

**YSF Tournaments
Referee
Rulebook & Officiating Manual**

Brendin Straubel Publisher

A. MINIMUM REQUIREMENTS FOR OFFICIATING MEMBERSHIP

In order to be considered to officiate within the YSF tournament, game officials are required to adhere to requirements that assure their experience, availability and background will meet the criteria to be a part of the officiating staff.

1. Complete an annual official's application form in its entirety and submit it by the prescribed deadline date for consideration and approval.
2. Submit an annual registration fee of \$15 by check or money order along with the completed application form. (*\$5 late fee for forms received after the prescribed deadline date. Late registrations are provided with no assurances of game assignments and officials may be used only on an "as needed" basis.*)
3. Have successfully completed and passed a criminal background check with a public school district for the current year.
4. Applicant must have a minimum of three years of football officiating experience. (Exceptions may be made based on the recommendation of the regional officiating supervisor and/or the Supervisor of Officials on a case by case basis).
5. Successfully take, complete and pass with a minimum score of 75% the 2017 YSF examination (20 questions of both multiple choice and true / false questions).
6. Must have availability on Saturday's from mid-February to mid- May from 8:00am to 10:00pm.
7. Cannot have any connections to any participating players, coaches, administrators or teams that may be participating within the region in which they reside.
8. May not be currently suspended or terminated from any officials association.
9. Must have active membership with a recognized sanctioned officials association in the state of residence and be in good standing.
10. Be willing to travel as a crew up to 75 miles to an assigned venue without restriction. (*Travel allowances will be provided to a crew of three if assigned to officiate at a venue that may involve extensive travel.*)
11. Have in their possession the approved uniform without exception or alteration.

B. YSF TOURNAMENT GENERAL RULES

The Game

It is the object of the game for one team to carry or pass the ball across the opponent's goal line. The game is won by the team which accumulates the most points. The game of eight man football is played with an inflated ball by two teams on a rectangular field 80 x 40 yards. While the ball is live, an interval called a down is in progress and the team in possession attempts to advance the ball by carrying or passing it. If a foul occurs, the penalty loss, if not declined, is enforced during the interval between downs. The team in possession has a series of four downs numbered 1, 2, 3 and 4 to advance the ball to the line of gain, which is usually 10 yards in advance of the spot where the series begins. Points are scored by touchdown, successful try or safety. Each team shall begin the game with 8 players, but if it has no substitutes to replace injured or disqualified players, it may continue with fewer. If a team fails to have a minimum number of 8 eligible players at game time START, (or after the prescribed tournament grace period determined by the YSFL officials), it shall forfeit the game for failing to have enough eligible players. A team may not continue with less than six (6) players.

Game Officials Final Authority

The referee has authority to rule promptly and in the spirit of good sportsmanship on any situation not specifically covered by the rules. The referee's decisions are final in all matters pertaining to the game.

Yard To Gain Equipment (Box & Chains)

Either a yardage chain which joins two rods exactly 10 yards apart or any other 10-yard indicator with a visible line-to-gain indicator shall be used as the official line-to-gain equipment. This equipment and a down indicator shall be provided by game management. Both coaches are responsible for obtaining volunteers to run the sideline chains and down marker.

Player Equipment Exceptions

Players shall wear required equipment as specified by NFHS Rule 1-5 with two noted exceptions. Tinted face shields ARE allowed. Armbands and decorative player apparel ARE allowed to be worn on any area of the player's body provided the armbands and/or decorative apparel is not judged to be offensive or derogatory by game officials. Metal cleats or plastic removable cleats with exposed metal base or deemed sharp at the edges and/or core of the stud are prohibited.

Coin Toss

The YSF conducts their own unique coin toss procedures.

- a) In the presence of each team's captains, the game officials will conduct the coin toss prior to the game start. The referee will select the coach that will call the coin toss. The choice of which coach shall call the coin toss is at the discretion of the head referee entirely and may not be questioned.
- b) The winner of the coin toss will then have three options:
 1. choose to be on offense
 2. choose to be on defense
 3. choose the side of the field.
- c) Based on the winner's choice the loser will choose from one of the other two option(s).
- d) After halftime the teams will switch roles for ball control and field side
REGARDLESS...NO EXCEPTIONS.

