

The Florida Spring Youth Football League



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2011 Coaches & Officials League Manual

AREA SUPERVISORS / CREW CHIEFS

Region	Location	Supervisor
North Gulf	Northwest Fl.	Future Appt.
Central Atlantic	East Central Fl.	John Lavin
Central Gulf	West Central Fl.	John Walters
South Gulf	Southwest Fl.	Carl Cavallero
North Atlantic	Northeast Fl.	Dr. Aaron West
South Atlantic	Southeast Fl.	Jerry Gomez
Mid-Atlantic	Mid East Fl.	David Price
Mid-Gulf	Mid West Fl.	Reid Sergent

SICOA Website	Game Reports & Ejection Reports
www.sicoaofficials.com	http://www.sicoaofficials.com/evalform2.html
FSYFL Website	<i>Reports must be submitted by 2pm on Sundays</i>
www.fsyfl.com	
Supervisor of Officials Contact Information	John Walters
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January 2011

To all Coaches & Administrators:

Welcome to the world of 8 x 8 football.

I am happy to be involved with the Florida Spring Youth Football League. President Sandy Beckett and his staff have a first class operation that I know will be a pleasure to work.

That's not to say we won't have issues. But these are kids playing spring ball and we have to step up our game to treat them and the coaches professionally and courteously as a lot will be competing in small-sided games for the first time.

This manual is provided to assist you prior to and during the season. It will most likely answer a lot of your questions. If you have any comments or problems, contact your crew chief / regional supervisor first. I deal with them on a regular basis. I will correspond with crew chiefs and they are responsible to forward on correspondence to you.

In the event you need to contact me, please feel free to do so.

Please keep in mind that we expect our officials to be professional in appearance, unquestioned demeanor and above all, constant communication with each team's head coach during any game. We will select officials to participate at the 2011 championship based on a variety of qualities. Their attitudes and disposition play a huge part in that decision-making. And of course, their rules and application knowledge and mechanics should never be questioned.

Have a great season. I look forward to seeing you all at least once at a game. I hope the ball bounces positively in your direction in 2011.

Regards,

John Walters

John Walters

Supervisor of Officials



ASSIGNMENTS AND CREW CHIEF PROCEDURES

1. Assignments

- a. Each regular season contest will be serviced by a crew of three (3) field officials.
- b. Playoff games and the league championship will be serviced by a crew of four (4) field officials when applicable.
- c. Assignments to contests will be made by the area supervisors / crew chiefs and approved by the Supervisor of Officials. All officials must have a completed and approved 2011 FSYFL registration on file with the FSYFL.
- d. Assignments will be made based on availability submitted by the official, and other factors of consideration of the game schedules.
- e. Cancellation of assignment without cause will result in serious ramifications.
- f. Officials are expected to fulfill the assignment(s) as presented. When not assigned primarily to an FSYFL game, officials are free to officiate non-FSYFL games at their own discretion.

2. Crew Chief Procedures

- a. Crew-members are to check-in with their crew chief each week not later than 9:00pm on Tuesday. Crew Chief will e-mail assigned crew each week to The Supervisor of Officials by Tuesday evening at 9pm.**
- b. Post-Game Cards

Game cards are to be completed by the referee at the conclusion of each contest and signed by each coach. Card is to be submitted to the FSYFL site administrator prior to the start of the next game on the schedule.

Game reports are to be submitted for any player / coach / non-player ejection via an on-line report. This report **MUST** be submitted not later than 24 hours from the completion of the game(s) in question. The on-line report can be found by clicking on the following link: www.sicoaofficials.com/evalform2.html.

c. Games not played to conclusion require notification to the Supervisor of Officials immediately via telephone.

d. Any game or incident which severe disciplinary action had to be taken by game officials and/or site administration must be reported immediately to the Supervisor of Officials.



OFFICIALS GAME DAY ITINERARY

Prior To Game Time	Officials(s)	Task – Responsibility	Additional
20 Minutes	All	Arrival at Game Venue	
	R / LJ	Meet With Host Management	Discuss Itinerary
	R / LJ	Meet With Head Coaches	Secure Game Ball (s)
10 minutes	All	Take Field	Monitor Pre-Game W/U
10 Minutes	HL	Meet With Chain Crew	
10 Minutes	HL / LJ	Meet With Ball Boys	If applicable
	LJ	Available To Check Equipment	
		Coin Toss Is Held Off Field	By FSYFL Management
01 Minute	All	Assemble To Positions	
		HALF-TIME	
	All	Retire To Designated Area	As A Crew Together
		SECOND HALF	
	All	Enter Field Together	Meet At MF & Break
		END OF GAME	
	All	Retire To Designated Area	As A Crew Together
	R	Complete Game Card	Submit To FSYFL Rep.

