

Official Rules For CVYF Tackle Football



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Revised 6/19/2024

Opening Statement

Welcome to the Chippewa Valley Youth Football League Rulebook. These rules are developed by the league Board of Directors and Committee members. They are reviewed and revised on a yearly schedule at our yearly meeting. CVYF is an independent 501(c) (3) non-profit organization. Most rules are taken from the National Federation of State High School rules but are modified by CVYF. Some rules are also from other youth football associations.

The rules for CVYF activities of any kind as published in this book are to be followed always. Failure to comply with them may result in legal actions and or loss of your membership in the program. Although football is statistically a safe sport all participants must be covered by medical and liability insurance of some type. Such insurance should include coverage for “participant risk”. The league does carry additional insurance coverage. We aim to create the safest environment for our athletes to play and enjoy the game of football. CVYF is open to both boys and girls.

Purpose and Goals of CVYF

CVYF was established to promote fair play and the wholesome development of youth through athletics and academics together with adult leaders in the sport of football. Our rules and regulations ensure that all players play in an atmosphere of safety, while not only learning the fundamentals of football, but ensuring a positive experience for the players and developing sound judgment, learning the importance of education, self-discipline, teamwork, and friendship. There does remain a competitive balance between all teams. However, coaches must keep in mind the ages of the participants and attempt to inspire all youth to practice good sportsmanship always. Coaches are also to provide for the benefit, growth, and general welfare of organized youth football. They are to stress that all participants have fun with an emphasis on safety and participation while ensuring that their players and families enjoy a positive experience.

Definitions

League: 1.) Legal term to define CVYF as a youth football league. 2.) A grouping of teams into divisions for the purpose of scheduling games.

Association: 1.) A group of adults organized to help in the program. Sponsors and administrators have input into the program. They are to raise money, recruit coaches, and care for the equipment, fields, and also buildings.

Team: 1.) At minimum a team consists of a group of participants organized under the direction of a coaching staff. Members are placed into an averaged age, height, and weight division. Each team consists of the coaches, players and a cheer squad.

Divisions: 1.) Refers to one of the basic age, height, or weight averages set forth for each division of play solely for classification.

Rule Differences Between CVYF and other Codes:

There are differences between the codes of every level of football. They are necessary because of the ages and skill level of the players vary so greatly. In an effort to simplify the game for coaches, players, parents, and officials, CVYF has approved a number of modifications from the rules used in high school football.

Introduction of Rules

- 1.) CVYF will use WIAA high school rules, along with the National Federation of State High School Associations, with the exception of those areas specified by the league to deal more directly with a youth football program and the safety of those participating.
- 2.) The rules contained herein are required to be enforced by each division with the league.
- 3.) The playing season shall be defined as August 1st through December 31st, or the last game, whichever comes first.
- 4.) All league administrative personnel, coaches, players, and participants are subject to disciplinary action for violations of CVYF rules and regulations at any time during the playing season.
- 5.) No rules will be added after the August annual meeting, unless it is a safety issue or as deemed necessary by league officers.

Item I – Powers/Authority of CVYF

- 1.) The league has among its powers the obligation and authority to enforce all rules. In addition, it has the right to make rules more stringent than those appearing in the book. The league may also establish their own rules, which shall have full force and effect for the benefit of the league.
- 2.) Any issue reported to the league will be investigated. The league shall have final authority as to whether appropriate actions were taken, or as to what action will or will not be taken.
- 3.) Any program found to be in violation of any CVYF rules or by-laws may be subjected to fine, probation, or expulsion from CVYF or other consequences as deemed appropriate by the board.

Item II – Boundaries

- 1.) The league is responsible for the establishment of its own boundaries.
- 2.) Transfer between leagues: any team seeking to withdraw from the league to join another league may do so only with the prior written agreement of the league.
 - a. A team's program membership to the league is binding by verbal or written agreement (under Wisconsin law).
- 3.) Restriction against dual membership: no member of the CVYF league may enter its team into a membership in any other youth football program.
- 4.) Any program who is interested in becoming a member of CVYF can be heard by the CVYF President and Board. The league will decide on their acceptance into the league, as an active member, after the meeting for the proposed membership.
- 5.) Any new program that is accepted into CVYF must be up and functioning on their own after the first 3-year probationary period as agreed. The potential program must have the same core values as the CVYF with the objectives and the mission statement. New programs may only be admitted on the recommendation of the league president and the majority of the board members.