In the YSF there are NO deferring rules with regard to the coin toss. The teams switch ends of the field at half time regardless of the coin toss results. This is done this way because there are only 2 halves in an YSF competition and not 4 quarters of play

Minimum Players

Each team shall begin the game with 8 players, however in the course of the game if it has no substitutes to replace injured or disqualified players, it may continue with fewer than 8 players. If a team fails to

have a minimum number of 8 eligible players at the start of game time, (or after the prescribed tournament grace period), it shall forfeit the game for failing to have enough eligible players. A team may not continue with less than six (6) players.

Coaches on the field of play

Each Tiny Mite and Mitey Mite team may have ONE coach on the field during play for the entire season. Pee wee, Midget may have a coach on the field up to and including the first 2 weeks of the YSF regular season games, JV and Varsity divisions may NOT have a coach on the field.

Before the snap, both offensive and defensive coaches must be a minimum of 15 yards from the line of scrimmage. Coaches must be behind the end zone in red zone plays. The coach may not interfere with the play of the game or discuss calls or no calls with any officials at ANY time, or they will receive a fifteen-yard penalty. Inquiries as to which down, remaining time in the game or number of penalized player is permissible. The following activities shall be construed as interfering:

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

Ready for Play Rule

The offense is given twenty five seconds from the referees "ready for play" signal to the time they must snap the ball to begin the next play.

Offensive and Defensive Lineman Rules

- a. The line of scrimmage extends from sideline to sideline for both offense and defensive players. Therefore all minimum and maximum player rules apply from sideline to sideline.
- b. The offense must have a minimum of five offensive players lined up on the line of scrimmage for every play. This rule applies from sideline to sideline.
- c. The NFHS rule regarding Defensive Lineman states "that defensive players within one yard of the football are considered lineman. The NFHS Rule on this issue is in place to define who can be legally blocked below the waist and or legally blocked in the back. There are no minimums or maximum rules for defensive linemen.
- d. Defensive players may position themselves anywhere on the defensive side of the football, no requirements for defensive players being in either a two, three or four point stance. Defensive players two or more yards from the line of scrimmage can neither block below the waist or be blocked below the waist. Blitzing by any defensive player is allowed.

Roughing the Center

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

No Scrimmage Kicks

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

distance". During the last 2 minutes of the game after the third down ends the officials will place the ball and signal the fourth down ready for play. The Offensive Team will then have within 25 seconds in which to either declare an intention to punt (clock stops immediately after declaration; starts on the snap), run the fourth down play (clock stops after fourth down ends; results of the fourth down play will determine when the clock will start), take a Team time out (clock stops, starts on the snap) or take a delay of game penalty (clock stops, if accepted, the clock will start on the snap).

Blocking below the waist and block in the back

Blocking below the waist is allowed inside the designated free blocking zone. The free-blocking zone is a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.

Blocking below the WAIST is permitted in the free-blocking zone when the following conditions are met:

- a. All players involved in the blocking are on the line of scrimmage and in the zone at the snap.
- b. The contact is in the zone.
- c. And the ball is in the free blocking zone
- d. Once the ball has left the free blocking zone, the zone no longer exists, and blocking below the waist is illegal

Blocking in the BACK is permitted in the free-blocking zone when the following conditions are met:

- a. By offensive linemen who are on the line of scrimmage and in the zone at the snap.
- b. Against defensive players who are in the zone at the snap.
- c. The contact is in the zone.
- d. And the ball is in the free blocking zone
- e. Once the ball has left the free blocking zone, the zone no longer exists, and blocking in the back is illegal

Jersey eligible number passing rules

There are no jersey eligible number rules for receiving a pass. All players that are uncovered are eligible for a pass.

Safeties

Following a safety, the ball is placed at midfield (40 yard line) with a new series awarded to the team that scored the safety.

Ball Carrier down rule

The ball carrier is down according to high school football rules.