Amended Itinerary PRIOR TO EACH GAME – R MUST MEET WITH BOTH HEAD COACHES – VERIFY LEGALITY OF EQUIPMENT



FSYFL CONFERENCE RULE AMENDMENTS AND ADDITIONS

A game shall be forfeited in the event a team fails to field the minimum eight players not later than 15 minutes after the scheduled kickoff time of a league-scheduled game and if the Referee has deemed it impossible to complete the game in a respectable and timely manner. League management may intercede if advanced conditions warrant the delay of any games start.

Absolutely no spectators or unauthorized personnel are allowed on the sidelines of a game field prior to or during any scheduled and sanctioned league game.

FSYFL Age and Weight Classifications

The league ages for the FSYFL are based on July 31st the previous year. i.e. for the 2011 season the players age is determined by what age they were on July 31st, 2010. (Please note these are the players weights **without** equipment. Players may strip down to their boxers **ONLY**) Players may play up ONE division from their age group only.

- ▣ Mitey-Mite – 6-8 <90 lbs (6 year olds can be unlimited weight)
- ▣ Pee Wee – 8-10 <105 lbs (8 year olds can be unlimited weight)
- ▣ Super Midget – 10-11 <120 lbs and 12 yr olds <105 lbs (10 year olds can be unlimited weight)
- ▣ Midget – 11-12 <135 lbs and 13 yr olds <120 lbs (11 year olds can be unlimited weight)
- ▣ JR Varsity – 12-14 <160 lbs (12 year olds can be unlimited weight)
- ▣ Varsity – 13-15 Unlimited weight

Coaches On The Field of Play

Each team may have one coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of 15 yards from the line of scrimmage. Coaches must be behind the end zone in red zone plays. The coach may not interfere with the play of the game or they will receive a fifteen-yard penalty. The following activities shall be construed as interfering:

- a. Moving players during a play or after the offense has broken the huddle
- b. Speaking or shouting to players during the play or after the offense has broken the huddle
- c. A coach is "caught" in the middle of the play or obstructing a play in any way. (It is the coaches responsibility to be out of the play no matter where the ball ends up)
- d. Having more than one (1) coach on the field in any area

The Coin Toss

In the presence of each team's captains, the referee shall conduct the coin toss prior to game start. The designated visiting team shall call the toss. The team winning the toss has three options: Go

on offense first, go on defense first or choose a goal line to defend. The team losing the toss shall choose the remaining option(s). However, at the start of the second half, both teams shall switch sides of the field regardless of the initial coin toss results. There is no deferring option in the FSYFL.

Both coaches are responsible for obtaining volunteers to run the sideline chains and down marker, however at least one member of the 3-member chain crew must be from each team. **After halftime the teams will switch roles.** The teams switch sides at half time regardless of the coin toss results. All parents must stand behind the parent line, caution line, or designated area 5 – 10 yards off of the sideline.

Parents on the sidelines

The only representatives allowed on the playing side of the parent line, caution line, or parent designated area are individuals with proper FSYFL identification. All teams will be given seven FSYFL coach badges prior to the start of the season. Only these seven coaches are allowed on the playing side of the parent line. The visiting team will be allowed to have three parent volunteers in addition the seven coaches to run the first down chains and down indicator. All other individuals must stay behind the designated area. Individuals found in violation of this rule will be subjected to a one game suspension and possibly longer depending on the severity of the problem. If a child is injured on the field, please allow the EMT to assess the injury, only the parent or guardian of the child will be allowed onto the field in these circumstances.

Playing field size

The playing field will be forty yards wide and eighty yards long, with a ten-yard end zone.