Item III – Variances/Administrative Waivers

- 1.) A deviation from any other rules is called an administrative waiver.
- 2.) Waivers shall only be granted by the Chief Executive Officer of the league.
- 3.) Administrative waivers sought based upon good cause and can be shown to be in the best interest of CVYF participants ensuring their safety, shall be valid for the current season only.

Item IV – Coaches Conduct and Requirements

- 1.) All CVYF league coaches will be required to make a written application to the league to coach in CVYF. Applications must be turned in by August 1 of the calendar year that they wish to coach.
- 2.) All CVYF league coaches must successfully pass a background check and obtain a Certification of Coaching Certificate from CVYF. Coaches must attend all training programs/clinics for each calendar year that they coach, or they will not be allowed to coach. They shall also attend the league rules meeting.
- 3.) A team's coaching staff is in complete charge of the team whenever it is together on the practice or playing field, traveling as a group to and from practice sessions and games, or together for any team function such as a banquet. The coaching staff is under the direction of the head coach. Other coaches are called assistant coaches. The following rules apply to all coaches.
- 4.) A head coach must be at least 18 years of age. A rostered adult representative must be present for practices, games, and functions.
- 5.) An assistant coach must be a high school graduate or selected at coach's discretion. A team may have a maximum of four assistant coaches.
- 6.) The head coach will determine assignments of the assistant coaches.
- 7.) Coaches are to be selected by methods approved by the league rules and their by-laws.
- 8.) Coaches may not use abusive or profane language at any time.
- 9.) Coaches may not confront, nor argue with team players, parents, nor league officers, or game officials in a loud or angry manner for any reason. The 1st offense will be dismissal from that game and/or coaching for one week. The 2nd offense by a coach will be automatic dismissal from the league. Any physical contact is automatic dismissal from the league and possible legal action.
- 10.) Unsportsmanlike conduct by any coach, player, or parent is not tolerated. That person will be asked to leave the game if they become a nuisance and are out of control. Second violations will lead to dismissal for the season.
- 11.) The head coach has final responsibility for his/her actions, those of his/her assistant coaches, players, staff, and parents. As a coach you are responsible for your team. Also remember that fan reaction will usually be in step with your actions. CONTROL YOUR FANS.
- 12.) The league may establish its own rules regarding the placement of a coach's son, daughter, or siblings if there is a conflict.
- 13.) Coaches may not smoke or use smokeless tobacco on the field.
- 14.) Coaches may not criticize players in front of spectators, but reserve constructive criticism for late in private, or in the presence of the team, if others might benefit from it.
- 15.) Coaches shall emphasize good athletics and encourage participants to strive to be good students. Also emphasize that winning is the result of good fundamental teamwork.
- 16.) Coaches/teams may not "pile it on" or run-up the score. This will be defined later in this book.
- 17.) Coaches may not permit an ineligible player to participate in a game.
- 18.) All team coaches will provide the league with a complete roster by the end of the first full week of practice each year.
- 19.) A roster will consist of the players' full name, height, weight, grade, and their assigned number (I.E. #19 John Doe 555-5555 5th 5'2" 99 lbs.) Please also refer to the roster sheets provided at the end of the rules book.
- 20.) A completed copy of the roster will be forwarded to the league by the announced deadline. The league will accept this roster based upon the information submitted. The teams are then restricted to this roster for the balance of the season, except for approved drops and adds. Rosters must have the names of all coaches listed on them.