Player down rule

In the event a ball carrier falls to the ground as a result of contact or not, the player is down and the play is over.

Starting Each Half of Play

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

Fumbles

A fumble ball may be advanced once it is recovered. Interceptions are live and can be advanced.

Timing

- a) The game will consist of two continuous 22 minute halves with a five minute halftime.
- b) The clock will be continuously running, only stopping for team and/or referee time outs and

the last 2 minutes of the game.

- c) The clock stops in the last 2 minutes of the game (i.e. the second half) and will revert to normal NFHS game time rules i.e. stopping for timeouts, penalties, incomplete passes and out of bounds running plays etc.
- d) On 2 minute warning of the 1st half the clock starts on the ready.
- e) On 2 minute warning for the 2nd half the clock starts on the snap

Time Outs

- a) Each team is allowed **two, thirty second timeouts per game, ONE IN EACH HALF**. An unused timeout from the FIRST half may carry over to the second half, in this case resulting in the accumulation of two timeouts for the second half.
- b) There will be a mandatory “two minute warning” for each half called by the referee, these 2 minute warnings will carry all privileges of a time out for both teams.
- c) In the last two minutes of the second half, the team with a lead of more than 18 points cannot call a time out.
- d) There may also be one referee timeout at each 10 minute mark for water breaks where the clock will stop, however this referee timeout will be at the discretion of the referee crew. If the weather is not hot the timeout will not be implemented.

Game Scoring

- a) Touchdown 6 points.
- b) There are NO field goals.
- c) Extra Point values: 1 point for a **RUN** from the **5 yd line**, and 2 Points for a **PASS** from the 5 yd line. In order to be awarded 2 points for a pass, the pass must be a forward pass. The ball does not have to pass the line of scrimmage. Backward passes that result in a score on an extra point will be awarded 1 point.
- d) Safety 2 points.
- e) Due to the fact that the points against is the 4th tie breaker for playoff contention, following every game the referee will provide the YSFL Field director with an accurate Game Score of the game results. Head coaches from each team will be allowed 15 minutes (from game end) to go to the YSFL site offices to verify and validate the game score. If there is a dispute on the correct score the YSFL official will contact the referee and settle the dispute with all parties. If the Head coach fails to go to the YSFL tent for the score validation within the allotted 15 minute time frame, the referee score will be deemed accurate and set.

Unsportsmanlike behavior

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

Mercy Rule

The following mercy rules apply:

- a) If a team gets a lead of twenty-four (24) points or more at any time during the game, the losing team will start with the ball atmidfield.
- b) If a team has a lead of twenty-four (24) points or more **as well as** there being less than 5 minutes left in the game, that team may not throw a forward pass or a backward pass from beyond the line of scrimmage. All offensive plays should be running plays only. A 15 yard penalty will be assessed for each infraction of this rule.
- c) In the last two minutes of the game, the team with a lead of eighteen (18) or more points cannot call a time out.
- d) In the event a team has a lead of eighteen (18) or more points and who is in offensive possession of the ball, with 60 seconds or less remaining on the clock of the game, **the game will be called final**. The referee will blow the whistle and call the game ended.

Game Delay from a Player Injury

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

Overtime Procedure (*Post Season Only*)

There is no overtime for any game played during the regular season. For all post-season games, the overtime will be governed by Kansas Tie Breaker 10 yard line procedure. For Kansas Tie Breaker rules please refer page 14 of this manual.

The Restricted Box (formally coaches box)

When the ball is alive during a down, a non-player (including coaches, eligible player substitutes, ball boys, photographers etc.) shall be in the restricted box area until the down clearly ends. In this tournament, the box area shall be from the 20 yard line to the 20 yard line and two (2) yards back from the sideline. If no lines are painted for this box, all non-players should mentally prepare to step back two (2) yards from the sideline once the ball becomes alive and remain back until the down is clearly over. The head coach is responsible to assure all non-players are not in this box during any down.