Game times

The game will consist of two continuous 22-minute halves with a five-minute halftime. The clock will be continuously running, only stopping for team and/or referee time outs. Each team is allowed two, thirty second timeouts per half. The **timeouts can carry over to the second half.** No overtime in the case of a tie (except in playoff games). In the last two minutes of the game, the team with a lead of more than 15 points cannot call a time out. **The clock stops in the last 2 minutes of the game (i.e. the second half) for timeouts, penalties, incomplete passes and out of bounds running plays.** There will also be one referee timeout at each 10 minute mark for water breaks where the clock will stop, however this referee timeout will be at the discretion of the referee crew. If the weather is not hot the timeout will not be implemented. For the playoffs & Championships, the overtime will be governed by Kansas Tie Breaker Rules starting from the 10 yard line, teams will be given 4 downs to score. There are no tie-breakers during any regular season / tournament game.

Uniform code

An FSYFL approved uniform, helmet, pads and mouthpiece are required to be worn in order to participate. Children may not tie any portion of their jersey for safety reasons. Children may not wear any face shield that has a tint, all face shields must be clear. No jewelry, open toed shoes, or metal cleats may be worn. NFHS equipment rules shall prevail.

Game Balls

The game ball must be comparative to a Wilson Traditional Youth Football. K2 for peewees, TDJ for Supers and Midgets, and a TDY for JV and TDS for Varsity. The officials will rotate balls from

each team while they are on offense. All balls must be approved by the game officials prior to the start of the game. Teams may not introduce any new footballs once the game has started unless a ball is damaged or becomes unusable. These footballs should be approved by the officials prior to the start of the games. See page 13 for a list of approved footballs.

Game Scoring

The methods of scoring and their value: Touchdown 6 points. There are NO field goals. Extra Point values are: 1 point for a **RUN** from the 5 yd line, and 2 Points for a **PASS** from the 5 yd line. Safety 2 points. Due to the fact that the points for/against is the 4th tie breaker for playoff contention, following every game the referee will sign and provide the FSYFL Field director with a Game Score Card of the game results. Head coaches from each team will be allowed 15 minutes (from game end) to go to the FSYFL site offices to sign the card and validate the game score. If there is a dispute on the correct score the FSYFL official will contact the referee and settle the dispute with all parties. If the Head coach fails to go to the FSYFL tent for the score validation within the allotted 15 minute time frame, the referee score will be deemed accurate and set.

Team Sizes

The game will be played eight on eight. Each team is advised to have a maximum of twenty players on their roster, however there are no rules governing a roster size. A game must start with eight properly dressed players but may continue with less than eight players after the first play from scrimmage.

Unsportsmanlike Behavior

Two un-sportsmanlike conduct violations by any player, coach, or spectator will result in an immediate dismissal of the violator, a fifteen-yard penalty. The referee and FSYFL site director has the authority to dismiss a violator after one unsportsmanlike conduct violation based on severity. The game will resume once the violator has left the premises. Players and/or coaches ejected from a game will be required to miss the next game.

Offensive and Defensive lineman rules

The offense must have **five** players (no more or no less) lined up on the line of scrimmage for every play. The defense must have a minimum of **two** and a **maximum of four** players on the line of scrimmage for every play. *(The NFHS rule regarding Linebackers states "that defensive players within one yard of the football are considered lineman, therefore defensive secondary players must be a minimum of TWO YARDS North/South to be in an standing position" The NFHS Rule on this issue is in place to define who can be legally blocked below the waist, legally blocked in the back and legally clipped).* In the FSYFL the following rule applies. **All offensive and defensive linemen must be in a three or four point stance prior to the snap of the ball. Linemen are described as any player WITHIN four yards left or right of the football or (for defensive players only) WITHIN two yards behind the football.** As a point of clarification any defensive player within the eight yard by two yard rectangle (centered on the football) prior to the snap would be required to be in a three or four point stance. Therefore, a player will be penalized if their initial position is fine but right before the snap the defensive line or secondary player tries to time his rush/blitz but he moves or arrives in the zone (i.e. within two yards) prior to the snap. In additional concurrent with this rule should a defensive end or defensive back approach the line of scrimmage at the snap and thereby violate the maximum defensive player rule this would also be a violation. While coaches can gain every advantage they can to disrupt the offensive play call, the focus of the referees will be FIRST

to make sure players don't get hurt from getting cut below the waist by an illegal block ending their playing career, as well as making sure the rules are enforced fairly. The officials will consistently enforce the rule as interpreted.

Play Clock

The offense is given twenty five seconds from the referee's ready for play signal in which to snap the football.

