

2021 Rules



SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

1. League Specifics	4
2. Insurance	8
3. Coaching	8
4. SEYFA Officials	8
4.1. Field Marshals	8
4.2. SEYFA Board Members	9
4.3. SEYFA Disciplinary Committee	9
5. Game Fields	9
6. Equipment	9
7. Tie Breakers	10
8. Postseason Point System	10
9. Playoffs / Superbowl	10
10. Unsportsmanlike Conduct	11
11. Compliant or Protest Reporting Procedures	11
12. Forfeitures	12
12.1. Consequence of Forfeiture	12
12.2. Abusive Forfeiture	12

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

13.	Game Rules (All Grades Unless Noted)	13
	13.31.1 Weight Limits for the 2021 Season	16
14.	Grade Specific Game Rules	17
15.	Rule Proposals, Changes, Adoption Procedure	20
16.	Legal Liability	20
17.	Penalty Summary	21
18.	Appendix – Community Onboarding	22
19.	Appendix – SEYFA Gameday Roster Card	24
20.	Appendix – SEYFA League Roster	25
21.	Appendix – Quick Reference Roster	26

Please Note: All rules are subject to change. When changes are made all SEYFA participants will be promptly notified.

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SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

1 League Specifics

The SEYFA alliance is unique amongst all other area youth sports organizations based on these core beliefs:

- Each community's participation is impactful in delivering a positive experience for every player.
- Each player should be taught to play and participate above all else.
- The development of the player, not just in football, but in teamwork, community, and ultimately in life.
- Participation is more important to players than winning.

The purpose of the SEYFA community alliance centers around the unwritten rules, what many believe to be common sense but are often misaligned or misinterpreted from community to community. These provide the basis of our league and by which the official rulebook develops clarifications.

1.1 League Name

1.1.1 SEYFA – South Eastern Youth Football Alliance

1.1.2 Deadline for new teams to petition to join SEYFA is March 31 of each year.

1.2 Referees

1.2.1 A minimum of 4 referees are required for 5th, 6th, 7th, and 8th grade games. The 4th referee may be a trainee, but all must be WIAA/IHSA certified.

1.2.2 A minimum of 3 referees are required for 1st & 2nd and 3rd & 4th grade games. The 3rd referee may be a trainee, but all must be WIAA/IHSA certified.

1.2.3 Referees must be at least 18 years or older for 7th and 8th grade games.

1.2.4 Communities are responsible for hiring independent referees to officiate during all SEYFA games.

1.3 Athletic Trainers or Paramedics

1.3.1 One certified licensed athletic trainer or paramedic per two fields is required.

1.3.2 Athletic trainers/Paramedics determine how many plays a child must sit out and if the injured child can return to the game.

1.3.3 Trainer/Paramedic will report all injuries to the community director at the end of each day. Players with injuries holding them out of the game need to notify the head coach & a field marshal immediately to which needs to be directed to the community director to share with the SEYFA League.

1.3.4 If a trainer/paramedic does not show up for the start of the game as scheduled and a qualified trainer/paramedic substitute cannot be identified, the games must be rescheduled. If the paramedic is called away from the games due to an emergency call and a qualified trainer/paramedic is not available to fill in, the hosting team(s) playing at that site forfeit for the day. (Use of Paramedics on game day without suitable backup due to their other job responsibilities is the choice of the host site)

1.3.5 Paramedic & trainers are instructed to take a player's helmet and keep it until end of the game if the player has been deemed unable to return to play by the trainer. Attempts to retrieve the helmet for play during the game by a coach or parent will result in immediate suspension.

1.3.6 All Trainers decisions are final and are not debatable.

1.4 Scoreboards

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

1.4.1 Clock time must be visible – scoreboard can be manual – but game clock mandatory.

1.4.2 Numbers on the scoreboard must be a minimum of 8 inches in size.

1.5 League Schedule

1.5.1 All teams will be guaranteed 7 games in a given season. Eight (8) games may be played in a particular grade level if there are an even number of teams at that grade level.

1.5.2 Each year, beginning week 1, communities may offer 8 hours of conditioning or camp for players. A minimum of 6 hours of conditioning must be completed by a player before they can wear pads. Fundamentals and conditioning must be done in a group setting. No individual team practices allowed this week. Players may wear helmets during conditioning week. No other pads are allowed during conditioning.

1.5.3 The full week following the conditioning week in August and all subsequent weeks leading up to the start of school will be full equipment practice for a maximum of 8 hours per week for grades 5th through 8th and a maximum of 6 hours per week for grades 1st through 4th.

1.5.4 After the 1st regular season game, a maximum of 6 hours per week is allowed for grades 3 through 8th grade and a maximum of 4 hours for grades 1st and 2nd.

1.5.5 Each community/game site must provide a Wilson GST composite football for each game played. Coaches, parents, players will not provide game balls.

1.5.5.1 Sizes are as follows:

1.5.5.1.1 7th and 8th grade will use TDY (youth size)

1.5.5.1.2 5th and 6th grade will use TDJ (junior size)

1.5.5.1.3 1st and 2nd, 3rd and 4th grade will use Pee Wee size ball

1.6 Game Jerseys

1.6.1 Each community/game site must provide yellow helmet caps to differentiate similar jerseys. A coin toss, called by the visiting team, will determine who wears the caps.

1.6.2 Jersey numbers are not position specific.

1.6.3 Jerseys need to include player's numbers and team name.

1.6.4 Player's names are not required.

1.7 Off Season Restrictions

1.7.1 All organized tackle football is prohibited in the offseason. This includes clinics, camps and/or skills & drills in which the events are conducted by the organizations coaching staff.

1.7.2 The only exceptions are the following:

1.7.2.1 Flag Football Teams – Teams are limited to (1) two-hour practice & (1) Scheduled game a week for teams participating in any community flag football program without the use of playoffs.

1.7.2.2 Clinics – Teams can participate in football clinics between February 1st and the start of the season. These clinics are limited to three (3) 2-hour camps maximum and must be strictly skills & drills (No Plays).

1.7.2.3 Teams can participate in post season tournaments following the end of the season up to Dec. 31st.

1.8 Player Eligibility

1.8.1 Players may be asked at the board's discretion to play up one grade to fill teams and avoid byes in various leagues. At no time will any player be allowed or asked to play up more than one grade. Communities opting to move players up one grade must notify the SEYFA board in advance of the start of the season.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 1.8.2 Players may never move down a league unless accelerated in grade academically and brought up to the SEYFA Board.
- 1.8.3 If a player is being disciplined and being held out of the game, it must be recorded on the game day roster and the opposing coach notified prior to the game.
- 1.8.4 No one 15 years old or over may play in SEYFA (must not turn 15 before August 1st.)
 - 1.8.4.1 Appeals may be made to the SEYFA board via the community's SEYFA representative.
- 1.8.5 Players must be signed up and assigned to a team no later than the first schedule season game. Any player additions after the first game must be approved by the SEYFA board.
- 1.8.6 Any added players after week one will still need to comply with the practice rules (See Rule 1.5.2)
- 1.8.7 If a player does not make the SEYFA Jamboree, the first game of the season or the "Last Call Weigh-In" in Westosha on the first Tues or Wed following week 1 to have weight verified, they cannot be a ball carrier for the season. Unless said player is weighed in prior to a game and the weight certified by an opposing head coach that the player is 10lbs or greater under the maximum ball-carrier weight.
 - 1.8.7.1 Appeals may be made to the SEYFA board via the community's SEYFA representative.
- 1.8.8 All players must show a birth certificate or proof of grade (prior year's final report card) at the community's registration.
- 1.8.9 All players are required to practice 12 total hours before participating in a game or scrimmage. Of these 12 hours, the first 6 hours must be conditioning practices limiting the player to only a helmet & cleats. The other 6 hours required must be full padded practices.