- 21.) All players are subject to residence and school verification by the league officers and must submit proof upon request.
- 22.) Players who move into the school district after the start of the season can be added to the team only after required roster information has been given to the league.
- 23.) Additional restrictions may be allowed at the discretion of the league, or the CVYF President.
- 24.) Any CVYF league member that becomes aware of any potential violation of league rules must report that violation to the league officers in a timely manner.
- 25.) One coach is allowed on the field to assist in calling plays. That coach may no longer communicate with their players and must remain behind their respective offensive or defensive official. The coach is not allowed to provide any instruction once the huddle breaks. Coaches on the sideline may still communicate throughout the play with their players.

Item V – Registration

- 1.) A player cannot begin practice with a team until he/she has completed registration. To register the player must sign a form locally supplied by and approved by the league. This form has parental consent, medical information, grade, and age, and must be signed by both the parent and the participant and league officer/coach. In addition, a concussion form and player and contracts also must be completed.
- 2.) Roster certification must be completed prior to the opening game of the league's regular season schedule.
- 3.) It is the responsibility of the league board members to conduct weigh-ins. A league board member is not permitted to weigh his/her own team.
- 4.) A minimum of 18 players must be dressed and eligible to play at each game. This may be waived by league officers if necessary.
- 5.) Players that are homeschooled, or attend private schools are eligible if they meet the grade level (5th or 6th grade) or age requirements.
 - a. Age requirements are that if the player turns age 10 on or before August 1 of that calendar year regardless of the grade they will be considered eligible to play.
- 6.) If a player is unable to attend registration they must attend the make-up registration. Additional registration may be allowed at the discretion of the CVYF President.
- 7.) If a player has registered in the CVYF current season, he/she will not be allowed to transfer to another team during the season without mutual consent of the CVYF President and the two coaches of the teams involved.

Item VI – Formation of Teams

- 1.) Tryouts of any kind with CVYF are prohibited; no one will be told they cannot play football.
- 2.) A team roster shall contain a reasonable number of participants for an eleven competitive football team. A minimum suggested roster would include four or more extra players.
- 3.) A team will consist of 5th and 6th graders, with the exception of those 4th graders that turn age 10 on or before August 1 of that calendar year, that attend a specific school that has a team, location of their residence to a team, or based on league approval.
- 4.) Any team with over 28 players will be asked that those extra players join teams with less players. If a community has more than 36 registrants they will be allowed to split into two teams. If a split occurs the teams

shall be distributed evenly so that talent, grade level and size of players on each team is as even as possible. The creation of an “A” team and a “B” team will absolutely not be permitted.

- 5.) If one team in a specific location shows to be not equal or is more dominant than the other, CVYF will determine if it is noticeably unequal and will have the right to impose a mandatory redraft under the direction of CVYF league officers.
- 6.) Team players must be in the 5th or 6th grade and be 12 years old or younger with the exception of those 4th graders that turn 10 years of age on or before August 1 of that calendar year.
- 7.) All players that play their first year with a team will also play their second year with that same team, unless approved by the league officers.
- 8.) Those communities with more than one team shall require two league officers to be present at the time and location of team roster selection to verify that such selection is conducted fairly and honestly.

Item VII- Flagrant Game Violations

- 1.) Whether they are over weight limits, (shall be set/determined by league rules at the time of initial weigh-in/official) or over the age limits, or ineligible for any other reason. Any coach has the right to check the eligibility of any opposing player using team photographs, rosters, and/or signatures. The final decision on the player’s eligibility in question will be made by the CVYF President.
- 2.) If the CVYF President determines that an ineligible player has participated in the game the following penalties may/can occur:
 - a. The coach of the team in question will be asked to leave the field and will be under consideration by CVYF for permanent expulsion from any and all CVYF activities.
 - b. The game is a forfeit win for the opposing team and a loss for the infraction team. This will count towards their respective league standings.
 - c. The assistant coach will be asked to continue coaching the team for the benefit of the players’ participation. At this point the game will continue upon the agreement of the coaches from both teams and with the understanding the game remains a forfeit.
 - d. The player in violation will not be allowed to participate in any other CVYF games that year.
- 3.) What is to be considered “Flagrant” will be determined at the time of an incident by the CVYF league President and Board along with the coaches involved.
 - a. Objectives
 - i. To teach a proper attitude toward competition and discourage the “win at all costs” attitude.
 - ii. To operate a football league with consistent rules and requirements providing organized and supervised tackle football.

