# 2015

# FINAL REVISED DRAFT HANDBOOK

# **FOR**

# THE TWIN CITY NORTH YOUTH FOOTBALL LEAGUE 2-6 GRADES

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#### PART 1

## **2015 CONTACT INFORMATION**

#### **League Director:**

John C. Swanson Cell: 763-232-5758 481 Front Avenue Office: 612-332-6772 St. Paul, MN 55117

jcswanson@msn.com;

#### **Playoff Coordinator:**

Patrick Wheeler PWheeler@Onebeacon.com;

#### **Website Coordinator:**

Tom Greenhalgh 1220 45<sup>th</sup> Avenue Northeast Columbia Heights, MN 55421

Cell: 612-597-6301

Home: 763-208-3826 (fax also)

nsscores@aol.com

\$30.00 per team web/schedule fee is payable to Tom Greenhalgh.

#### **LEAGUE WEBSITES:**

TCNYFL: (2<sup>nd</sup>-6<sup>th</sup> grade) <u>www.allprosoftware.net/TCNYFL15/</u>

#### **AREA DIRECTORS 2015**

	Primary Contact	E-Mail	Phone
Andover	Jason Strasser	jhstras@comcast.net	763-528-8907
	Joel Chwialkowski	jchwial@gmail.com;	
Anoka	Steve Hansen	Steve.hansen@state.mn.us	612-875-5514
Armstrong- Cooper	Jon West	jon@acyfa.com	612-490-0614
Big Lake	Neil Milberger	nmilberger@biglakefootball.org	763-439-6556
Blaine	Jim Ristow	Ristowjim1@gmail.com	612-308-0832
Brooklyn Center	Dave Merfeld	bcyf2013@gmail.com	612-581-0061
		twincitiesvideo@mac.com	
		davemerfeld@gmail.com	
	Tyrone Daniels	tyronebd@yahoo.com	612-384-6551
Brooklyn Park	Joe Peterson	Joepeterson6568@yahoo.com	952-666-8661
Cambridge	Mike Hennen	football@cambridge.k12.mn.us	763-442-9272
Centennial	Rick Wagner	rickw@xtreme.us.com	763-780-1415
	3		651-558-1983
	Mike McCortney	mike.mccortney@gmail.com	651-357-7507
Champlin Park	Cass Lundgren	Cass.lundgren@vision-ease.com	763-360-0793
			763-424-8508
			763-506-9037
Columbia Heights	Keith Windschitl	Keith.Windschitl@ci.columbia- heights.mn.us	763-706-3732
	Matt Townsend	TownsenM@colheights.k12.mn.us	763-528-4471
Coon Rapids	Mike Kowalenko	mikekow@msn.com	
	Tom Lovik	lovikfamily@comcast.net	
Fridley	John C. Swanson	jcswanson@msn.com	612-332-6772
			763-232-5758
Irondale	Mark Strong	Markstrong73@comcast.net	952-857-7326
Mounds View	Paul Berg	paulandamyberg@msn.com	612-805-3342
Osseo	John Plumhoff	John.plumhoff@osseofootball.org	
_	Pat Elmes (5th & 6th Grades) Kevin Dotzenrod (2nd-4th Grades)	Pat.elmes@osseofootball.org	
		Kevin.dotzenrod@osseofootball.org	
St. Anthony	Greg Mitchell	Gregory_I_mitchell@yahoo.com	651-633-2698
	Rob Evans	president@boostersfootball.com	773-519-2501
Spring Lake Park	Kevin Johnston	Kevinjohnston13@aol.com;	763-587-3021
St. Francis	Diane Guinn	diane.guinn@ISD15.org;	763-213-1823
	Mark Aho	mark@tahosportswear.com	