1.9 Game Day Rosters

- 1.9.1 Rosters must include name, height, weight, age, grade, birth date and jersey number.
- 1.9.2 Roster cards will be used for all grades to list primary position.
- 1.9.3 Two Roster cards will be filled by each team with one copy given to the head referee and one copy given to the opposing coach before the game begins.
- 1.9.4 Players may be switched from one unit (offense/defense) to another on the roster card at half time; however, the opposing coach must be notified of any changes made to the roster cards.
- 1.9.5 The referee or field marshal of the hosting community may verify the roster card against the unit (offense/defense) currently on the field. This will typically be done during a timeout but not limited to a timeout. The timeout will be an official time out and not charged to a team.
- 1.9.6 Teams in violation of the roster card check will incur a 15-yard penalty for the first violation.
- 1.9.7 The second violation will result in a forfeit after validation from the field marshal and/or referee.
- 1.9.8 Coaches are permitted to take a player out for a 1 play to hydrate on occasion but must notify an official at time of substitution. Patterns of removing players from their starting position (e.g. every 4th down and short) could result in a penalty at the discretion of the referee.)
- 1.9.9 A roster size of at least 15 players is required to start the season to enter a team.
 - 1.9.9.1 Exceptions must be submitted to the SEYFA Board prior to the start of the season and ruled upon by the SEYFA Board members at the next scheduled SEYFA Board meeting.
- 1.9.10 Rosters with less than 22 Players
 - 1.9.10.1 All rostered eligible players must be listed on OFF or DEF on the roster card for all 4 quarters.
 - 1.9.10.2 Players can be rotated to fill available open positions to meet the 22 players.
- 1.9.11 Rosters with 22 or more players.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 1.9.11.1 All rostered eligible players must be listed on OFF or DEF on the roster card for all 4 quarters.
- 1.9.11.2 All rostered eligible players must be listed on OFF or DEF on the roster card for all 4 quarters to validate the 11 on 11 off rule. No player is eligible to play an entire game on both sides of the ball (Off/Def).

1.9.12 Exceptions

- 1.9.12.1 Communities that have teams with more than 22 players on a team will revert to “equal” playing time rather than 100% playing time.
- 1.9.12.2 A team with 22 or more players cannot have any players playing both offense and defense.
- 1.9.12.3 Injuries are to be listed on the roster form to include name and number.
- 1.9.12.4 Disciplinary reasons – An incident must be listed on the roster form to include name and number. (e.g. unsportsmanlike like behavior at practice)
- 1.9.12.5 Disciplinary or other reasons must be written on the roster form as to why a player is not playing and shall be respected by the opposing coach without discussion.

1.10 League Rosters

- 1.10.1 Communities must submit a completed league roster that includes first and last name, birthdate, gameday jersey number, and the official weight taken at a sanctioned SEYFA weigh-in of each player.
- 1.10.2 Head coach contact information will also be included on each submitted roster to include first and last name, grade level of the team, phone number and email address.
- 1.10.3 First draft of the league roster should be placed in the designated folder by the start of the SEYFA official practice season.
- 1.10.4 Second draft of the league roster should be placed in the designated folder by the Friday, prior to the SEYFA jamboree.
- 1.10.5 Final draft of the league roster should be placed in the designated folder by the Friday, prior to the first schedule game of that team.
- 1.10.6 Players can only be added after the first scheduled game if approved by the SEYFA Board. Names and circumstances as to why the player should be allowed to be added should be included when submitted to the SEYFA Board by that community’s representatives on the SEYFA board.
- 1.10.7 Communities that do not have a completed roster with the correct information as detailed above, submitted properly and timely to the league representative responsible for compiling the roster (Westosha) and posted on the SEYFA designated folder prior to the start of the season, will forfeit that week’s game until the roster is complete.
- 1.10.8 The forfeiting team will receive a loss with a score of 1-0.
- 1.10.9 Roster differences from what is officially posted by the SEYFA league representative (Westosha) to the designated folder. Differences between the league roster and the game time roster should be noted to the head coach of both teams, the head referee, and the field marshal.
- 1.10.10 In most cases, notification should be done during the week of the game if possible. If a discrepancy still exists, the game should be played as normal, with the results & discrepancy being reported to the SEYFA disciplinary board by the deadline, Sunday at 8:00 PM following the game via the community’s SEYFA board representative.
- 1.10.11 The SEYFA disciplinary board will determine what disciplinary action will be taken including but not limited to head coach suspension and/or forfeiture of the game. Multiple roster violations of the same team during the season could lead to that team forfeiting all games for the year, played, and not played as a forfeiture, removing the head coach for the year, and/or community probation.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

2 Insurance

- 2.1 All communities will have proof of insurance for field liability posted prior to the seasons start in the SEYFA drop box. Proof of insurance will be submitted to the SEYFA board representative (Westosha) no later than the first schedule game of that community. No team can play without this being completed.
- 2.2 Each community must have a minimum of commercial general liability with limits of
 - 2.2.1 Each occurrence - \$1,000,000
 - 2.2.2 Personal & Adv Injury - \$1,000,000.
 - 2.2.3 General Aggregate - \$1,000,000.
- 2.3 Failure to submit proof of insurance by the first game will result in that community forfeiting all games schedule for that week until proof of insurance can be presented.

3 Coaching

- 3.1 Certified head coaches must wear Red issued badges on sidelines during game.
- 3.2 Assistant coaches must wear Yellow issued badges on sidelines during game.
- 3.3 Home Team Officials & Field Marshalls shall/will enforce this rule.
- 3.4 All coaches are subject to a background check.
- 3.5 Any individual that has a disqualifying criminal offense, has been convicted, or found not guilty of by reason of insanity of any felony in any jurisdiction during the 10 years before the date of the individual's application to volunteer for any SEYFA sanctioned event or while the individual is a volunteer for SEYFA. Conviction of a felony greater than 10 years prior will be reviewed by the SEYFA board and at their discretion will approve or disapprove the involvement of SEYFA sanctioned events. The following offenses will affect eligibility and are subject to SEYFA approval.
 - 3.5.1 Drug possession
 - 3.5.2 Theft
 - 3.5.3 DWI/DUI* (2ND OFFENSE)
 - 3.5.4 Eligibility depends on the offense within the last 10 years.
- 3.6 Communities seeking an exception to the background of a coach/volunteer for consideration will not be allowed to vote on the decision. Exceptions must be submitted to the SEYFA Board prior to the start of the season and ruled upon by the SEYFA Board members at the next scheduled SEYFA Board meeting.
- 3.7 Until the SEYFA Board has made a determination of eligibility, the coach/volunteer may not participate in any SEYFA sanctioned event including practices.
- 3.8 All coaches must complete the USA Football Youth Tackling Certification or NFHS certification before assisting with practices or being on the sidelines for games. The deadline to complete the certification and add coaches prior to Monday of the first week's games.
- 3.9 All communities must submit coaching certification and placed in the SEYFA designated folder prior to Monday of the first week's games. Coaching certification will be submitted to the SEYFA board representative (Westosha). No coach / volunteer can be on the field without this being completed.

