extends from the field to the parking lot.
4. **The referee's decision is final.**
5. **Protests of NYS flag rules are not recognized.**
6. Dogs are not allowed at NYS game sites.
7. NO TOBACCO, VAPE, ALCOHOL OR DRUGS ALLOWED AT ANY NYS EVENTS

SECTION B: GAME LENGTH AND STOPPAGES

1. Each game will consist of four (4) 10-minute quarters.
 - a. 6U games consist of four 8-minute quarters.
2. Intermission between quarters is one minute, with a 3-minute half time.
 - a. Referees and site staff reserve the right to modify intermissions to speed up the game.
3. Each team is allowed two 30-second timeouts per half.
4. The play clock is 30 seconds, and will begin when the ball is set, and referees are in correct position.
5. The clock will run continuously. The clock will only stop in the final two minutes of the game for the following:
 - a. Incomplete pass (clock begins on the snap)
 - b. First down (clock begins once the ball is spotted)
 - c. Out of bounds (clock begins on the snap)
 - d. Following a touchdown (PAT is untimed)
 - e. Change of possession
 - f. Defensive Penalties
6. The clock will continue to run inside the last two minutes of the game if a team is ahead by 14 points or more unless a timeout is called.
7. The clock will not stop for any reason if a team is up by 21 or more points.
8. If a team is up by 21 points or more with 2 minutes left in the game, the game will end.
9. The 2-minute warning near the end of the second half is NOT a timeout. The referee should stop the clock and inform both teams of the playing time remaining in the half. The clock starts again on the next snap. If the current play runs past the 2-minute warning, the clock is stopped immediately after that play completes.
10. No overtime in the event of a tie.

SECTION C: THE FIELD

1. Length: Approximately 60 yards + two 10-yard endzones (80 yards, backline to backline)
2. Width: Approximately 35 yards
 - a. 6U will play on a smaller field, 40ydx25yds with two 10-yard end zones(60 yards back line to back line)
3. The field is broken into four (4) 15-yard zones.
 - a. 6U field will be broken into (4) 10 yard zones

4. Team Area: Two yards from each sideline between each 15-yard line. All coaches and players not in the game must stay inside the team area.
 - a. 6U each team is allowed two coaches on the field.
 - b. 8U each team is allowed one coach on the field.
 - c. 10U each team is allowed one coach in the huddle to call plays but must return to the sideline before play begins.
 - d. 13U all coaches must be on the sidelines.
5. Spectator Area: 5 yards away from each sideline and backline
 - a. The Home team (listed first on the schedule) will occupy the West or North Sidelines
 - b. The Away team (listed second on the schedule) will occupy the East or the South Sideline
 - i. If a team has a double header, they will keep the sideline they use in the first game.
6. Spectators must sit on the side they are associated with.
7. The head coach is responsible for his/her sideline. This includes the behavior of players, assistant coaches, parents, and other spectators. If a coach needs assistance with a parent or spectator, please alert onsite NYS staff immediately.

SECTION D: PLAYERS & EQUIPMENT

1. The sporting age of a player is their age ON August 1st, 2023.
2. The roster maximum is 14 players unless approved by the Head Coach and League Coordinator.
3. The game is played 7 vs 7. All players are eligible receivers including the center.
 - a. 6U can be modified to 6 vs 6, 5 vs 5 etc.
4. All players must be registered with NYS and listed on the roster to play. Playing with ineligible players will result in a forfeit of the game even after the fact.
5. Players must wear approved NYS uniforms. Custom Uniforms should be approved by the NYS office and have the NYS logo present.
6. Each player must start each half of the game.
7. The Head Coach has the authority to limit game playing time of any player on their team who continually misses practice without a valid excuse, or if the player has caused disciplinary problems during a prior practice or game. Uniforms must be tucked in
8. No jewelry, hats, open toed shoes, or metal cleats allowed.
9. In age divisions where playoffs are present, teams with custom uniforms must register through National Sports ID(NSID). This is in addition to any other league fees.
10. Players may play up one age division if they are within one year of the bottom of that age division.
11. The football size is as follows:
 - a. 6U, 8U, 10U Pee-Wee Football
 - b. 12U, 14U: Junior Football
 - c. Each Offenses may play with their own ball.
12. NYS will provide flags to teams. Flags will be one piece with three flags (triple threat) All other flags are prohibited.
13. All players must wear a mouthpiece.
14. For safety reasons, shorts/pants should not have pockets.

SECTION E: GAMEPLAY

1. For age divisions with playoffs incorporated, IF a team begins the match with less than 7 players, the score will be reported as a loss for the team with less players, but the match will be played as a scrimmage (with teams sharing players, if needed). Teams without playoffs incorporated will share players to complete the scheduled match.
2. Each game will begin with a coin toss.
 - a. The away team (listed second on the schedule) will call heads or tails.
 - b. The winner of the toss will elect to choose offense or defense.
 - c. The team who begins the game on defense will start the second half on offense.
3. Possession of the ball at the beginning of the half or following a score will begin at the 8-yard line.
4. A first down is obtained by crossing into a new zone.