Item VIII – Voluntary Cuts

- 1.) Any player will be considered a voluntary or “self cut” participant when he/she notifies the coach of his/her intent to no longer participate or when he/she simply no longer shows up at practices or games at his/her own free will. The league must be notified of self-cuts.

Item VIV– Mandatory Cuts

- 1.) Any player may be cut who either attempts to intimidate fellow participants in practice by word and or physical deeds or is an extreme discipline problem. This must be approved by the league, and parents shall be notified.

Item X– Drops and Adds

- 1.) A team may add players to its roster as long as the roster is below the maximum number of players permitted or to replace those no longer on the team for a valid reason. This must be league approved.
- 2.) The league has established the cut off date of after the first game played of the season that no player may be added. Unless the player has just moved to the school district, and they are approved by the league president and board.

Item XI– All-Star Teams

- 1.) All-star teams are prohibited.

Item XII– Awards

- 1.) In compliance with the team concept players should not be singled out unless he/she justly deserves the award based on performance. Awards should be considered for all team members. Team members may also vote on the awards given to their team members.

Item XIII – Practice

- 1.) Practices are defined as gatherings of players without a minimum number in attendance, with at least one coach, where one or more of the following take place:
 - a. Chalk talk, viewing football film fundamentals, group conditioning, skills session (QB, receivers, blocking, tackling, kicking, etc.), practice plays with or without pads, intra-squad scrimmage with full pads.
- 2.) Pre-season practices shall not begin until after August 1st. The actual date to be determined by the league should establish a common starting date for all teams in the league.
- 3.) No team may schedule more than 6 hours of practice per week. A week is defined as 7 consecutive calendar days. Not more than 2 hours of practice may be scheduled on any one-day.
- 4.) Controlled scrimmages: only after the first 6 hours of conditioning and after an additional 10 hours in pads has taken place. Teams may then arrange for scrimmages, which must be approved by the league officers.

Item XIV – Camps

- 1.) Participants in CVYF may attend football camps provided outside the league during the off-season. Participants may attend any camp with permission of the league officers.

Item XV– Medical Services

- 1.) The home team or hosting team has the responsibility to provide medical coverage at each game. A physician and/or an ambulance must be on site.
- 2.) All teams should consider having a staff member who is currently an EMT or is currently certified in basic Red Cross Community First Aid.

Item XVI– Admission

- 1.) No mandatory admission shall be charged to participating players or coaching staff during the regular season or post season. The league may however charge others at league play-off games or solicit donations.

Item XVII – Grievance, Protests, Hearings, & Appeal Procedures

- 1.) Coaches/teams have the responsibility to file/communicate protests as soon as they are known to exist. Lack of prompt notification may result in denial of the protest.
- 2.) The CVYF league officers and advisors will be called upon to handle grievance, protests, hearings, and appeals.
- 3.) Resolve disputes between member organizations or individuals
- 4.) Take action to enforce the league rules and regulations
- 5.) Discipline or dismiss adult and/or juvenile members
- 6.) The league will set up a hearing to handle all matters in a timely fashion
- 7.) All penalties for offenses are required by the rules to assure punishment for the most serious infractions will occur on a uniform basis

Item XVIII – Logo Requirement

- 1.) All CVYF players must have the approved logo displayed on their uniform in order to participate in games. This may be waived due to circumstances.

Item XIX – Mandatory Background Checks

- 1.) Failure to act in a safe and responsible manner with children entrusted to our care can mean severe disciplinary action taken against you.
- 2.) As established in 2003 all CVYF league members are required to conduct annual background checks of coaches, board of directors, and any other persons/volunteer workers who have repetitive access to contact with players.
- 3.) Refusal to submit must result in the leagues immediate dismissal of the individual from the league.
- 4.) Background checks must be performed annually
- 5.) Background checks which reveal criminal acts relating to: crimes of violence, drug offense, abuse, or crimes involving children will disqualify a coach from coaching in CVYF.
- 6.) The league may prohibit any individual from participating as a volunteer if the league deems the individual did not pass their background check and deem that they should not be allowed to work with minors.