4 SEYFA Officials

- 4.1 Field Marshals
 - 4.1.1 Assigned field marshals must wear Blue issued badges during games and be in possession of the current rulebook.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 4.1.2 Field marshals are responsible for the clarifications of the SEYFA rules. They can determine if an official time out is warranted to enforce any of the SEYFA rules.
- 4.1.3 Field marshals cannot overturn an official's call but can clarify the rules to the official during an official time out or game pause. The official's decision is final.
- 4.1.4 The field marshal will inform the SEYFA Board Representative of their community that a clarification is required of the SEYFA rules. Field marshal must be at least 21 years old and be familiar with the current SEYFA rulebook.
- 4.1.5 The field marshal must be present at the coin toss.

4.2 SEYFA Board Members

- 4.2.1 SEYFA Board members (one per community) are to wear Orange issued badges during games.

4.3 SEYFA Disciplinary Committee

- 4.3.1 The SEYFA disciplinary committee is comprised of SEYFA board members.
- 4.3.2 Participation on the SEYFA disciplinary committee is assigned before the start of the season.
- 4.3.3 A member of the committee cannot participate in the arbitrations if the member of the committee is involved in the issue or if the circumstances will benefit the member community in any way (e.g. playoffs).
- 4.3.4 The SEYFA Disciplinary Committee, along with the SEYFA Member Communities, will reach a decision and inform the offending Member Community of its actions within 72 hours of the forfeiture.
- 4.3.5 The Member Communities involved, through the community's SEYFA Board member may request discussion of the incident with the SEYFA Disciplinary Committee within 24 hours of the forfeit.
- 4.3.6 The SEYFA Disciplinary Committee, as well as the SEYFA Member Communities, reserves the right to weigh the circumstances of each occurrence in making a decision.
- 4.3.7 If the SEYFA Disciplinary Committee and SEYFA Member Communities find that the offending Member Community was at fault in the incident, all penalties will apply.
- 4.3.8 If the SEYFA Disciplinary Committee and the SEYFA Member Communities determine that the forfeit was beyond the offending Member Community's control, no penalties or sanctions will be assessed.
- 4.3.9 All findings will be added to the agenda of the next SEYFA board meeting for review and possible action.

5 Game Fields

- 5.1 Communities/game location must provide two team and spectator sides clearly marked home and away.
- 5.2 Coaches are not allowed out of the coach's box (WIAA). Every field will have a coach's box outlined on the field. (No coach's box can go beyond the 20-yard line.).
- 5.3 Every field must have a parent line which is at least 10 yards off the field sideline. Referees & Field Marshalls shall/will enforce this rule.
- 5.4 Communities hosting games on a high school field must have a backup location in the event of inclement weather. If games cannot be held as scheduled at the high school location on the scheduled day and a backup facility is not available, a forfeit will occur for the home teams scheduled at that facility.

6 Equipment

- 6.1 Cloth or neoprene covers of any type are not allowed over chin straps.
- 6.2 No metal cleats.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 6.3 It is highly suggested that players wear a cup that properly fits to protect the groin.
- 6.4 Helmet visors must be clear unless there is documentation of a medical issue. Visors are required for any player wearing glasses unless they are sports specs.
- 6.5 Any sports specs or prescription glasses must also be clear (not tinted in any way).
- 6.6 All players must have an attached mouth guard (any color including clear) unless a special mouth guard has been provided by a dentist due to braces being worn.
- 6.7 Casts must have release from doctor to play and need to be wrapped per WIAA rules and verified by trainer.

7 Tie breakers

- 7.1 Tie breakers for playoff seeding will be as follows:
 - 7.1.1 Eligibility for and seeding in postseason playoffs will be determined on the basis of an overall combined ranking of all categories below (Non-Divisional Games DO NOT count towards playoff standings but these games must still be played).
 - 7.1.2 Overall record
 - 7.1.3 Head-to-Head record
 - 7.1.4 Postseason Point System in descending order, highest to lowest (see below.
 - 7.1.5 Schedule strength – total winning record (percentage) of all teams defeated.
 - 7.1.6 Coin Flip.
 - 7.1.7 In all postseason playoff determinations, once a multiple Tie Breaker provision is broken, the remaining teams should revert toward the top of the Tie Breaker List, using Head-to-Head record as a deciding factor whenever possible.

8 Postseason Point System

- 8.1 Points will be awarded for each game played based upon whether the team loses or wins and depending on the Victory Margin (winner's score minus loser's score) as follows.
 - 8.1.1 Team Victory Margin Postseason Points Awarded
 - 8.1.1.1 Losing team Not applicable = 0
 - 8.1.1.2 Winning team 1 to 16 points = 3
 - 8.1.1.3 Winning team 17 to 24 points = 2
 - 8.1.1.4 Winning team 25 to 32 points = 1
 - 8.1.1.5 Winning team 33 to 40 points = 0
 - 8.1.1.6 Winning team 41 points or more MINUS 1

9 Playoffs / Superbowl

- 9.1 Playoff games will be hosted at the location of the team with the highest seed except for the Superbowl. If the higher seeded team does not have their field available and cannot find a neutral site, then the lower seeded team may host the game. The original host team will still pay the game fees to include trainer and referees.
- 9.2 Superbowl location will be determined by the SEYFA board at least two months before the beginning of the playoffs.
- 9.3 A single site will be used for all championship games.
- 9.4 Home sideline will be awarded to the higher seed in the Superbowl unless a team from the hosting community is participating in the game.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 9.5 No mercy rule for teams in the Superbowl, however common coaches' sportsmanship ethics should be followed.

10 Unsportsmanlike Conduct

- 10.1 League officials, coaches, players, or spectators, who exhibit unsportsmanlike conduct will receive an immediate suspension for the remainder of the game and will be asked to leave the field and wait in their vehicle within 5 minutes of the infraction. If they do not leave the field within five minutes and wait in vehicle or sit in the stands with an adult, their team will forfeit the game. Coaches and parents may only return to the field in an emergency situation (e.g. related player injury). Players should not return to the field under any circumstances. The individual will not be allowed to return for any other games that day.
- 10.2 Receiving a suspension during a game automatically results in a second suspension the following week. Appeals can be made to the players' SEYFA Board member of that community. The local SEYFA Board member will review the evidence for the appeal and present the analysis if merited to the SEYFA disciplinary committee.
- 10.3 Any coach who uses profanity will receive a 15-yard penalty. SEYFA has a zero tolerance for this action around players. Multiple occurrences may result in a suspension by the SEYFA board.
- 10.4 Any league official, coach, parent, player, or volunteer that uses social media posting negative comments regarding players, coaches, referees, and /or about any SEYFA member community will result in an official review by the SEYFA disciplinary committee. SEYFA has zero tolerance for this action. Multiple occurrences may result in an immediate suspension by the SEYFA board.
- 10.5 Sportsmanship extends off the field including social media. Social media posts from coaches, parents and players regarding any SEYFA events that does not promote positive sportsmanlike behavior will not be allowed.
- 10.6 When the SEYFA disciplinary board is made aware of such posts, the poster will be asked to immediately (less than 8 hours) remove the post.
- 10.7 If the post is deemed flagrant, immediate actions may result as deemed appropriate by the SEYFA Disciplinary Committee.
- 10.8 Failure to remove the post immediately will result in an immediate one game suspension of the poster (player, family member or coach).
- 10.9 If the social media infractions continue, the SEYFA disciplinary board may rule for continued suspension, ejection for the year or other disciplinary actions including forfeiture of all games (past and future).