End Zone Celebrations

The YSF **allows** end zone celebrations. As long as the celebration is not directly taunting of another player or teams it is allowed. Lifting hands as they are running into the end zone, dancing in the end zone, doing a somersault into the end zone are types of actions that are allowed. Pointing at another team or opponent while running into the end zone is NOT allowed. Dancing in a derogatory way towards other players is not allowed.

Visors and Arm Band type items

The YSF allows smoky and colored visors to be used. Any type of armbands may be worn at any area of the arm.

C. YSF PENALTY SUMMARY CHART

5 Yards

1. Failure to properly wear mandatory player equipment during down
2. Delay of game
3. Failure to properly wear mandatory player equipment just before snap
4. Illegal substitution
5. Encroachment
6. Snap infraction
7. False Start
8. Illegal formation
9. Less than five players on offensive line at the snap (*live ball foul*)
10. Illegal shift or illegal motion
11. Planned loose-ball infraction
12. Illegally handing ball forward (also loss of down)
13. Illegal forward pass (by A; also loss of down)
14. Illegal forward pass (by B)
15. Intentional grounding of a forward pass (also loss of down)
16. Ineligible receiver illegally downfield
17. Illegal touching (also loss of down)
18. Helping runner
19. Incidental grasping of face mask (or helmet opening or the chin strap)
20. Sideline interference
21. Attendant illegally on field
22. Non-player outside of the team box, but not on field

10 Yards

1. Illegal blocking technique
2. Interlocked blocking
3. Holding
4. Runner grasping a teammate
5. Illegal use of hands or arms
6. Illegal block in the back

15 Yards

1. Unsportsmanlike conduct by player or non-player
2. Illegally kicking or batting ball
3. Forward-pass interference; If intentional an additional 15 yards
4. Clipping
5. Chop block
6. Tripping
7. Illegal personal contact outside restricted area
8. Charging into an opponent obviously out of the play
9. Grasping an opponent's face mask (or any helmet opening or the chin strap)
10. Butt block, face tackle or spear
11. Horse-collar
12. Roughing passer (also first down)
13. Roughing snapper (lining up heads up on center and making immediate contact) (automatic first down)
14. Slapping blocker's head
15. Illegal personal contact in restricted area
16. Illegal participation
17. Sideline interference (third and subsequent)
18. Non-player illegally on field
19. Unfair acts

Disqualification associated with certain 15 yard penalties

1. Fighting by player or non-player (includes swinging at and missing an intended connection)
2. Intentionally contacting a game official
3. Striking, kicking, kneeling
4. Any act if unduly rough or flagrant.
5. A second unsportsmanlike foul by player or non-player
6. A substitute leaving team box during a fight

D. SPECIAL RULE EMPHASIS

Contact to and with the helmet

Any initiation of contact with the helmet is illegal; therefore, there must be a focus on enforcing the existing rules. These rules include fouls such as butt blocking, face tackling and spearing (all of which are illegal helmet contact fouls) as well as other acts prohibited by the provisions regarding unnecessary roughness. These types of contact, such as blows to the head by the defender, initiating contact to the head, and helmet-to-helmet contact are all unnecessary to the playing of the game. When in doubt, contact to or with the helmet should be ruled a foul by game officials.

Illegal Shifts involving the Quarterback

As today's offensive formations continue to become more complex, it must be stressed to all coaches and game officials the need to eliminate illegal shifts involving the quarterback. Whenever any player on the offensive team moves to a new position after the ready for play signal and before the snap, it is a shift (NFHS Football Rule 2-39). Coaches and game officials must recognize that certain movements by quarterbacks must also be penalized as illegal shifts. There are several examples of movements by the quarterback that would be considered an illegal shift, such as when all offensive players immediately get into their stance and then the quarterback receives the snap as soon as he/she gets their hands under center. This is illegal because the quarterback needs to be set for one second prior to the snap after the linemen going into stance as this is, in fact, a shift. An illegal-shift foul also occurs when the quarterback first sends a player in motion and after the player is in motion, the quarterback then goes under center to receive the snap. When all other offensive players are set, movements by the quarterback, other than slightly moving a foot to start another player in motion, must be followed by a pause of one second by everyone on the offense to be considered a legal shift. If the offense is allowed to execute illegal shifts or other movements, teams will gain an advantage not intended by the rules and will disrupt the desired balance between the offense and the defense.