Roughing the Center

NO player may line up on, go over the top of, run directly into or "rough" the Center. The clarification here is that a defensive player on the defensive LOS shall not line up directly over the snapper (center) or run directly into the snapper from the guard/center gap on any scrimmage play. This will constitute roughing the snapper and result in a 15 yard penalty. Clearly the center will be "bumped" from time to time, or "shaved" as the defensive player shoots their gap, however the premise of the rule is that the initial intent of the defensive player should be to control their lane without, however an obvious intent simply to run directly into the Center in an unsafe manner. Once the Center begins to engage the block then "all bets are off" and the defensive player is entitled to engage as well. This is a thin line of judgment, however the referees have been given latitude here to determine intent of "roughing the snapper" in the same way as a "roughing the kicker" is concerned. This is about protecting the players more than anything.

Blocking Below The Waist

Blocking below the waist is prohibited at all times anywhere on the field. This is to protect all players on the field at all times.

Starting The Game & Ball Positioning Following Score

There are no kick offs. The ball will be placed on the 15 yard line at the beginning of the game, at the start of the second half and after any touch downs.

4th Down Declaration

There are NO punts. For all 4th down plays, team coaches may choose to either; run the 4th down play or "declare" an intention to punt to the referee and the other team head coach. In the case of a declared punt the ball will be then be placed 25 yards further down the field from the 4th down line of scrimmage. Declared punts from within the 25 yard line of the opposing team will be measured as "half the distance".

Safeties

After a safety, the ball is placed at midfield.

Mercy Rules

The following mercy rules apply:

If a team gets a lead larger than twenty-four (24) points at any time during the game, the losing team will start with the ball at midfield.

For Regular Season Games Only – If a team has a lead of more than 24 **as well as** there being less than 5 minutes left in the game, that team may not throw the ball. All offensive plays should be running plays only. A 15 yard penalty will be assessed for each infraction of this rule.

For Regular Season Games Only – A team with a lead of more than 18 points and who is in offense possession of the ball, with less than 50 seconds on the clock of the game, MUST kneel the ball. This intention should be relayed to the referees, at which time the defensive team is no longer allowed to call a time out.

Injuries

If a major injury occurs during the game, the EMT and FSYFL staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final. In the event of a postponed game the referees will have both head coaches sign the referee score card with details of how the game ended, to ensure the same scenario will be applied at the start of the make up game.

SUMMARY OF PENALTIES (IF NOT LISTED – NFHS RULES SHALL PREVAIL)

Loss of five yards:

1. Delay of game
2. Encroachment
3. False Start
4. Illegal formation
5. Illegal forward pass & loss of down
6. Illegal forward lateral & loss of down
7. Ineligible receiver down field
8. Incidental face mask
9. Intentional grounding & loss of down
10. Illegal substitution
11. Illegal shift or motion

Loss of ten yards:

1. Holding
2. Illegal use of hands (hands to the face, block in the back)

Loss of fifteen yards:

1. Un-sportsmanlike conduct (by a player, coach, or spectator)
2. Intentional or accidental coach interference while on field
3. Block below the waist
4. Clipping, tripping, chop block
5. Grasping an opponents face mask
6. Roughing the passer
7. Slapping a blocker's head
8. Illegal participation
9. Sideline interference
10. Illegal hit or block after a fair catch signal

Disqualification:

1. Second unsportsmanlike facemask penalty

2. Fighting whether it is a player or spectator
3. Striking, kicking, or kneeling any player or spectator
4. Intentional contact with a game official
5. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
6. Any other act that is unruly, rough, and/or flagrant

RULE CLARIFICATIONS

Equipment Requirements

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSAE standard.
3. A mouthpiece.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that has a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

No player shall participate while wearing illegal equipment.

DISCIPLINARY PROCEDURES AND PENALTIES

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.

2. Profanity and arguing with any game official, FSYFL staff, or opposing parent/coach is not allowed, ZERO TOLERANCE. This will be strictly enforced. Failure to comply will be handled as follows:

Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the league coordinator's discretion. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game. Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league.

3. There will be no use of electronic devices between coaches and players during the game. Violation will result in immediate ejection from the game and suspension for the following week's game.

4. In addition, any individual who is ejected from a game for any reason is subject to a ONE game suspension, and if further occurrences take place up to and including banishment from the league. NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.

5. FSYFL considers the code of conduct sheets that are handed out to each coach, included in his or her coach's packet at the parent orientation meeting, the first warning to all individuals participating in the league. These codes of conduct must be shared with everyone on the team.