11 Compliant or Protest Reporting Procedures

- 11.1 If a team is filing a protest or complaint, the filing coach must notify the Opposing Head Coach and the Head Official before leaving the field.
- 11.2 ALL Disputes must be submitted by the community's SEYFA Board member to the league via email by Sunday night 8:00 PM
- 11.3 An email is to be sent by the filing party copying all community directors involved, and the SEYFA Disciplinary Committee.
- 11.4 The League's Disciplinary Committee will have 72 hours to render a decision after reviewing the current SEYFA rules, having discussions with all parties involved, and reviewing any video if available.
- 11.5 Teams involved in stated disputes must be readily available to meet up to 72 hours past the incident report.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 11.6 All decisions will be investigated with the intent to be fully resolved by Wednesday night after the incident.
- 11.7 SEYFA communities will follow the below solutions first before any escalations to the SEYFA disciplinary committee.
 - 11.7.1 Solution 1
 - 11.7.1.1 All disciplinary procedures would be directly resolved by the responsible organization of the incident offenders. If this can be done correctly, written proof in full detail will be required of how the resolution was administered in writing by the community representative for review and approval by all SEYFA community representative members. Follow up on the incident and the final outcome will also be done via email and at the next scheduled League Board Meeting including just a brief review.
 - 11.7.2 Solution 2
 - 11.7.2.1 If the incident cannot be handled internally by the responsible community, all disciplinary procedures and decisions will come from the SEYFA Disciplinary Committee. Facts will also be presented to the SEYFA Community Representatives for final review. Then final decisions will be handed off to the offending community leaders to be directly administered by the offending party(s) as per the leagues direction. Follow up via email, and also at the next scheduled League Board Meeting will include a brief review.
 - 11.7.3 Solution 3
 - 11.7.3.1 Any protests brought forth following a Wednesday night decision, must be submitted within 12 hours of the first judgement, copying the community's SEYFA board members that were involved, and the SEYFA disciplinary committee. All other rules above will still apply, including all parties available to meet within 24 hours' notice. Resolutions to these protests will be immediately investigated to a final decision within 12 hours.
 - 11.7.4 All decisions should be considered final despite the outcome & all parties should begin to move forward in a positive manner for betterment of all interested parties and the league.

12 Forfeitures

12.1 Consequence of Forfeiture

- 12.1.1 Any team forfeiting a game, regular or post season, will be suspended from further play until the SEYFA Disciplinary Committee considers a vote to reinstate the team pending review of the SEYFA Football Playing Rules, and discussion with all involved parties.
- 12.1.2 A game forfeit will result in a 0-7 loss.
- 12.1.3 Member Communities must also pay game fees associated with said game prior to next game, or within 72 hours of the forfeited postseason game.
- 12.1.4 A second occurrence of team forfeiture during the same season will result in an additional 0-7 loss and suspension from regular and post season play for the remainder of the season, or additional next season games, unless approved by SEYFA Disciplinary Committee, and the SEYFA board.

12.2 Abusive Forfeiture

- 12.2.1 A Member Community's repeated acts of forfeiture and/or failure to pay field fees within the prescribed time could result in Member Community probation and/or expulsion.

12.3 Additional Reporting by Officials

- 12.3.1 Reports of ejections (Players/Coaches/Parents/Fans) for upcoming weeks/opponents/and league file should be done by officials and at the time games scores are submitted to inform the league and upcoming opponents.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 12.3.2 Other Unsportsmanlike Issues: Unsafe Field Conditions, running up scores, delay of game issues, host site issues should be reported immediately following the games to the league.
- 12.3.3 Injuries: players w/concussions or any other serious injuries are required to have a medical release to return to play should be reported by the trainer, and coaches during the score reporting.

13 Game Rules (all grades unless noted)

- 13.1 ALL TEAMS SHALL FOLLOW THE RULES AND REGULATIONS OF THE NATIONAL FEDERATION OF HIGH SCHOOL ATHLETIC ASSOCIATION (NFHSAA) except for the following SEYFA rules.
- 13.2 Only certified coaches and assistant team managers identified by a badge are allowed inside the "box" marked on the sidelines during game play. All grades are allowed maximum of six coaches.
- 13.3 No Family is allowed in the box for any reason without credentials.
- 13.4 No Video Taping or Photographs are to be taken within the Coaches box.
- 13.5 No parent, coach or player can video tape an opposing team if your child or player is not participating in the game you are taping. (No videotaping for scouting reasons in advance of playing a team.)
- 13.6 No blocking below the waist.
- 13.7 Coaches will line up players on 40 yd. lines prior to the coin toss and lead their teams in the pledge of allegiance (or national anthem if sound system is available) at the start of every game. All players & staff MUST stand for the National Anthem. Failing to do so will result in an unsportsmanlike penalty at the start of the game.
- 13.8 One Coach is required to come out on the field for the coin toss with their team captains.
- 13.9 Player is down when knee touches ground regardless of if down by contact or not.
- 13.10 After a touchdown, teams can run ball in from 3-yard line for one point, throw for 2 points (receiver must be in end zone at the time of catch), or attempt a PAT with no defenders rushing (1st-6th grade) for 2 points. During the point attempt after a touchdown, or PAT the defense cannot score via fumble or interception, it is just a failed point after.
- 13.11 If a rain delay occurs, play will be suspended for a maximum of 1 hour and 45 minutes. General rule is to wait 30 minutes after the last lightning sighting. After that time, the teams will be sent home and a makeup game must be played Monday or Tuesday night during that same week. SEYFA will determine makeup times and dates which teams must accommodate. A team that cannot accommodate the makeup will forfeit. If both cannot accommodate, a tie will be counted. If you are in the 4th quarter and a rainout occurs, no makeup will occur after the 1 hour 45-minute delay and current score will be used. (Points for a tie = 0,0. Points for a forfeit – 7,0).
- 13.12 If a makeup is required, both coaches should sign the referee's game card certifying score, time remaining, down, etc. as each makeup game is a continuation.
- 13.13 If both coaches agree to end the game after a rainout, rather than schedule a make-up game, the game score prior to the rainout will be used (i.e. Team A is winning by 25 points with 3 minutes left in the 3rd quarter when the rain occurs. Team B agrees to end the game at that point.)
- 13.14 If a team forfeits a game at their choice either during the game or elects not to show up on game day (i.e. not due to injury, rainout, missing trainer) the forfeiting team will receive a loss with a score of 0-60, no matter what the actual score was at the time of the forfeit.
- 13.15 Subsequent games will not be cancelled unless unsafe weather continues throughout the day.
- 13.16 Field Goals are allowed at all levels if the hosting community has field goal posts. Rushing the kicker is prohibited for field goals and PAT's for 1st-6th grade. At no time can the offense attempt a fake field goal.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 13.17** Onside kicks are allowed.
- 13.18** Kickoffs that go out of bounds provide 3 options (WIAA clarification):
- 13.18.1** Ball placed 25 yards from place of kick.
 - 13.18.2** Decline penalty and place where it goes out of bounds.
 - 13.18.3** 5-yard penalty from original kicking position and re-kick.
 - 13.18.4** Kicks after safety will be from the 25-yard line with the option to punt.
- 13.19** PAT – Extra point
- 13.19.1** A team has the option to kick an extra point after a touchdown if playing on a field with goalposts at each end. Goalposts must be permanent fixtures of the field. All NFSHSAA rules associated with kicking an extra point apply. The opposing team also has the option to kick an extra point after a touchdown but is NOT required to kick. Running the ball for 1 point or catching a ball outside of the end zone and running it in to the end zone for 1 point or catching a pass in the end zone for 2 points are also acceptable options for any team at any location when attempting a score after a touchdown. Any team that kicks an extra point (PAT) and is successful will be awarded 2 points. A kicking block may be used.
- 13.19.1.1** 1st - 2nd Grade
- 13.19.1.1.1** No rushing the kicker and no physical contact at the line of scrimmage.
 - 13.19.1.1.2** Holder must start in the crouched position.
 - 13.19.1.1.3** The holder may recover the ball after the snap and place the ball back on the kicking block for the extra point attempt.
 - 13.19.1.1.4** On an 80-yard field the line of scrimmage is 13 yards (3-yard line) from the cross bar and kicked 7 yards from there for a 20-yard extra point attempt just as if the field was 100 yards.
 - 13.19.1.1.4.1** Standing to catch the ball by the holder is allowed.
 - 13.19.1.1.4.2** Trapping the ball by the holder due to an errant snap is allowed.
 - 13.19.1.1.4.3** Reaching for the ball if no more than one yard from the holder's position is allowed.
 - 13.19.1.1.4.4** When in doubt, consideration should be given that promotes kicking extra points as a development skill in football.
 - 13.19.1.1.4.5** PAT defense players may jump up and down, wave their arms, and scream during the extra point attempt.
- 13.19.1.2** 3rd-4th Grade
- 13.19.1.2.1** No rushing the kicker and no physical contact at the line of scrimmage.
 - 13.19.1.2.2** Holder must start in the crouched position.
 - 13.19.1.2.3** The holder may recover the ball after the snap and place the ball back on the kicking block for the extra point attempt.
 - 13.19.1.2.3.1** Standing to catch the ball by the holder is allowed.
 - 13.19.1.2.3.2** Trapping the ball by the holder due to an errant snap is allowed.
 - 13.19.1.2.3.3** Reaching for the ball if no more than one yard from the holder's position is allowed.
 - 13.19.1.2.3.4** When in doubt, consideration should be given that promotes kicking extra points as a development skill in football.
 - 13.19.1.2.3.5** PAT defense players may jump up and down, wave their arms, and scream during the extra point attempt.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