Item XX– Juvenile Offenses

- 1.) Fighting, intimidation, or disrespect for authority shall be cause for ejection from a game. (See also article #8)
- 2.) Fighting, rioting, or incitement to riot will be cause for forfeiture of the game/scrimmage.

Item XXI – Initial Weigh-In and Weights

CVYF is a grade (5th & 6th) based program, with unlimited weight divisions. This type of structure levels the playing field and gives more kids the opportunity to play. No child is turned away because they are too large, too small, or inexperienced.

- 1.) The league does reserve the right to set stricter or less strict weight rules as they see fit.
- 2.) No player over 100lbs may carry, receive, or QB the ball. No player is allowed in the offensive backfield as a lead blocker that is over 100lbs. This restriction will be determined prior to play based on roster weight verification.
- 3.) The league shall not add the in-season growth allowance as a means of removing a player from his/her initial weight/position.

- 4.) The league is however responsible to see that during the season weight standards are being maintained within reason for their age.
- 5.) All weights shall be rounded to the nearest full pound (I.E. a player weighing less than ½ pound above will be rounded down, while a player above ½ pound will be rounded up).
- 6.) Once a weigh-in has been conducted a challenge or protest is not acceptable. The weight registered on the date of registration will be final (I.E. registration forms will be checked on the player to show that his/her weight is certified by league officials).
- 7.) Any violation of these rules will constitute an un-sportsman-like penalty against the offending team
- 8.) CVYF does not condone, nor will it tolerate the deliberate and willful encouragement of prospective players to lose unreasonable amounts of body weight to circumvent the good intentions of the safe tolerance limit imposed by the CVYF weight requirements
- 9.) Any “sweat down” or “extreme” weight loss by a player to make weight may be grounds for suspension.
- 10.) Any coach, administrator found to have advised, encouraged or tolerated any “sweat down” or “extreme” weight loss techniques will be grounds for suspension. Suspension may be anywhere from one year to permanent depending on the severity.

Item XXII – Mandatory Play Rule

- 1.) The team may set a higher number of mandatory plays but never less than the minimum set by CVYF.
- 2.) All players will play a minimum number of plays as determined by their team size. The coaches however have the right to lessen the playing time for disciplinary action or missing 2 out of 3 practices. Before any disciplinary action that would affect the MPR can occur the league officers must be notified along with the player’s parents.
- 3.) The plays must be from the line of scrimmage.
- 4.) Kickoffs, extra-points, and free kicks shall not be used in fulfilling the MPR requirement.
- 5.) CVYF also requires a mandatory play roster be kept for all games to ensure that all players on the team roster play in every game. The coach must provide a written copy of a simple printed handout describing its MPR so that a copy is made available to the league after every game.
- 6.) A league appointed official will be designated to audit at least one game per week. The league shall establish its own system for enforcing the MPR.
- 7.) Any coach/team that is caught in violation of the MPR shall immediately forfeit the game in which the violation occurred. Further penalties may result as decided by the league officers.
- 8.) Each team will supply one adult 18 years of age or older to monitor the MPR. Failure to supply one adult as described will be considered a violation of the MPR and may result in the forfeiture of the game.
- 9.) Minimum Plays per Team Size

Number of Players	Minimum Plays per Player
<20	14
21-24	12
25<	10

Item XXIII – Modified Competition Rule

- 1.) When a team scores to take a 24-point lead at any time, the trailing team gets the ball at the opponent’s 40-yard line. If the deficit is reduced to fewer than 24 points, traditional rules apply.

- 2.) To keep games competitive, discourage “running up the score” and to prevent players on the trailing team from becoming discouraged or disillusioned with the game.

