

**RULES OF TACKLE FOOTBALL  
GREATER BULLITT COUNTY YOUTH FOOTBALL LEAGUE, INC.  
2025-2026**

**ARTICLE 1.**

**AMENDMENTS**

**Section 1:** Changes may be made to these Rules of Play between January 1<sup>st</sup> and March 1<sup>st</sup> Any person present at a meeting, called for that purpose, may make proposals as long as a member of the Board of Directors seconds the proposal.

**ARTICLE 2**

**TEAM DISTRICTS**

Team Districts will consist of four (4) teams: (Flag), Little Bullitts, PeeWee, and Juniors. Refer to the By-Laws for age limits per division.

**ARTICLE 3**

**GAME AND FIELD PROCEDURES**

**Section 1:** All games are to be played under the rules approved by the National Federation of State High School Athletic Association (NFS AND KHSAA), except as stated otherwise in the following set of rules. A copy of the NFHS Rules will be furnished to each Head Coach Head Coach prior to August 1, when possible. The KHSAA rules can be found, free online at KHSAA.org **NOTE: At 102 degrees max heat index, all play, including practice, must cease.**

**Section 2:** All games will be played on regulation width, 100-yard field, if possible, apart from Little Bullitts. **NOTE: The big field can be used for any Championship game if both Head Coaches agree; and for emergency situations. In the event the big field is used for /Bullitts, play and field position will be adjusted to accommodate.**

**Section 3:** All tackle football games shall have at least three (3) qualified officials. If less than three (3) are present or cannot be present within 30 minutes of scheduled start time, that game will be cancelled. Rescheduling of cancelled games will be at the discretion of the President or Director of Football Operations after discussion with affected teams.

**Section 4:** A copy of the Greater Bullitt County Youth Football League Rules of Play will be given to all officials prior to the start of the season. The Director of Football Operations will work with the officiating crew and ensure all have read and understand the Rules of Play. Any rule in the Greater Bullitt County Youth Football League Rules of Play that differ from High School rules will be communicated and posted for all referees to review. All officials must

submit an understanding of these rules. Failure to comply will result in barring from officiating any future games within the GBCYFL.

**The head official for any of the championship games must be an official with most of their regular season games called on the respective field for the current season.**

**Section 5:** Official time will be kept on the scoreboard clock, if possible. If the clock on the score board is not functioning properly, time will be kept on the field. Coaches are entitled to call the time outs afforded to them for each half.

**Section 6:** All Teams should be positioned to take the field 10 minutes prior to scheduled start time. Games will not start prior to the scheduled time, unless both Head Coaches agree. Coin Toss will be conducted at the scheduled start time. Kickoff will occur immediately after coin toss and conclusion of any pre-game performances. An Unsporting Penalty will be assessed on the coach if their team is not on time for coin toss/kickoff.

**Section 7:** All teams will play eight (8) minute quarters with a ten (10) minute half time break. Exceptions at half time will be injuries, unforeseen weather conditions and any planned special halftime presentations/performances.

**Section 8:** Kickoffs: On the Big Field - Receiving teams will line up on the fifty (50) yard line. Kicking Team will kick from the forty (40) yard line. On the Little Field – Receiving teams will have the ball placed on their twenty-five (25) yard line and set ready for play.

**Section 9:** Time Clock: 25-second play clock for PeeWee and Junior level games. A 30-second play clock will be used for Little Bullitt level games. The play clock will begin from the time the ball is set.

**Section 10:** No one is allowed on the field, in the coach's box, except for Coaches, Equipment Managers, Statistician, Chairpersons and two water personnel. No one is allowed to interfere with the players, coaches, or officials during a game or practice before games and will be requested to leave a game for a violation of this section. Any coach has the authority to have an unruly spectator removed by the GBCYFL League Official. If removed, they will not be allowed to attend the next game. After a second infraction, a person will not be allowed to return to the field for the remainder of the season. Refer to Zero Tolerance Guidelines

**Section 11:** Cheerleaders and Dance Teams must not be interfered with while performing.

**Section 12:** Visiting team will furnish chain crew. Chains are to be kept on the visitor side of the field; home team will be on press box side. The league will also furnish an announcer and a timekeeper who is trained by GBCYFL staff or officials. (Chain crew is prohibited from using

electronic devices during the game. Officials, President, or Director of Football Operations may remove a member of the chain crew with cause at their discretion.)