13.19.1.3 5th and 6th grade

13.19.1.3.1 No rushing the kicker and no physical contact at the line of scrimmage.

13.19.1.3.2 Holder must start in the crouched position.

13.19.1.3.3 The holder may recover the ball after the snap and place the ball back on the kicking block for the extra point attempt.

13.19.1.3.3.1 Standing to catch the ball by the holder is allowed.

13.19.1.3.3.2 Trapping the ball by the holder due to an errant snap is allowed.

13.19.1.3.3.3 Reaching for the ball if no more than one yard from the holder's position is allowed.

13.19.1.3.3.4 When in doubt, consideration should be given that promotes kicking extra points as a development skill in football.

13.19.1.3.3.5 PAT defense players may jump up and down, wave their arms, and scream during the extra point attempt.

13.19.1.4 7th and 8th grade

13.19.1.4.1 The extra point attempt will be played live with rushing.

13.20 Each team will supply 3 parents to hold yard and down markers per half.

13.21 100% (equal) playing time rule, whereas all players must have a starting/primary position on either offense or defense except for disciplinary reasons. Substitutions are allowed ONLY for fatigue, injury or the mercy rule but must notify an official at time of substitution. Special teams do not count as a starting position.

13.22 Punt and Punt Return are not Special Teams. Offense and defense are considered starting positions.

13.23 Horse Collar rule as defined by WIAA is in effect. The player must make the tackle to be considered a horse collar. 15-yard penalty.

13.24 No injured player that leaves the game for an injury may reenter the game unless released by the athletic trainer.

13.25 Award decals on helmets are permitted on helmets if your community approves it. Decals must be in good taste and not promote any sort of bad behavior on the playing field but encourage sportsmanship and fair play.

13.26 Over Time rules will be followed as defined by WIAA rules for all grades with the following exception

13.26.1 The ball will be placed at the 10-yard line and each team is allowed 4 plays to score and convert an extra point. If the game is still tied after each team runs 4 plays, the process repeats until a winner is determined.

13.26.2 If a game ends in a tie due to weather conditions, each team receives ½ win and no loss.

13.26.3 If a team turns the ball over it will result in a loss of possession.

13.27 All leagues are 11-man ball. If a team does not have 11 players at the start of the game or falls below 11 players due to injury during the game (confirmed by the trainer as unable to continue), a forfeit occurs and the actual score of the game at the time of the forfeit is used. The win will be awarded to the non-forfeiting team regardless of score. (There is no option to finish the game with 9 players.) Teams may continue to scrimmage with less than 11 players if both agree but the score will not count.

13.28 Available to play means that a player is dressed and ready to play and is not injured or being reviewed by the athletic trainer on duty.

13.29 No locking arms or legs for the purpose of blocking. (i.e. the wedge on kick-offs or for any offensive or defensive formations.)