#### PART 2

# TWIN CITIES NORTH YOUTH FOOTBALL LEAGUE RULES, POLICIES, AND PROCEDURES

#### TWIN CITIES NORTH YOUTH FOOTBALL LEAGUE RULES, POLICIES AND PROCEDURES

- 1. Introduction The Twin Cities North Youth Football League ("TCYNFL") is an informal association of communities located in the northern suburbs of Minneapolis and St. Paul organized with the intent to provide a football league for youths in grades 2-6. The league is the direct descendant of the Blaine-Spring Lake Park youth football league, and has grown tremendously over the past six years due to the collective common sense and cooperation of park and recreation and community education professionals and community volunteers from many different communities. In 2015 the league will include teams from St. Francis, Andover, Blaine, Spring Lake Park, Centennial, Irondale, Mounds View, Fridley, St. Anthony, Brooklyn Park, Brooklyn Center, Columbia Heights, Big Lake, Osseo, Coon Rapids, Champlin Park, Anoka, Cambridge, Armstrong, and Cooper.
- **2.** *Philosophy and League Functions* The league is organized with the intent to promote, organize and coordinate the activities of its member communities with the goal of enhancing the quality of football in the Twin Cities area. The league is an informal organization, and operates with a minimum of rules, regulations, policies and procedures. League members believe that the focus of the organization should be on providing youths with the opportunity to play football and increasing overall participation in the sport, and should not be on the personal agendas of various adults who are not interested in the long-term growth of the sport.

The basic operating functions of the league are summarized as follows:

- 2.1 Provide a simple and functional framework that allows teams from the various participating communities to play each other, thereby allowing participating teams to play teams from several different communities.
- 2.2 Establish a uniform set of playing rules and provide training for referees to maintain consistency in the enforcement of playing rules.
- 2.3 Develop and maintain game schedules for each grade division among the participating communities, including a playoff system for those communities that desire to participate in a post-season playoff.
  - 2.4 Provide a mechanism and authority for receiving, investigating, and resolving complaints.
  - 2.5 Establish registration deadlines.

- <u>3. Organization Bylaws</u> The TCNYFL functions on as informal basis as possible. Operation of the TCNYFL is governed by the following simple rules:
- 3.1 Commissioner Participating communities will elect a Commissioner in July of each even numbered year. The Commissioner will serve a two (2) year term. The Commissioner is responsible for coordinating and running meetings, maintaining league records, including meeting minutes and community contact information, initiating the scheduling process, revising and distributing league rules, monitoring the registration process, and acting as the final arbiter of any disputes that might arise.
- 3.2 Scheduling and Website Coordinator The TCNYFL will employ a Scheduling and Website Coordinator, who will be selected and supervised by the Commissioner. The Scheduling and Website Coordinator will be paid directly by the member communities on a "per team" basis, at a rate agreed upon by the Commissioner and Scheduling and Website Coordinator.
- 3.3 Community Representative Each participating community will select one (1) person as their TCNYFL representative. This person will be responsible for attending TCNYFL meetings and coordinating all TCNYFL activities with their community.
- 3.4 Meetings The TCNYFL will conduct two (2) preseason meetings in the summer of each year and one (1) postseason meeting in November of each year. Meeting dates, times and places will be determined by the Commissioner. The Commissioner may call special meetings as needed. Notice of all meetings will be sent via e-mail or in other written form.
- 3.5 Votes Any formal proposal to amend league policies, procedures, bylaws or playing rules, or to sanction a player, coach, team, or participating community must be approved by a majority vote of the participating community representatives present at the meeting at which the vote is taken. Each community will receive the following number of votes, based upon participating teams:

Blaine – 3 votes Armstrong-Cooper – 4 votes

St. Francis – 4 votes Cambridge – 2 votes

Brooklyn Park – 3 votes Brooklyn Center – 2 votes

Andover – 5 votes Lino Lakes - Centennial – 5 votes

Mounds View – 2 votes Irondale – 2 votes Osseo – 2 votes Anoka – 2 votes

Spring Lake Park – 2 votes Champlin Park – 2 votes

Coon Rapids – 2 votes Fridley, Columbia Hghts, St. Anthony, Big Lake – 1 vote each

The Commissioner may adjust the votes each participating community receives as the number of teams the community enters in the league changes. In the event of a tie vote, the Commissioner will vote to break the tie.