**Section 13:** Designated practice areas for home and visitor teams will be determined by League Officers. The home team will enter and exit big field on the North end; visitor team will enter and exit field from the South end. The home team will enter and exit the Little Field at the scoreboard end zone; visitor team will enter and exit field at Kart Kountry end zone.

## ARTICLE 4

### LEAGUE SCHEDULING

**Section 1:** The President, Vice-President, or Director of Football Operations, or any of the League Officers acting in their place must present a proposed schedule of games to the Board of Directors for approval by majority vote. Teams will not play opponents in back-to-back weeks when avoidable. If teams must play another team twice, the first option will be a divisional opponent if possible. **NOTE: Games will not be scheduled on Labor Day weekend.**

**Section 2:** Any regular season game played, other than Saturday must be decided by the President. A full Saturday cancellation will be made at the discretion of the President or Director of Football Operations, in the President's absence.

**Section 3:** Play-off seeding:

- A. will be determined by best record – top seed.
  - a. In the event of a tie:
    - i. the winner of the game between the two teams during the season, receives the higher seed.
    - ii. In the event of a three or more-way tie, the team with the lowest points allowed against the tied teams takes the highest seed. The remaining teams go head-to-head with records.
    - iii. If the tie is not resolved, result to coin toss.
    - iv. If this tiebreaker system does not resolve all ties, the tiebreaker will be broken by a coin toss with odd man winning toss.
  - b. Remaining spots to be decided by whom beats whom in regular season.
  - c. It will be up to teams Head Coach and/or Chairperson to check with League President or Football Coordinator to determine team's possible tie during regular season that may need to be resolved by coin toss.
  - d. If Head Coach or Chairperson cannot be present, they must get with the League President or Football Coordinator to designate a third party to be present before halftime of final game in dispute of coin toss.
  - e. League President or Vice-President with Football Coordinator will conduct the coin toss. Head Coach, Chairperson, or third party designated must be present for the toss. Toss will take place immediately after the last game of the teams in dispute.
  - f. Any team not represented within twenty (20) minutes of last game will forfeit right to toss. Tie will then fall back on whom beat who in regular season play.

**Section 4:** No team and/or participant will participate in any other football activity that will interfere with league scheduling. Any violations will be addressed by the League Board of Directors for assessment of penalties.

**Section 5:** If at such time during any game bad weather arises (i.e. lightning), and the game is stopped by the officials, a reasonable amount of time shall be determined by the officials and the GBCYFL to restart the game with the same conditions as when play had been stopped (i.e. Home team had the ball on the 30 yard line, third down and five yards to go for a first down, with four minutes and six seconds in the third period, and the score shall remain the same.) If such a time arises that play cannot resume for safety reasons, then the game should be rescheduled at the next possible game day that would allow the game to be completed from the same conditions as when the original game was stopped. Refer to NFS AND KHSAA Rules.

**NOTE:** Per NFS AND KHSAA, play may resume 30 minutes after the last lightning strike

**Section 6:** All scheduled games will be played at the designated place and time, for both regular season and playoff season.

- If a game is cancelled for reasons other than weather, or forfeited, it must be agreed upon by the team district committee of both teams and approved by the GBCYFL Board of Directors.
- If any game is not played due to coaches not wanting to play, those two teams automatically drop to the last two positions.
  - Any team refusing to play a game (regular season or playoff game) will forfeit the opportunity to advance in the playoffs.
  - If a team does not arrive ready to play for any reason, but the other team is present and ready to play, the unprepared team will take a forfeit and tally a loss in the standings.
    - Any game that is forfeited before the start time results in a 1 to 0 score.
    - A game that is forfeited after the start, due to injuries, etc. will end with the score at the time of the forfeit.

If a team forfeits a game prior to the start of the game, a fine, equal to the amount the GBCYFL pays for officials, will be required. The fine will be enforced despite the scheduling of the Refs and is paid to the GBCYFL. Payment of this fee is at the discretion of the team district board and is to be paid to the GBCYFL within 24 hours of the forfeited game.

In the event two teams do not have enough players to play a regulation game, but both coaches agree to a scrimmage with the number of players they have, the scrimmage will be allowed without fine. A scrimmage means no recording of score.

## ARTICLE 5

### OVERTIME PROCEDURES

**Section 1:** There will be no ties in any game. The winner will be decided in overtime played by each team with the ball placed on the ten (10) yard line at the PeeWee and Junior level and at the five (5) yard line for the Little Bullitts level. After one (1) overtime session with the score tied, the ball shall be played from the five (5) yard line. After three (3) overtime sessions from the five (5) yard line, if no winner has been declared, play will resume in sudden death.