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 13.30** The Mercy Rule only goes into effect when there is a difference of 25 points between opposing teams. When the mercy rule is in effect the lower score team may choose any 2 players from the opposing team who may not advance the ball. (Kicking or handing off the ball is not considered advancing the ball.) Continuous clock is in effect and stops only during injury, change of possession, extra point or time outs or when the 25-point differential no longer exists. When mercy rule is in effect
- 13.30.1** Team ahead must utilize running plays, no passing of any sort. Penalty 15 yards and loss of down.
- 13.30.2** The lower score team will have the ball placed on the 35-yard line for each offensive series. (i.e. Kick-offs to the lower score team will not be allowed to avoid onside kicks or recovery from the higher score team)
- 13.30.3** No timeouts are allowed by the higher scoring team.
- 13.31** There will be weight restrictions for ball carriers for every grade level. The weight will be determined each year at the SEYFA Jamboree or before the first official game of the SEYFA season. All weights must be validated at the time of the weigh-in by a Field Marshall and a coach from their team or organization. Once the weight is validated, it will officially be added to the team roster and properly submitted to the league no later than Sunday following the weigh-in
- 13.31.1** *The weights for the 2021 season*
- 13.31.1.1** 1&2 Grade – 75 lbs.
- 13.31.1.2** 3&4 Grade – 95 lbs.
- 13.31.1.3** 5th Grade – 115 lbs.
- 13.31.1.4** 6th Grade – 135 lbs.
- 13.31.1.5** 7th Grade – 150 lbs.
- 13.31.1.6** 8th Grade – 170 lbs.
- 13.32** Players that are over the maximum ball carrier weight will be issued a sticker to be placed on their helmet for the whole season.
- 13.33** If a player does not make the SEYFA Jamboree, the first game of the season or the “Last Call Weigh-In” in Westosha on the first Tues or Wed following week 1 to have weight verified, they cannot be a ball carrier for the season. Unless said player is weighed prior to a game and the weight certified by an opposing head coach that the player is 10lbs or greater under the maximum ball-carrier weight. Weigh-ins can be taken with equipment or in shorts. Equipment includes helmets, shoulder pads, shoes, jersey pants with pads, etc. Players should not exercise unhealthy risks or unsafe measures to make weight as a ball carrier. As stated in the SEYFA rules, all Coaches must use good safe and ethical decisions when monitoring all players’ health. (If a player weighs in with equipment and is declared over the ball carrier limit, they will have 5 minutes to remove equipment and weigh in one last time.)
- 13.33.1** All situations where the player over the weight limit takes control of the ball, the play will be blown dead at the spot of control.
- 13.33.2** Striped players are limited to the offensive line or defensive line. For offensive line, players are only eligible to play one of the offensive line positions from tackle to tackle and required to be in a three-point stance. The striped defensive lineman can only play on the defensive line in a 3-point stance which is 2 yards outside the tackle and must be in a three- or four-point stance. No striped player can advance the ball.
- 13.33.3** The only exceptions to the ball-carrier rule would be the punter and kicker.
- 13.33.4** The punter over the maximum ball carrier weight can kick the ball.
- 13.33.5** A striped punter cannot advance the ball past the line of scrimmage but is eligible to pass the ball.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 13.33.6 Striped players can also kick the ball on Kick-off teams, but they cannot participate in the tackle.
- 13.33.7 Teams that do not have 10 players without stripes will not be able to kickoff resulting in the receiving team starting on their own 40-yard line.
- 13.33.8 Striped players can play on Kick return teams. A Striped player cannot advance the ball on kick return but can catch or fall on the ball whereby it will be deemed a DEAD Ball upon that spot.
- 13.33.9 Striped players can also kick the ball on Kick-off teams, but they cannot participate in the tackle. Teams that do not have 10 players without stripes will not be able to kickoff resulting in the receiving team starting on their own 40-yard line.
- 13.33.10 Striped players can play on kick return teams. A striped player cannot advance the ball on kick return but can catch or fall on the ball whereby it will be deemed a DEAD Ball upon that spot.

14 Grade Specific Game Rules

14.1 1st & 2nd, 3rd & 4th Grades Only

- 14.1.1 All games will be played on a 53 yard by 80-yard field.
- 14.1.2 Grades 1 through 4 will play 8-minute quarters with regular clock stoppages as outlined in the WIAA rule book.
- 14.1.3 2 minutes between quarters.
- 14.1.4 10-minute halftime.
- 14.1.5 3 timeouts per half per team.
- 14.1.6 40 second play clock
- 14.1.7 Each time out is 1 minute.
- 14.1.8 Games will NOT start before their scheduled time.
- 14.1.9 No defensive player can line up over the center at any time or in the "A" gap. Defensive Tackles can lineup head up only with the guard. The center cannot be touched until the ball is clearly and solely within the QB's hands after the snap as the centers need to safely defend themselves. Guards are limited to lineup 1 yard from the center. Anything else will allow the defensive lineman to play closer to the "A" gap.
- 14.1.10 Kick Offs
 - 14.1.10.1 There will be no Kick-Offs. The ball will be placed on the 25-yard line from the goal line.
 - 14.1.10.2 In the 4th Quarter, if a team is losing by 16 points or less, they may take the On-Side Option of having a 4th and 10 play on their 25-yard line from their goal line.
- 14.1.11 PAT – see 15.19.

14.2 1 & 2 Grade Only

14.2.1 Coaches

- 14.2.1.1 Grades 1 and 2 have the option of having one coach per team on the field prior and during play throughout the season.
- 14.2.1.2 NO coaching after the huddle breaks and the coach is to be a minimum of 10 yards behind the line of scrimmage and silent before the snap of the ball. Official will call a penalty.
- 14.2.1.3 The penalty for infraction of 14.2.1 will be the same as too many players on the field (5 Yards).

14.2.2 Offense

- 14.2.2.1 The offense must have no less than 5 men in the box at initial setup but may have more than 5. Per WIAA, you must have 7 men on the line of scrimmage at snap.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

14.2.2.2 No quarterback sneaks at any time. The definition of a QB sneak is: A play in which the QB takes the snap from under center or a direct snap to a player within 3 yards off the ball and drives straight ahead between the tackles. (i.e., Running between the tackles from shotgun is allowed and not considered a QB sneak.)

14.2.2.3 All must be in 3 or 4point stance.

14.2.3 Defense

14.2.3.1 Defense may match the number of offensive linemen except the center (i.e. If offense has 6 players in the box, defense may have 5 defensive players, as no one can be over center.

14.2.3.2 If the offense has 6 men in the box and shifts to only 5, the defense is not required to remove one man. (Defense can never have anyone head-to-head on the center but can have an extra man in the box only if offense shifts one man out.)

14.2.3.3 Defensive players covering tight ends on the line of scrimmage must be head-to-head and in a 3- or 4-point stance.

14.2.3.4 Linebackers, corners, and safeties must be 5 yards off the line of scrimmage.

14.2.3.5 All must be in 3 or 4point stance.

14.2.3.6 Goal line defense from the 5-yard line to the goal line.

14.2.3.7 The defense linemen may match the number of offensive linemen except the center (i.e., If you have 6 players in the box, you may have 5 defensive players, as no one can be over center. All must be in 3- or 4-point stance)

14.2.3.8 Linebackers, corners, and safeties can be up to 1 yard off the L.O.S.

14.2.4 Kick Offs

14.2.4.1 There will be no Kick-Offs. The ball will be placed on the 25-yard line from the goal line.

14.2.4.2 In the 4th Quarter, if a team is losing by 16 points or less, they may take the on-side option of having a 4th and 10 play on their 25-yard line from their goal line.

14.2.5 Punts

14.2.5.1 No punts. Ball will be marked 20 yards from the line of scrimmage after punt is declared by the offense.

14.2.5.2 PAT – see 13.19.

14.3 3rd and 4th Grade Only

14.3.1 Teams have the option of having one coach per team on the field during the Jamboree. By week 1, coaches are not allowed on the field unless time out or injury occurs.

14.3.2 Offense

14.3.2.1 No quarterback sneaks at any time. The definition of a QB sneak is: A play in which the QB takes the snap from under center or direct snap to player less than 3 yards off the ball and runs in any of the gaps between the tackles. (i.e. Running between the tackles from shotgun is allowed and not considered a QB sneak.)

14.3.3 Defense

14.3.3.1 The offense must have no less than 5 men in the box at initial setup but may have more than 5. Per WIAA, you must have 7 men on the line of scrimmage at snap.

14.3.3.2 Defense may match the number of offensive linemen except the center (i.e. If offense has 6 players in the box, defense may have 5 defensive players, as no one can be over center.

14.3.3.3 If the offense has 6 men in the box and shifts to only 5, the defense is not required to remove one man. (Defense can never have anyone head-to-head on the center but can have an extra man in the box only if offense shifts one man out.)