3.6 Confirmation of Participation – Each participating community must confirm their participation in the upcoming season no later than June 1. Confirmation must be sent to the Commissioner by e-mail or other written form.

#### TCNYFL PLAYING RULES

1. Composition of Divisions and Teams – The league will have four (4) grade divisions,  $2^{nd} - 3^{rd}$  grade (one division),  $4^{th}$  grade.  $5^{th}$  grade, and  $6^{th}$  grade. Participants must play in their appropriate grade division, unless the participant elects to play in an older grade. Any participant that elects to play in an older grade is required to have his or her parents sign an informed consent form. Participating communities are prohibited from turning down participants based upon ability, and "hand picked teams", "select teams", "all-star teams" and teams with participants outside a community's jurisdiction are prohibited. Communities that field more than one team in a division must construct their teams based upon geography or an equi-draft system. Community representatives are responsible for the composition of their teams and assuring that all players are properly registered and equipped.

<u>2. Weight Restrictions</u> - The restrictions on the weight of ball carriers are as follows:  $2^{nd} - 3^{rd}$  grade: 90 pounds

2<sup>nd</sup> – 3<sup>rd</sup> grade: 90 pounds 4<sup>th</sup> grade: 100 pounds 5<sup>th</sup> grade: 125 pounds 6<sup>th</sup> grade: 135 pounds

These weights must be verified no earlier than the player's community's last regularly scheduled registration date. Players over these weight limits must have a red stripe affixed to their helmet. These players may not line up in the offensive backfield or at wide receiver. They may line up at tight end, but under no circumstances may run the ball or receive a pass from the tight end position. Overweight players must play on the first line on a kickoff receiving team. Overweight players may only run the ball in the following circumstances:

a. Fumble Recovery; b. Pass Interception; c. Kickoff Return from the first line, provided there is no lateral or handoff.

Each community must weigh its players no earlier than the community's last regularly scheduled registration date, and provide its community representative with complete rosters, including the names and weights of all players who are overweight. Community representatives are not required to submit this information to the Commissioner or another community representative unless requested to do so. If a team believes that an opponent has allowed an overweight player to carry the ball, the team must have its community representative contact the community representative of the opposing team after completion of the game. The individual community representatives of the communities involved will then arrange for a weigh-in. If the player in question weighs-in more than four (4) pounds over the ball carrier limits described above, the game will be forfeited and the player in question will be prohibited from carrying the ball in subsequent games. All violations of the weight restriction rules must be reported to the Commissioner.