E. OFFICIALS GAME SCORING REQUIREMENTS

All Officials will provide the YSF field officials with the game score for their games. The YSF field representative is responsible for keeping track of the scores during the game and then providing these scores to the YSFL field officials. Officials should do their best to maintain each score in some format in case the YSF field representative is late obtaining them.

F. ASSIGNMENTS, CREW CHIEF AND REFEREE PROCEDURES

1. Each regular season contest will be serviced by a crew of three (3) field officials.
2. Conference championship games will be serviced by a crew of four (4) field officials.
3. State championship games will be serviced by a crew of five (5) field officials.
4. Assignments to contests will be made by the area supervisors / crew chiefs and approved by the Supervisor of Officials.
5. Assignments will be made based on availability submitted by the official, and other factors of consideration of the game schedules.
6. Cancellation of assignment without cause will result in serious ramifications.
7. Officials are expected to fulfill the assignment(s) as presented. When not assigned primarily to an YSF game, officials are free to officiate non-YSF games at their own discretion

G. CHECK IN AND GAME PROCEDURES

Crew-members are to check-in with their crew chief each week not later than 9:00pm on Wednesday.

1. IMPORTANT - Game reports are to be submitted for any player / coach / non-player ejection via email to Brendin Straubel at brendin@youthspringfootball.com. This report MUST be submitted not later than 24 hours from the completion of the game(s) in question.
2. Games not played to conclusion require notification to John Lavin, YSF Supervisor of Officials, immediately via telephone (386) 682-9156.
3. Any game or incident which severe disciplinary action had to be taken by game officials and/or site administration must be reported immediately to John Lavin, YSF Supervisor of Officials.
4. The clock for the game is to be kept by the Referee on the field. NO SCOREBOARD CLOCK TIMERS ARE ALLOWED. If the field has a scoreboard the timing portion MUST be turned off.
 - a. Anytime a game is ruled a control situation or one or both teams are behaving inappropriately, game officials have the authority to stop the game and have both teams retire to their respective sidelines while officials and coaches confer about the impending issue(s) and proper administrative steps are taken to address and diffuse the situation. This is called an “YSF Timeout”
 - b. At any point during any game, the YSF site administrator may notify the game officials to stop the game in order to spot check players for eligibility and/or certification purposes. Although this may happen infrequently, the site administrator has the authority to do this procedure as they see warranted. Following the spot-checking “audit”, game officials will continue the game from the point it was stopped. Clock will not run during this procedure.

OFFICIALS GAME DAY ITINERARY

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

























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



OFFICIAL FOOTBALL SIGNALS HIGH SCHOOL AND COLLEGE



<p>1</p> <p>Ball ready for play *Untimed down</p>	<p>2</p> <p>Start clock</p>	<p>3</p> <p>Time-out Discretionary or injury time-out (follow by tapping hands on chest)</p>	<p>4</p> <p>TV/Radio time-out</p>	
<p>5</p> <p>Touchdown Field goal Point(s) after touchdown</p>	<p>6</p> <p>Safety</p>	<p>7</p> <p>Dead ball foul Touchback (move side to side)</p>	<p>8</p> <p>First down</p>	
<p>9</p> <p>Loss of down</p>	<p>10</p> <p>Incomplete forward pass Penalty declined No play, no score Toss option deferred</p>	<p>11</p> <p>Legal touching of forward pass or scrimmage kick</p>	<p>12</p> <p>Inadvertent whistle (Face Press Box)</p>	<p>13</p> <p>Disregard flag</p>
<p>14</p> <p>End of period</p>	<p>15</p> <p>Sideline warning (NFHS)</p>	<p>16</p> <p>First touching (NFHS) Illegal touching</p>	<p>17</p> <p>Uncatchable forward pass (NCAA)</p>	
<p>18</p> <p>Encroachment (NFHS) Offside defense or free-kick defense (NCAA)</p>	<p>19</p> <p>False start Illegal formation</p>	<p>20</p> <p>Illegal shift - 2 hands Illegal motion - 1 hand</p>	<p>21</p> <p>Delay of game</p>	<p>22</p> <p>Substitution infraction</p>