6. Parents that are in violation of the parent lines or are not in the designated area determined by FSYFL at the game site will be ask to leave the field area and be suspended for one week.
7. Parents found engaging in verbal or physical violence with players, parents, coaches, referees, or FSYFL staff will be suspended indefinitely from the league

RULES GOVERNING GAME OFFICIALS

All officials that are approved to work at any league-sanctioned game must be approved by the Supervisor of Officials.

Officials are assigned to league scheduled games by the Supervisor of Officials (SO). Their duties for the game will be assigned in the manner as prescribed by the SO.

All FSYFL regular games will have an officiating crew of three (3). Each crew will have the positions of Referee, Line Judge, & Head Linesman as on the field officials. The home team is responsible for having a "competent" timekeeper if one is not requested through the SO.

The duties of the officials are to be determined by the rules of the FSYFL as written in the "Official Rules of the FSYFL" manual. Any rules not covered by the FSYFL will revert to the 2010 edition of the NFHS rulebook.

On field rulings of the Officials are final but may be reviewed at a later date by the SO for evaluation and training purposes.

Complaints of any Official and/or ruling must be submitted in writing and shall be submitted to the Supervisor of Officials for further evaluation. Any complaint submitted regarding officiating judgment will be immediately dismissed.

All Officials must arrive at scheduled league games by no later than twenty (20) minutes prior to the first scheduled game on their schedule.

Each Officiating crew is responsible for making sure the playing field meets the minimum league standards and is physically fit and safe for play.

Each crew must ensure that all players are in proper uniform as prescribed by league standards.

Each crew must carry out all other pre-game procedures set forth by the SO.

Head Coaches may request on field interpretation of a "rule" as per FSYFL and NFHS rules and is allowed to visit with Officiating crew at the half of a game for further interpretation.

Officials, coaches, players and any team personnel must conduct themselves and behave in a respectable and professional manner at all times concerning each other.

We must all understand that there is no game that will be played without Officials making any mistakes. Our objective is creating an effective system where those mistakes can be minimized and properly corrected when made. We must develop a positive work place environment between Head Coaches and Officials that will cultivate the continued growth of the sport.

Additional –

1. Anytime a game is ruled a control situation or one or both teams are behaving inappropriately, game officials have the authority to stop the game and have

both teams retire to their respective sidelines while officials and coaches confer about the impending issue(s) and proper administrative steps are taken to address and diffuse the situation

2. At any point during any game, the FSYFL site administrator may notify the game officials to stop the game in order to spot check players for eligibility and/or certification purposes. Although this may happen infrequently, the site administrator has the authority to do this procedure as he sees warranted. Following the spot-checking “audit”, game officials will continue the game from the point it was stopped. Clock will not run during this procedure.



What's Wrong With This Photo?



FSYFL Approved Footballs

Game balls shall be of a good grade of leather, rubber or composite material, properly inflated. The use of plastic, rubber or nylon textured footballs is prohibited. Game officials will have the final determination on the legality of game balls. Only footballs approved by the referee prior to the start of any game shall be used unless the ball(s) become defective or lost. Any replacement football must be approved by the referee prior to its use in any game.

Division	Ages	Wilson	Baden	Rawlings	Spalding
Mitey Mite	6-8	K-2	None	None	Rookie Gear
Pee-Wee	8-10	K-2 or TDJ	BF-100L	RF-5J	Rookie Gear
Super Midget	10-11	TDJ	BF-200L	RF-FJ	Junior
Midget	11-12	TDJ	BF-200L	RF-FY	Junior
Jr. Varsity	12-14	TDY	FX-100	RF-5Y	Full
Varsity	13-15	TDY or TDP	FX-100	RF-5Y	Full

2011 FSYFL SCORE CARD

Complete after each game and submit to FSYFL Site Management

2011 FSYFL SCORE CARD

Game Date _____ Field No. _____

Division (*Check One*)
MM PW SM MD JV VR

Winning Team: _____

Score: _____ Coach Int'l: _____

Losing Team: _____

Score: _____ Coach Int'l: _____

Referee Name: _____

2011 FSYFL SCORE CARD

Game Date _____ Field No. _____

Division (*Check One*)
MM PW SM MD JV VR

Winning Team: _____

Score: _____ Coach Int'l: _____

Losing Team: _____

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Division (*Check One*)
MM PW SM MD JV VR

Winning Team: _____

Score: _____ Coach Int'l: _____

Losing Team: _____

Score: _____ Coach Int'l: _____

Referee Name: _____