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

14.3.3.4 All must be in 3- or 4-point stance.

14.3.3.5 Defensive players cannot be split wider than the outside shoulder of the last offensive lineman.) and must also be in 3- or 4-point stance.

14.3.3.6 Linebackers, corners, and safeties must be 5 yards off the L.O.S.

14.3.4 Goal line defense from the 5-yard line to the goal line.

14.3.4.1 The defense linemen may match the number of offensive linemen except the center (i.e., If you have 6 players in the box, you may have 5 defensive players, as no one can be over center. All must be in 3- or 4-point stance and defensive players cannot be split wider than the outside shoulder of the last offensive lineman.)

14.3.4.2 The remaining players can be up to 1 yard off the line of scrimmage, unless covering a receiver.

14.3.4.3 Punts

14.3.4.3.1 Punts cannot be challenged; players must all wait in their positions until the punt is kicked. Punters must remain within the tackles while kicking and no closer than 5 yards from the line of scrimmage.

14.3.4.3.2 No fake punts, 4th down decision must be announced prior to lining up on 4th down.

14.3.4.4 PAT – see 15.9.

14.3.4.5 Kick Offs

14.3.4.5.1 There will be no Kick-Offs. The ball will be placed on the 25-yard line from the goal line.

14.3.4.5.2 In the 4th Quarter, if a team is losing by 16 points or less, they may take the On-Side Option of having a 4th and 10 play on their 25-yard line from their goal line.

14.4 5th, 6th, 7th, and 8th grade specific rules

14.4.1 All games will be played on a 53 yard by 100-yard field.

14.4.2 9-minute quarters with regular clock stoppages as outlined in the WIAA rule book.

14.4.3 2 minutes between quarters.

14.4.4 10-minute halftime.

14.4.5 3 timeouts per half per team.

14.4.6 40 second play clock

14.4.7 Each time out is 1 minute.

14.4.8 Games will NOT start before their scheduled time.

14.4.9 Coaches are not allowed on the field during game (WIAA) for grades 5, 6, 7 and 8 unless time out or injury occurs.

14.4.10 One coach is allowed on the field for time outs.

14.4.11 No coach is allowed in the huddle during injury.

14.4.12 Fake punts are allowed. Players can rush and block punts.

14.5 5th and 6th grade

14.5.1 Defensive players cannot line up over center when in shotgun or long snap.

14.6 7th and 8th grade

14.6.1 Defensive players cannot line up over center when in long snap.

14.6.2 Kick Offs will be played like WIAA. Stripers still will not be allowed to advance the ball; they may catch the ball or pick up a fumble, but the ball is dead at that point.

15 Rule Proposals, Changes, Adoption Procedure

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

- 15.1 Proposals for changes in the rules may be brought to the attention of the Rules and Regulations committee chairperson at any time by the community SEYFA board representative.
 - 15.2 The Chairperson of the rule committee will then bring the proposal before the Board of Directors for a vote at the next Board meeting. The proposed changes will be adopted if a majority of the SEYFA board members vote to affirm the rule change.
 - 15.3 All rule changes must be finalized by the July SEYFA meeting. Changes after that will only be for extenuating circumstances.
- 16 Legal Liability**
- 16.1 SEYFA, its Officers, Directors, Coaches, and personnel of its members assume no responsibility of liability for any injury to persons or damage to property occurring as a consequence of any activity of the league or any of its members. All players, coaches, and other participants participate in league activities at their own risk.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

17 Penalty Summary

Loss of 5 yards

1. Delay of game. **Dead ball - PS**
2. Failure to properly wear required equipment just before snap. **Dead ball foul - PS**
3. Illegal substitution. **Dead ball - PS**
4. Free kick infraction. **Live ball foul – administered at end of play**
5. Encroachment. **Dead ball - PS**
6. Free kick out of bounds. **OPTIONS= @ out of bounds spot, 5 yard re-kick or 15 yards from kick (80 yd field) or 25 yards from kick (100 yd field)**
7. Invalid or illegal fair catch signal. **Dead ball – admin at end of play**
8. Snap infraction. **Dead ball - PS**
9. False Start. **Dead ball - PS**
10. Illegal formation or procedures at snap. (1st 2nd 3rd 4th grades) Player(s) not in a 3 or 4 point stance while aligned within 3 yards of either side of the center and within 2 yards of the line of scrimmage.

Dead ball PS

1. Defense Player lined up & rushing over Offense Center r Shotgun formation) **Dead ball PS**
2. Less than five (seven for 3 thru 8) on Offense Line of Scrimmage. **Live ball - PS**
3. Illegal shift or illegal motion. **Live ball - PS**
4. Illegal handing ball forward (*also loss of down*) **Live ball - admin at end of play PS**
5. Illegal forward pass (*also loss of down*) **Live ball - PS**
6. Intentional grounding (*also loss of down*) **Live ball - POI**
7. Ineligible receiver illegally downfield. **Live ball - PS**
8. Illegal touching (*also loss of down*) **Live ball - PS**
9. Aiding the runner. **Live ball - PS**
10. Non-Player outside of the team box, but not on field. **Live ball - SS**

Loss of 10 Yards

1. Illegal blocking technique. - **OPTIONS = POI if beyond L.O.S. or PS if behind L.O.S.**
2. Interlocked blocking. **Live ball - PS**
3. Holding. **Live ball - OPTIONS = POI if beyond L.O.S. or PS if behind L.O.S.**
4. Runner grasping a teammate. **Live ball - POI**
5. Illegal use of hands or arms. **Live ball - POI**

Loss of 15 Yards

1. Unsportsmanlike conduct by player or non-player. **Live ball foul – admin at previous spot**
2. Illegally kicking or batting ball. **Live ball - PS**
3. Illegal block after valid or invalid fair catch signal. **Live ball – OPTIONS = PS if ball has not been secured by receiving team or SS if ball has been caught (post possession)**
4. Kick catching interference. **Live ball - SS**
5. Forward pass interference. **Live ball - PS**
6. Illegal block below waist. **Live ball - POIP**
7. Clipping **Live ball - OPTIONS = POI if beyond L.O.S. or PS if behind L.O.S.**
8. Chop Block **Live ball - PS**
9. Tripping (exception: tripping to make tackle is legal) **Live ball - PS**
10. Illegal personal contact **Live ball - SS**
11. Charging into an opponent obviously out of the play. **Live ball - SS**
12. Grasping an opponent's face mask (or any helmet opening) **Live ball - SS**
13. Butt Blocking, face tackle or spear. **Live ball - SS**
14. Roughing the passer (*also automatic first down*) **Live ball - PS**
15. Roughing the kicker (*also automatic first down*) **Live ball - PS**
16. Roughing the snapper (*also automatic first down*) **Live ball - PS**
17. Slapping blocker's head. **Live ball foul –admin at previous spot**
18. Illegal participation **Live ball foul –admin at previous spot**
19. Sideline interference (third and subsequent) **Live ball - SS**
20. Non-player illegally on field. **Live ball – SS**
21. Profanity – 15 yds.

Disqualification Associated with Certain 15 Yard Penalties:

1. Fighting by player or non-player **SS**
2. Any act if unduly rough or flagrant **SS**
3. Intentionally contacting an official **SS**
4. A second unsportsmanlike foul by player or non-player **SS**

(PS) = PREVIOUS SPOT

(SS) = SUCCEEDING SPOT

(POI) = POINT OF INFRACTION

18 Appendix

18.1 SEYFA Community Membership

18.2 Community Participation Guidelines - Any community that would like to participate in SEYFA will follow these steps to be considered as a member community.