## ARTICLE 6

### Coaches Responsibilities

**Section 1:** The Head Coach has all responsibility for his teams' actions immediately prior, during and after each scheduled game, on the GBCYFL playing and warm up field. This includes the conduct of his assistant coaches and players. He is not responsible for the actions of a dissatisfied or unruly parent.

Players, coaches and assistant coaches shall at the conclusion of every game show respect and sportsmanship by shaking hands with each team regardless of the outcome of the game.

- If this show of respect does not take place immediately following the game, the Head Coach and/or Assistant Coaches responsible will be fined \$100.00 each and not be allowed to coach until a Board of Directors meeting to determine length of suspension. Review of the infraction will take place at a special meeting called for that purpose within 3 business days. This meeting can be either virtual or in person.
- Coach or coaches causing turmoil at the end of a game regarding this issue will be suspended from coaching in the GBCYFL until a Board of Directors meeting to determine length of suspension.
- In occurrence of this type of behavior will be reviewed by the Board of Directors within 3 business days.

### **Section 2:**

- There shall be a Junior division, PeeWee division and Little Bullitt division Head Coach. Assistants, whenever possible. There may be up to one (1) coach on the field during play for PeeWee and two (2) coaches on the field during Little Bullitt divisions only.
- Coaches must be positioned behind the ref as a minimum with maximum of ten (10) yards. When the center has placed their hands on the ball, offensive team instruction must stop. If not Adhered to, A false start penalty will be accessed.

**Section 3:** The bench area is to be marked off.

**Section 4:** Ten (10) and fifteen (15) yard penalties on the little field will be five (5) yards less than on the big field.

**Section 5:** There will be ten (10) hours maximum practice/scrimmage time during a calendar week. This excludes games and dance/cheer competitions.

## ARTICLE 7

### WEIGHT RESTRICTIONS

**Section 1:** Weigh-In Day will be scheduled the Saturday 2 weeks before opening day. There will not be an early weigh-in day. If an athlete is unable to make the scheduled weigh-in day, he/she must weigh-in at least 30 minutes prior to game time on the day of his/her first game.

**Section 2:** The weigh-ins are to be done on certified league scales and witnessed by any League Officer. Weigh-ins will be without equipment, but at least boxers or undergarments are required. Females must wear at least a sports bra and shorts. During a female's weigh in, another adult female **must** be present.

- A. If the child feels uncomfortable with the #of people in the weigh in room, he/she may ask for the doors to be closed, all but one league officer, one coach, and one opposing coach to leave.
- Teams must have players lined up alphabetically by last name. roster must match lineup.
  - Weigh-ins must begin promptly at the designated time. The #1 and #2 teams to weigh will be scheduled at the same time. Should the #1 team cause a delay They will forfeit that slot and the #2 will be weighed in first then the #1 team will weigh.
  - Coaches will announce players to the league officers prior to stepping on the scale. A League officer will then verify this is correct with the player EX;(is your name John Smith?)
  - Scale monitors must be visible and always left in place for accuracy of verification during weigh-ins.
  - Weights must be witnessed and verified (including players that choose to wear an X) at minimum by one League officer and one opposing Coach or opposing Team District Chairman. All will attest to accuracy. These attestations will be kept on file for the season.
- B. Late weigh-ins must follow the same procedures. It is the duty of the team of the player to make sure all required verifiers are present for a late weight-in to be recorded. Players may choose not to weigh in and will be assigned an X on their helmet for the season. Verified weights cannot be challenged after being recorded. Once recorded this will be the players weight of record for the season.

**Section 3: Weight Restrictions:** Any player weighing over the following weight will be ineligible to carry the ball on offense for the season.

**Juniors**                      **over 130 lbs.**

**Pee Wee**                      **over 100 lbs.**

**Little Bullitts**              **over 75 lbs.**

**NOTE:** If weight is 0.4 over, weight will be rounded down. If 0.5 and up, the weight will be rounded up.

**Section 4:** All players must be weighed in before they are eligible to play, unless they choose to take an X for the season. No one other than designated League Officers can touch the scale when a child is weighing or child can step off the scale and scale will be placed on zero and start weigh-in again.