- 3. Game Administration The following procedures apply to the administration of league games:
- 3.1 The "host team" (the team at whose field the game is being played at) is responsible for having the field in playable condition, having the field marked properly, and having the chains out. The host team is also responsible for providing and paying for a minimum of two qualified officials. This responsibility is for <u>all games scheduled at the host site on a particular date, regardless of whether or not the host has teams participating in all of the scheduled games.</u>
- 3.2 Each team occupies opposite sidelines. Fans are on same side as their team. This is a change from past years. Coaches, parents and officials must be informed. The team listed second on the schedule is responsible for providing the chain gang. We do not want the chain gang to change at halftime.
- 3.3 Games may be postponed before the teams have arrived at the field only by the community representative of the host team, and only for inclement weather or unplayable field conditions. In the event a community representative elects to postpone a game before the participating teams have arrived at the field, the community representative must notify the community representatives and coaches of all other teams affected by the postponement. Once a game has started, the decision to postpone a game may only be made by the game officials. Coaches and community representatives of teams who have had games postponed must contact the Scheduling and Website Coordinator to reschedule the game. There is no guarantee that games can be rescheduled.
- 3.4 Coaches and community representatives are responsible for the behavior of their respective players, coaches and fans. Coaches are prohibited from smoking during games or practices, and alcohol consumption by coaches, officials and spectators is prohibited at games or practices. Unsportsmanlike or abusive behavior will not be tolerated. The TCYNFL reserves the right to suspend or ban players, coaches, and spectators who exhibit unsportsmanlike or abusive behavior. Game officials have the authority to order an ejected player or coach, or any spectator exhibiting unsportsmanlike or abusive behavior, from the game premises. Failure to abide by such an order will result in immediate forfeit of the game by the offending team.
- 3.5 The winning coach of each game is responsible for reporting the game score to the league website.
- 3.6 Playoff formats will vary from year to year based upon weather, time constraints, and the number of teams in each grade division. The Commissioner will determine the playoff format in early October. The TCYNFL believes in simple, short playoff formats. The TCYNFL does not provide trophies or awards for either regular season or playoff champions. Participating communities are free to provide whatever awards their community feels are appropriate for their teams and players.
- 3.7 Protests or complaints regarding officials or unsportsmanlike or abusive behavior must be submitted by the community representative to the Commissioner and the community representative of the other team involved within twenty-four (24) hours of the incident.

- <u>4. Modifications to Playing Rules</u> In general, National Federation rules apply to all TCNYFL games with the following modifications:
- **4.1** Playing Field The playing field for the 2<sup>nd</sup> 3<sup>rd</sup> grade division is only 80 yards long. Kickoffs on the 80 yard field are from the 35 yard line. All major penalties on the 80 yard field are ten (10) yards instead of fifteen (15) yards, except for unsportsmanlike conduct, which shall remain at fifteen (15) yards on the 80 yard field.
- 4.2 Declared Punts In the 2<sup>nd</sup> 3<sup>rd</sup> grade and 4<sup>th</sup> grade divisions, all 4<sup>th</sup> down punts must be declared, and the officials will acknowledge the declared punt to both teams and their respective coaches. When a 4<sup>th</sup> down punt is declared, no player on either team may move until the punter has actually kicked the ball. In the event the punter fumbles the snap, he or she is allowed to pick the ball up and kick the ball. Other players may not move until the ball is kicked. Each team is required to have seven (7) players on the line of scrimmage for declared punts. The penalty for early movement in a declared punt situation is a warning for the first infraction by a team, and a penalty of five (5) yards for each subsequent infraction by the same team. Normal rules apply to punting situations in the 5<sup>th</sup> grade and 6<sup>th</sup> grade divisions. At the 5<sup>th</sup> and 6<sup>th</sup> grade levels, the league emphasizes that the center can not be touched until the snap has been completed and the center has an opportunity to lift his hands and head and protect himself.
- 4.3 Coach on Field Each team may have one (1) coach on the field or in the huddle in the  $2^{nd}$   $3^{rd}$  grade division. Coaches are not allowed on the field or in the huddle in all other divisions.
- **4.4** Other Modifications to Penalties All other penalties will be penalized per National Federation book rule.
- **4.5** Extra Points All extra points will be played from the two (2) yard line. Teams receive one (1) point for a kick and two (2) points for a run or pass.
- 4.6 Modifications to Timing Rules Games will consist of four (4) ten minute (10) minute quarters. The quarters will be National Federation book rule stop time, with the following exceptions:
  - a. After a change of possession, the clock will start after the chains have been moved and set, and the ball has been spotted ready for play.
  - b. In the event one team is seventeen (17) or more points ahead at any time in the fourth quarter, the clock shall continue to run *in all circumstances except team time outs and injuries*. This modification shall continue until the team behind cuts the deficit to less than seventeen (17) points.
  - c. Halftime shall be no more than five (5) minutes and quarter breaks shall be no more than one (1) minute. Officials have the discretion to reduce the length of halftime if the officials determine the game is running behind schedule.