Item XXIV- Mandatory Huddle

- 1.) The offensive team shall be required to form a huddle in-between downs during a series.
- 2.) An exception to this rule will be allowed during the last two minutes of each half or if the point differential reaches 9 points or more there by only allowing the team trailing to run a no-huddle offense in an attempt to lessen the score differential. Once the score differential falls below 9 points the rule will go back into effect.
- 3.) Once the offensive huddle breaks, coaches on the field from both teams are no longer allowed to “coach” their players.
 - a. Officials will provide an initial warning. After the warning a penalty will be issued.

Item XXV – The Field and Markings

- 1.) The home team is responsible for the preparation of the playing field. All fields will be equipped and marked in accordance with high school standards.

Item XXVI – Game Ball

- 1.) The game ball shall be a good grade leather, rubber, or composite material with specifications for youth football.
- 2.) The use of stickum on the football or the application and use of such on any player’s hands is not allowed.

Item XXVII– Required Equipment

- 1.) The following items shall be worn by players in all divisions beginning with physical contact in practice sessions;
 - a. helmet; only helmets bearing the NOCSAE seal of certification may be worn. All helmets must bear the “Warning Label”.
 - b. Shoulder pads;
 - c. pants
 - d. hip pads;
 - e. tail pad;
 - f. thigh pads;
 - g. knee pads;
 - h. jersey;
 - i. mouth guard; A player’s mouth guard must be worn always during play. A 5-yard penalty will be assessed if caught with their mouth guards out.
 - j. Athletic supporter (male players only)
 - k. shoes; all divisions may use sneakers made of molded rubber for astro-turf. No cleats or spiked shoes are permitted
 - l. eye glasses; when worn, shall be of athletically approved construction with non-shattering glass (safety glasses)
- 2.) Any additional equipment worn by players shall be approved by the league first.
- 3.) Jewelry of any type shall be prohibited, except religious or medical medallions, which must be covered by the players uniform.
- 4.) The wearing of headgear containing knots including beads and decorative ornaments is prohibited.

- 5.) No miss-use of equipment will be tolerated. There will be a 15-yard penalty and ejection if equipment is thrown. No sitting on helmets.
- 6.) If a player is caught on the field with illegal shoes the team will be assessed a 15-yard penalty, loss of down, and the player will be ejected.
- 7.) If a player's jersey becomes damaged or lost, the respective coach must contact the CVYF President immediately before the next game if possible.

Item XXVIII– Blocking and Tackling

- 1.) The National Federation Rule Book contains extremely strong language on blocking and tackling. CVYF coaches are to be fully informed and abide by all such rules.
- 2.) National Federation Rule Books prohibit butt blocking, chop blocks, face tackling, or spearing techniques. These techniques are not to be taught.

Item XXVIX– Period Length

- 1.) Quarters are 12 minutes long.
- 2.) Intermissions are between 2nd and 3rd quarters and are 10 minutes long.

Item XXX– Time Clock

- 1.) The referee shall decide where the clock will be kept. The referee has final authority to have total control of the clock.
- 2.) CVYF will maintain the following rule regarding the use of a continuously running time clock that must be used. The following rules determine when the clock will and will not be stopped.
 - a. The clock will run continuously except for the following situations, when it will be stopped:
 - i. Timeouts charged to a team.
 - ii. After a score, during the point after attempt.
 - iii. Intermission – half time.
 - iv. Extended injury time outs.
 - v. Any time the officials determine it necessary for safety reasons.
 - vi. Incomplete pass, or if the ball goes out of play. Normal clock procedures resume as the ball is brought back onto the field and placed, ready for play.
 - vii. Continuous, non-stop clock is used any time the score differential reaches 35 points or more. Normal clock procedures resume as soon as the differential is less than 35 points.
 - viii. The clock will be a normal running clock for the last 2 minutes of the first and second halves. Stopping at first downs, incomplete passes, change of possession, out of bounds, etc. This is identical to those used in high school football.
- 3.) A team has 30 seconds from the time the ball is set ready for play, to the snap.
- 4.) A period or period may be shortened in any emergency, by agreement of the opposing coaches and the referee. By agreement of the opposing coaches and the referee any remaining periods may be shortened at any time, or the game may be terminated.
- 5.) Using a running clock for the vast majority of the game allows the league to keep on schedule.