18.3 Petition a SEYFA board member formally via email or written letter. The petition must contain:

18.3.1 Brief explanation of the community's background including primary recruiting boundaries.

18.3.2 The number of teams expected to participate.

18.3.3 A list of the current board members and their roles.

18.3.4 Any participation in other youth football leagues.

18.3.5 A reasoning for petitioning to join SEYFA including which season that the community would join.

18.3.6 The SEYFA board member will

18.3.6.1 Ask for the petition be added to the agenda of the SEYFA board meeting provided that the agenda is not full and is before the deadline of March 31st of the season being petitioned to join.

18.3.6.2 Present to the SEYFA board at the next SEYFA board meeting, held monthly excluding December, the petition, and a community representative for membership.

18.3.7 The petitioning community must attend the presentation of the petition to the SEYFA board per the agenda.

18.3.8 The petitioning community representative will present its petition and answer any questions from SEYFA Board members.

18.3.8.1 The SEYFA Board will then discuss the petition without the petitioning community's presence during the debate.

18.3.8.2 After a vote, the petitioning community will be contacted by the SEYFA board member that sponsored the petition of the outcome.

18.3.8.3 New communities will be placed on a one-year probation and assigned a mentoring community to help with the transition into SEYFA.

18.3.8.4 During probation, the community will not be allowed a vote but can participate in SEYFA Board meetings.

18.3.8.5 After the year probation and on the anniversary of the petition, a vote of the attending SEYFA board members will consider if the probation has been satisfied and the transition to SEYFA is complete.

18.3.8.6 Participation in SEYFA will be declared as outlined in section 18

18.3.8.7 The new community will also present any comments and suggestions that would help with future transition of new communities.

18.3.8.8 If there are doubts if the new community should continue, the SEYFA board can extend the probation or waive membership to SEYFA.

18.3.8.8.1 Reasoning for waiver or extended probation would be:

18.3.8.8.2 Failure to follow any of the rules as outlined in the SEYFA rule book.

- 18.3.8.8.2.1 Failure to attend and participate in SEYFA board meeting or events.
- 18.3.8.8.2.2 Failure to offer a safe playing environment that does not follow the expectations of good sportsmanship for visiting teams as outlined throughout this rule book.
- 18.3.8.8.2.3 Failure to offer a safe playing environment that is free of threats of violence, intimidation, drugs, alcohol, smoking, and vaping.
- 18.3.8.9 If the petitioning community is allowed into SEYFA the new community will be declared on all SEYFA communications, including web and written, that the new community is joining SEYFA and the new community's communications, including web and written, will also declare SEYFA participation.
- 18.3.8.10 All SEYFA communities are expected to be in good standing with its community and the broader SEYFA community. This includes the handling of its parents, coaches, players, and extends to all modes of communications including cyber. If a member community fails to uphold the SEYFA standards, then the SEYFA Board may take actions towards the offending community up to the dismissal of the whole community from participating in SEYFA events.
- 18.3.8.11 A community that would like to first participate by allowing a few teams to play must follow the same entry criteria as noted in 18.1.
- 18.3.8.12 All communities are expected to attend the SEYFA board meetings.
 - 18.3.8.12.1 Any community that misses more than three meetings during a year will be placed in suspension and lose its voting right during suspension.
 - 18.3.8.12.2 Any community that misses more than six meetings during a year will be dismissed from SEYFA, as a non-participating community.
 - 18.3.8.12.3 A community can petition for reentry and will follow the documented process for entry to SEYFA as outlined in 1.1.4
- 18.4 There are two classifications of a community to be a member of SEYFA.
 - 18.4.1 A community that has all that community's teams participate in the SEYFA league.
 - 18.4.1.1 In this instance, the community will be afforded one vote on the SEYFA board and must participate by attending the arranged monthly SEYFA board meeting.
 - 18.4.2 A community that has elected to split its teams to other youth football leagues.
 - 18.4.2.1 In this instance, the community will only be afforded a vote on the SEYFA board in matters that pertain to the teams that participate in SEYFA.

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

2021 SEYFA GAMEDAY ROSTER CARDS

	2021 SEYFA GAMEDAY ROSTER CARDS											
	Date:											
	Game Location:											
	Opponent:											
	Your Team:											
	<small>Signature Box Head Coach</small>				STARTING POSITION <small>(mark with an X)</small>							
	Jersey # <small>(in numeric order)</small>	last Name	First Name	Striper <small>(indicate with 'X')</small>	OFF <small>1st Qtr</small>	DEF <small>1st Qtr</small>	OFF <small>2nd Qtr</small>	DEF <small>2nd Qtr</small>	OFF <small>3rd Qtr</small>	DEF <small>3rd Qtr</small>	OFF <small>4th Qtr</small>	DEF <small>4th Qtr</small>
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
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16												
17												
18												
19												
20												
21												
22												
23												
24												
25												
26												
	PLAYERS NOT PLAYING				REASON							

SOUTH EASTERN YOUTH FOOTBALL ALLIANCE 2021

QUICK REFERENCE

	1 ST & 2 ND	3 RD & 4 TH	5 TH	6 TH	7 TH	8 TH
Players on the field (Per Team)	11	11	11	11	11	11
Ball Size (Wilson GST)	Pee Wee	Pee Wee	TDJ	TDJ	TDY	TDY
Weight Limit (Ball Carriers)	75 lbs.	95 lbs.	115 lbs.	135 lbs.	150 lbs.	170 lbs.
Quarter Length	8 min.	8 min.	9 min.	9 min.	9 min.	9 min.
Field Size Yards + End Zones	53 X 80	53 X 80	53 X 100	53 X 100	53 X 100	53 X 100
Kickoff Spot	No Kickoff	No Kickoff	40-yard line	40-yard line	40-yard line	40-yard line
Punting	No Rush	No Rush	Live	Live	Live	Live
3 pt. stance required for D-line	Yes	Yes	No***	No***	No***	No***
3 pt. stance required for O-line	Yes	Yes	Yes	Yes	Yes	Yes
Min. Offensive Players on LOS	7	7	7	7	7	7
Max. Defensive Players in box	Match Offense (except center)	Match Offense (except center)	Unlimited	Unlimited	Unlimited	Unlimited
Defense over Center	No	No	**Yes	**Yes	++Yes	++Yes
Play Clock	40 Seconds	40 Seconds	40 Seconds	40 Seconds	40 Seconds	40 Seconds
Blow-out Game	25+ Points	25+ Points	25+ Points	25+ Points	35+ Points	35+ Points
Blow-out Game (Can't advance the ball)	Pick 2 Players	Pick 2 Players	Pick 2 Players	Pick 2 Players	Pick 2 Players	Pick 2 Players
Blow-out Game/Clock	#Continuous	#Continuous	#Continuous	#Continuous	#Continuous	#Continuous
Max. Coaches per Team (On Sideline)	6 (1 on Field)	6	6	6	6	6

***Except in shotgun or long snap.*

++Except in Long snap

#Continuous unless differential is below 25. In 7th & 8th Grade differential is 35 but clock remains continuous in 4th Quarter even if differential drops below 35.

****Except a striped player*