- d. In instances of extremely warm weather, regardless of the actual heat index, the officials have the discretion to lengthen play stoppages for time outs and quarter breaks for the purpose of allowing players extra time for hydration. Officials my, at their discretion, also stop play mid-quarter for an extra hydration break. Coaches are encouraged to discuss this issue with officials before the game starts on extremely warm days.
- e. Officials will use reason and common sense on delay of game penalties for snaps at all levels, especially 2-3 and 4<sup>th</sup> grade. Coaches should expect that the delay of game penalty will be more strictly enforced at the end of close games.
- 4.7 Size of Footballs The  $2^{nd}$   $3^{rd}$  grade and  $4^{th}$  grade divisions will use the equivalent a Wilson or Nike "Pee Wee" size football, appropriate for ages 6-9. The  $5^{th}$  grade and  $6^{th}$  grade divisions will use the equivalent of a Wilson or Nike "Junior" size football, appropriate for ages 10-12. Note that different manufacturers use different designations, so check to see what ages are designated appropriate by the manufacturer.
- 4.8 Playing Time Teams participating in the TCNYFL are required to play, to the extent Possible, all players in at least one-half (1/2) of each game. Teams with 22 or less players should therefore start each player on either offense or defense. Teams with more than 22 players are required to devise an equitable system to assure that all players participate in as close to one-half (1/2) of the game as reasonably possible. The TCNYFL acknowledges that no playing time system will result in a perfect equalization of playing time, and the TCNYFL does not consider itself the "playing time police." Individual areas are free to set their own policies regarding attendance and discipline, and are free to limit playing time for those reasons. Coaches are required to notify the opposing coach before the game if the coach intends to limit one or more of his or her player's participation for such reasons. Although the TCNYFL is not the "playing time police", the league will investigate complaints that coaches are not abiding by the spirit and intent of this rule. The league absolutely reserves the right to forfeit games and ban coaches, teams, and communities who are not abiding by the spirit and intent of this rule.
- **4.9** Overtime In the event of a tie game at the end of regulation time, only one (1) overtime period shall be played. An overtime period is defined as each team get one possession from the 10 yards line. If the game remains a tie after one (1) overtime period, it shall be recorded as a tie game, unless the game is a playoff game. Tie playoff games shall be played out until one team wins. National Federation rules govern overtime play except that the teams shall not switch ends of the field at the end of each series.

- 4.10 Restrictions on Defenses The following restrictions apply to defenses. Defenses who do not comply with these restrictions will receive one (1) warning. Subsequent infractions will result in a delayed dead ball five (5) yard penalty, with the offense having the option of taking the play or the penalty. Blitzing is not allowed at any grade level.
  - a. In the  $2^{nd} 3^{rd}$  grade,  $4^{th}$  grade and  $5^{th}$  grade divisions, the defense must line up in a 5-2 "Okie" alignment in accordance with the diagram in this document. In the  $6^{th}$  grade division, a team may line up in either a 5-2 or 4-3 alignment, per the diagram in this document.
  - b. The defense is permitted to line up in any alignment inside their own five (5) yard line (goal line defense). Any players off the line of scrimmage in the goal line defense are still prohibited from blitzing.
- 4.10 Restrictions on Offenses All offensive formations are required to have seven (7) players on the line of scrimmage, and three (3) players on the line of scrimmage on each side of the center, with at least two players lining up adjacent to each side of the center. In other words, no "unbalanced" lines. There may be no more than a 3 foot split between the center and guards, and the guards and tackles.
- <u>5. Safety</u> It is imperative that all coaches go through concussion education prior to the start of the season. Areas that have not had their coaches go through a program will not be allowed to participate. An on-line education video is available on the NFHS website, and, in addition, MYAS offers an educational module. In addition, coaches should review the MSHSL heat index competition guidelines, which are also available on the MSHSL website.