Item XXXI– Time Outs

- 1.) A team shall be permitted no more time outs than are permitted by the rules of the current National Federation Rule Book. During a regular game each team receives 3 timeouts per half, lasting 40 seconds each.

Item XXXII– Scouting

- 1.) Scouting football teams is permitted in the form of videotape, film, and written reports. Scouting is only permitted during a game situation. Scouting any type of practice is strictly prohibited.

Item XXXIII – Pre-season

- 1.) The first week of practice shall be devoted entirely and exclusively to conditioning. For the first three practices pads are not allowed however helmets shall be permitted.
- 2.) Each player must complete three practices without pads except for a helmet before any practicing with pads.

Item XXXIV – Inclement/Warm Weather Precautions

- 1.) Coaches must guard against serious heat problems, which in extreme high school and college cases have occasionally resulted in death. The training regimen of any team practicing under high heat and humidity must:
 - a. Limit or eliminate laps entirely. Do not assign laps for disciplinary reasons.
 - b. Limit or schedule practices for early evening after the sun is low in the sky.
 - c. Give players all the water they want to drink when they want it. Do not substitute soft drinks for water.
 - d. Each coach must keep an eye on all players and his fellow coaches for the slightest sign of heat exhaustion or fatigue.
 - e. A 15-minute break is mandatory in the middle of each practice. Breaks should also be taken during regular practices but shorter in time.
- 2.) Postponements, Reschedule, or Cancellations:
 - a. There shall be no postponements of any CVYF event unless an “on-time” start is deemed hazardous to the health and well-being of the participants. This decision will be made by the League President (examples: severe storms, lightning, torrential rain, extreme heat or other weather-related threats).
 - b. All practices and games will be held if there is only light to moderate rain with NO thunder or lightning.
 - c. The crew of game officials is authorized to delay or suspend the game.

Item XXXV – Tie Ball Games

- 1.) Regular season games: each team will be given the ball at the 10 yard-line (4 plays). If they do not score they will be given a second chance from the 5 yard-line (4 plays). If they are still tied it will end with a tie.
- 2.) Post-season, playoff game: same as above, with the exception that they repeat from the 5-yard line until there is a winner.

Item XXXVI– Contact with Officials

- 1.) If a player or adult should intentionally strike a game official the offender shall be subject to suspension or being banned from CVYF activities

Item XXXVII – League Schedule & Tourney Competition

- 1.) Schedules will be made up by an individual or committee with final approval by the CVYF officers
- 2.) Regular season games will usually be scheduled on Saturday unless requested prior to the scheduling meeting.
- 3.) Each program will be responsible for recording its home games and reporting the results to the CVYF President that day/evening.

- 4.) Postseason games are scheduled by the CVYF officers based on regular season standings. Games are played against opposite division opponents on Classic Night.
- 5.) Any coach that refuses to play a game for any reason will automatically forfeit that game.

Item XXXVIII – Referees

- 1.) There will be at least three referees at regular season games.
- 2.) There will be at least four referees at playoff or championship games.
- 3.) The league may assign more referees for any game.
- 4.) The league shall determine game fees for officials.
- 5.) Hosting teams shall provide officials for games (if not at CVYF fields).
- 6.) Hosting team shall pay fees for officials.

Item XXXIX – Kickoffs/Extra Point Attempts

- 1.) There shall be no kickoffs. Instead the receiving team will get the ball at their own 35 yard line.
- 2.) An extra point (field goal or untimed down) attempt will be awarded after a touchdown. If kicking the attempt there will be no rush allowed. If the attempt is successful the team will be awarded two points. If the team successfully converts the untimed down then the team will be awarded one point.

Item XL– Punting

- 1.) Any player may punt the ball.
- 2.) There is no rushing the punter. No offensive or defensive player may move across the line of scrimmage until the kick has been made.
- 3.) A muffed ball that is recovered by either team will be considered down with the receiving team gaining possession.

Item XLI– Interceptions

- 1.) Any player that makes an interception may return the interception.

Item XLII – Fumbles

- 1.) Fumbles are live upon recovery and may be returned by any player that recovers the ball.