**Section 5:** All players over 130 pounds on Juniors, over 100 pounds on PeeWee and over 75 pounds on the Little Bullitt team must have a plainly visible “X” marked on the back of their helmet indicating that he/she is not allowed to carry the ball on offense. **The crossing bars of the “X” shall be a minimum of 1” wide and 8” tall. If “X” does not meet these measurements on an overweight player that player shall be removed from the game until the correct size “X” is placed on the helmet and a fifteen (15) yard penalty will be assessed.**

Helmet for X players will be verified prior to the start of the team’s first game of the season. This will be verified by the team’s district chairman. The team’s district chairman will attest to the verification submitted to the League to be filed for the season. Failing to comply with the verification process or misrepresenting the record is subject to removal for the season and subject to appropriate zero tolerance laws and fines.

**Section 6:** An overweight player on the receiving team may not advance the ball on kick off. The official shall blow the ball dead at the spot with no penalty involved if it is an illegal advancement. The “X” player must stay within five (5) yards of the restraining line until the ball is kicked. (Five (5) yard penalty for violation)

**Section 7:** Any overweight player must line up as a lineman only on offense; an “X” player can be the end man on the line but cannot advance the ball. A violation of this rule carries a five (5) yard penalty. On the LB Field only, no defensive player, prior to the snap of the ball, can line up directly over the center. A defensive player may line up over the center if he/she remains 5 yards off the line of scrimmage until the ball is snapped and cannot blitz.

**Section 8:** Any overweight player may advance a recovered fumble or intercepted pass on defense only; however, the ball may not change hands to another “X” player.

**Section 9:** to the official weigh-in list will be available prior to any game to any member of the Team District committee upon request. Final rosters should include at minimum last name, first name, jersey #, DOB, and weight.

**Section 10:** An overweight player may be eligible to either kick a field goal, punt or kick an extra point; but not be able to advance the ball by running or passing. **NOTE:** If the ball is not kicked or punted, the play is blown dead. “X” player may not scramble to avoid the rush. An intentional safety is legal. An “X” player may catch or recover a punt but may not advance the ball. The ball is dead at the spot of catch or recovery.

## ARTICLE 8

### PUNTS

A free punt will be awarded on 4th down for Little Bullitts and PeeWee teams, provided the referee is notified in advance.

Punting Team must inform the official when the ball is made ready for play on 4th down.

The game clock will stop and then there will be a 10 second runoff once the ball is placed ready for play after the punt.

Little Bullitts will be granted an automatic 25-yard punt.

If free punt is chosen, any punt occurring inside the opponent’s 30-yard line, placement will be half the distance to the goal.

For PeeWee, there will be a ten (10) second time limit. Defense must have five (5) down linemen. No player can move until the ball is kicked. No fakes allowed. Kicker must kick the ball within five (5) yards of where the snap is received. Kicker must be more than five (5) yards from the line of scrimmage when the ball is kicked. Ball will be live after kick, if ball does not cross the line of scrimmage it will be called dead and receiving team takes over at previous spot.

**NOTE:** If the ball is advanced beyond the line of scrimmage by running or passing on free kick there will be a five (5) yard penalty.

Juniors punts will be live kicks and fakes are permitted.

## ARTICLE 9

### EXTRA POINTS

**Section 1:** Two (2) points will be awarded for successfully kicking the ball through the uprights or successfully scoring with a forward pass beyond the line of scrimmage. One (1) point will be awarded for running successfully into the end zone for Juniors and PeeWee only.

**Section 2:** Little Bullitt teams will be awarded two (2) points for successfully kicking the ball through the uprights on a live kick or by a successful forward pass into the end zone. One (1) point will be awarded for successfully running the ball into the end zone or for successfully kicking the ball through the uprights on a free kick. **NOTE:** Free kick will be awarded for field goals and extra points for Little Bullitt teams only if referee is notified in advance. There will be a ten (10) second time limit. No fakes allowed.

## **ARTICLE 10**

### **CHAMPIONSHIP GAME PRACTICE**

If League Championship games are to be held at a location other than the field used throughout the season, the League will make equal time available to all teams in the Championship round for practice at said location.

Example: If Team X and Y are playing the Championship at Cardinal Stadium, times for practice will be set up as close as possible to a team's regular practice time.

Team X will practice at Cardinal Stadium on the Tuesday before the Championship game from 6:00-8:00 p.m. Team Y may also be scheduled for the same night or another night of the same week if time slots are available.

All Championship teams will have the same opportunities and may not schedule extra time at the remote location.

## **ARTICLE 11**

### **MERCY RULE**

If a team is down by thirty-six (36) points in the first half or twenty-four (24) points in the second half, a running clock will be run by KHSAA rules.

For Little Bullitts, when a team is down by twenty-eight (28) points in the first half, the clock will run.

NOTE: On the little field if the losing team comes back within seven (7) points, the clock will resume to normal procedures.