<p>23</p>  <p>Failure to wear required equipment</p>	<p>24</p>  <p>Illegal helmet contact</p>	<p>25</p>  <p>Illegal Horse-Collar Tackle</p>	<p>27</p>  <p>Unsportsmanlike conduct Noncontact foul</p>	<p>28</p>  <p>Illegal participation</p>
<p>29</p>  <p>Sideline interference (Face Press Box)</p>	<p>30</p>  <p>Running into or Roughing kicker or holder</p>	<p>31</p>  <p>Illegal batting/kicking (Followed by pointing toward toe for kicking)</p>	<p>32</p>  <p>Invalid fair catch signal (NFHS) Illegal fair catch signal</p>	<p>33</p>  <p>Forward pass interference Kick catching interference</p>
<p>34</p>  <p>Roughing passer</p>	<p>35</p>  <p>Illegal pass/forward handing (Face Press Box)</p>	<p>36</p>  <p>Intentional grounding</p>	<p>37</p>  <p>Ineligible downfield on pass</p>	<p>38</p>  <p>Personal foul</p>
<p>39</p>  <p>Clipping</p>	<p>40</p>  <p>Blocking below waist Illegal block</p>	<p>41</p>  <p>Chop block</p>	<p>42</p>  <p>Holding/obstructing Illegal use of hands/arms</p>	<p>43</p>  <p>Illegal block in the back</p>
<p>44</p>  <p>Helping runner Interlocked blocking</p>	<p>45</p>  <p>Grasping face mask or helmet opening</p>	<p>46</p>  <p>Tripping</p>	<p>47</p>  <p>Disqualification</p>	

NOTE: Signal number 26 is for future expansion.

H. KANSAS TIE BREAKER RULES (*Post Season Games Only*)

An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period, each team has an opportunity for an offensive series of downs. However, an overtime period may include one offensive series of downs if the defensive team scores a touchdown or safety.

When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All game officials will assemble at the 50-yard line, review the overtime procedure, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure. At the end of the intermission, the linesman will go to the team on the side of the field where the line to gain equipment is located and the line judge will go to the other team. They will inform the coaches of any special penalty enforcements that apply.

At the coin toss in the center of the field the visiting-team's captain shall be given the privilege of choosing "heads" or "tails" before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

Each team shall be permitted one time-out during each overtime period (a series for A and a series for B). The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.

To start the overtime, the offensive team shall put the ball in play, first and goal, on the defensive team's 10-yard line or succeeding spot if carry-over penalty has been administered anywhere between the hash marks. The first offensive team shall have a series of four downs. That series shall be terminated by any score by the offensive team or if the defensive team has possession of the ball.

If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying. If the defensive team gains possession, the ball becomes dead immediately and the offensive team's series of downs is ended.

After the first team on offense has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 10-yard line anywhere between the hash marks. The same end of the field will be used for possessions by both teams during the two sets of downs to ensure equal game conditions and conserve time.