Item XLIII – Field Preparation and Clean Up

- 1.) The first teams to play will assist in preparing the game fields for play. (I.E. bringing out the yard markers and field chains)
- 2.) The last teams to play will pick up the fields. This is a must.

Item XLIV – Adult Behavior

- 1.) No parent may confront any player, coach, or coach's spouse about CVYF matters. If they feel it is needed they may talk with their head coach and request to talk to a league officer.

Item XLV– Offensive Team

- 1.) The offensive team must have 7 players on the line of scrimmage when the ball is snapped.

Item XLVI– Defensive Team

- 1.) The defensive interior line must be set in a down position (3-point or 4-point stance).
- 2.) Anyone in a 2-point (standing up) position must be a yard off the ball or outside the tackle box.

Item XLVII – CVYF Scoring Values

Score	Points	Action
Touchdown	6	Taking the ball across the opponent's goal line or gaining possession within the opponent's end zone.
Field Goal	3	Place kicking the ball through the goalposts
Safety	2	Tackling the opponent who is carrying the ball behind his/her own goal line.
Point after touchdown	1 or 2	After scoring a touchdown the goal kick =2 points and a pass or running into the endzone = 1point Place kicking is a comparatively advanced skill at the youth level. As a result, teams that can kick extra points are rewarded for accomplishing a more difficult task.

Item XLVIII – Player Uniform Numbers

- 1.) The players are numbered according to their position and weight.
 - a. 1-19 quarterbacks, punters, and kickers
 - b. 20-49 running and defensive backs
 - c. 50-59 centers and linebackers
 - d. 60-79 defensive linemen, offensive guards, and tackles
 - e. 80-89 wide receivers and tight-ends
 - f. 90-99 defensive linemen
- 2.) Players who weigh over 100 lbs. must have a number from 50-79 or 90-99. Players 100 lbs and less must have a jersey numbered 1-49 or 80-89.

Item XLIX – Divisions

- 1.) The divisions are subject to change each year based on team averages, height, weight, 5th & 6th graders playing, and total number of players.

Item L Refund Policy

- 1.) The policy of CVYF is to issue no refunds after August 31 of that (season) calendar year. If a player quits by August 31, CVYF will refund the registration price minus the cost of the jersey and other financial commitments CVYF has made. The player will still receive the jersey.

Item LI- Privacy Policy

To prevent unauthorized access, disclosure and improper use of your information, we have established safeguards to protect the information we collect in accordance with our privacy policy.

CVYF only collects personal information when required to provide services to its members and the league (i.e. name, address, phone number, email address, and insurance information). CVYF handles all this data with the utmost confidentiality. Any personal information provided will not be traded, rented, sold, or otherwise shared with anyone outside of CVYF, nor used for reasons beyond those addressed in this statement.

Item LII- Terms and Conditions

Agreement between users of website and CVYF

1.) Copyrights and Trademarks:

- a. The entire content included but not limited to text, design, graphics, interface, or code and the selection and arrangements thereof is copyrighted as a collective work under the United States and other copyright laws and is the property of CVYF
- b. The collective work includes works that are licensed to CVYF with ALL RIGHTS RESERVED. All trademarks, service marks, and trade names are trademarks of and are proprietary to CVYF or other owners that have granted such rights.

Item LIII- Ring of Honor

CVYF honors those past coaches and league members that go above and beyond promoting the development of youth through their association with adult leaders in the sport of football.

Those coaches and members that are dedicated to teaching youth by being positive role models with an emphasis on learning, playing, and enjoying the sport of football. While instilling high moral standards by stressing the importance of academic achievement and community involvement and helping kids become teammates and leaders.

Sportsmanship, teamwork, honesty, responsibility, and self-discipline are all traits needed by youngsters to face the future with positive aspirations and confidence.

Item LIV- Hall of Fame

The Hall of Fame is the greatest honor that CVYF can bestow upon a volunteer or past player/member. CVYF reserves the right to name to the Hall of Fame those that have dedicated 25 years or more to their youth football communities or have gone on to further their football career.