- a. The zone to gains is marked at each 15- and 30-yard line.
5. The offense is allowed 1 run per set of downs.
6. Scoring is as follows:
 - a. Touchdown – 6 points
 - b. Running Play conversion from the 8-yard line – 1 point
 - c. Passing Play for conversion from the 8-yard line – 2 points
 - d. Safety – 2 points
7. Huddles are optional.
8. Center snaps may be traditional between the legs or from the side. The ball must be snapped from the ground to the QB in one fluid motion.
 - a. A fumbled or skipped snap in front of the quarterback will be allowed and not stopped for play. The defense may not cross the LOS on a fumble.
 - b. A fumbled snap that goes over the QB will be blown dead and spotted where it lands.
9. No wildcat formations (The player who receives the snap is considered the Quarterback.)
10. No Quarterback runs/draws/sneaks.
11. All forward passes must cross the line of scrimmage.
 - a. Passes in 6U only do not have to cross the line of scrimmage.
12. The offense has 7 seconds from the snap of the ball to throw the forward pass or complete a hand-off / lateral.
 - a. If a pass / hand-off / lateral is not attempted before the 7 seconds allotted, the play is whistled dead, and the offense will start the next play from the original line of scrimmage.
13. The offense may not throw more than one forward pass per play.
 - a. A forward pass is a pass that is thrown from behind the line of scrimmage, by an offensive player, in any forward motion including underhand, sideways or shuffle pass.
14. The offense may throw an unlimited number of backward passes, pitches, or handoffs during any play.
15. Regular rules of shifting, motion, and procedure apply. Only one offensive player may be in motion at the snap, not moving toward the Line of scrimmage. All other players must come to a full stop for at least one second before the snap.
16. Catches must be made with a minimum of one foot in-bounds.
17. The ball carrier must avoid contact with defenders.
18. Sparring: It is illegal to run with your head down.
19. It is illegal to block, swat, grab your flag, use the ball to block the flag, or lower your shoulder to place the arm over the flag to prevent its removal. This is referred to as flag guarding.
20. A ball carrier is down when the belt is unclipped, NOT when it falls off.
21. If a player's flag falls off, then the player is immediately down at that spot and the play is over.
22. A fumble behind the LOS or backward pass cannot be recovered and is marked down where the ball first hits the ground.
23. A fumble past the LOS will be blown dead where the ball carrier loses possession. The defense may not recover a fumble.
24. Offensive players may not block.
25. The defense can intercept and return passes.
 - a. Interceptions on PAT are blown dead.
26. The defense may not cross the line of scrimmage until the ball has left the quarterback's hands
27. Defensive players may not initiate any contact that alters an offensive player's route. (No bump and run)
28. Defenders are NOT allowed to play through the receiver to make a play on the ball.
29. Physical contact may not be used to stop the ball carrier or be used to remove their flag.

SECTION F: KICKING/PUNTING

There are no kickoffs. New possessions begin on the 8-yard line.

PUNTING:

1. The offense may punt on 4th down only.
2. No snap required, and the offense must wait until the ball is kicked before they can cross the line of scrimmage.
3. The receiving team may choose to have all their players downfield to catch the punt.
4. If a punt is not caught from the air, the ball is dead when it hits the ground.
5. **Onside Kick/Keep the Ball**
 - a. Keep the Ball refers to a decision by a scoring team to keep the ball rather than give back possession. This option only applies in the second half to a team losing after scoring.
 - b. The scoring team will retain possession of the ball at their own 15 yard line. The down will be 4th and 15. They have one play to gain a 1st down. If a first down is not accomplished, the defense will take over possession at the spot of the ball.

SECTION G: PENALTIES

- I. All penalties are spotted from the Line of scrimmage except for excessive contact penalties.
- II. All offensive penalties are 5 yards, and a replay of down.
 - a. If your team has been penalized, you must make up the list yardage and still enter the next zone to earn the first down.
- III. All Defensive Penalties are 10 yards and an automatic first down.
- IV. Any unsportsmanlike conduct, by any player, coach, or spectator will result in immediate ejection, a 15-yard penalty, and loss of down. The game will resume once the violator has left the premises.
- V. If the player who receives the snap advances the ball past the line of scrimmage, an offensive penalty will be called.

Sideline infractions will be penalized as followed:

- a. First Offense: Warning
- b. Second Offense: 15-yard personal foul. If this occurs on a scoring play, it will cancel the score and the penalty will occur from the previous spot.
- c. Third Offense: Forfeiture of Game