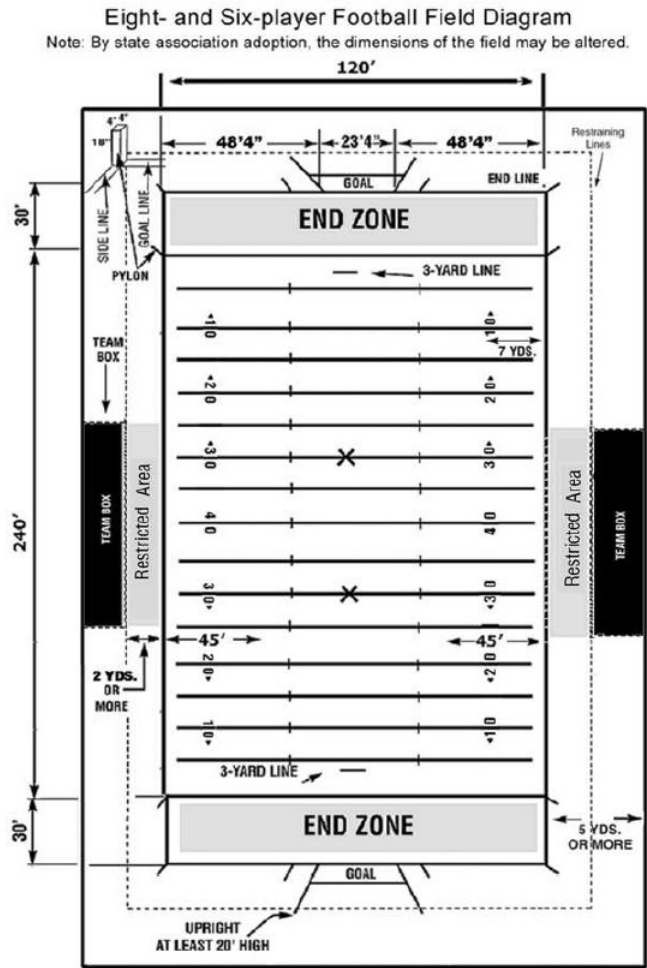
If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case, there shall be an intermission of two minutes. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.

If a safety is scored by the offensive team, the succeeding spot will be the 10-yard line in possession of the team that was on defense, provided the defensive team has not had its series of downs (the temporary overtime score is: Team A-2; Team B-0). When the defensive team gains possession of the ball, the down and series immediately end for the offensive team.

The line to gain is always the goal line regardless of whether or not penalty enforcement places the ball more than 10 yards from the goal line to start a new series.

If the defensive team scores a safety or touchdown, the game is ended. No try will be attempted if the winner of the game has been determined.

I. YSF TOURNAMENTS FIELD DESIGN



J. UNUSUAL YSF TOURNAMENT RULES

1. Never any free kicks, punts, extra points or scrimmage kicks
2. Games are played in TWO halves. Not quarters.
3. The game is run with a continuous clock until the last 2 minutes of the SECOND half, when the clock reverts to normal football game timing.
4. The offense must have a minimum of five (5) players on their line of scrimmage during every down. The offensive line of scrimmage is from sideline to sideline. There is no rule governing the number of offensive lineman that need to be down in a 3 or 4 point stance.
5. The eligible receiver rules are the same as regular football rules. There are no jersey number eligibility rules.
6. No defensive player on TINY MITE OR MITEY MITE divisions may line heads up on the center, go over the top of or charge into the center. Those defensive players lined up in the gap must allow the center a reasonable opportunity to regain his balance to protect himself before being directly blocked. Same rule as the NFHS roughing the snapper rule on kicks.

K. YSF 3 MAN CREW MECHANICS

1. PRE-SNAP

REFEREE

- i. Signal upcoming down to HEAD LINESMAN and then to rest of the crew.
- ii. Retrieve the ball from the runner or obtain a new ball from another official or ball boy. Hustle outside the inbounds marks as needed to assist in retrieving the ball and spotting it.
- iii. Make visual contact with all officials to determine if they are ready.
- iv. Indicate "Ready for Play" with short whistle and hack or long whistle and wind (two times).
- v. Count Team A players. Know ineligible.
- vi. Assume a position about 12-yards behind the neutral zone and outside the tackle on the quarterback's throwing arm side.
- vii. Count Team A players (in huddle, if possible) and signal.
- viii. Identify formation and observe initial keys: snap, quarterback, false start, QB hard count and head bob, tackle on opposite side.
- ix. Keep play clock (25 seconds from ready for play signal)

LINE JUDGE

- i. Signal upcoming down and confirm with HEAD LINESMAN and REFEREE.
- ii. Communicate with the REFEREE if necessary to indicate the status of the game clock (on the ready with wind signal at waste or, on the snap with arms crossed at the chest).
- iii. Assume an initial position straddling the neutral zone, outside the sideline opposite the HEAD LINESMAN. Be prepared to indicate Team A line to Team A wide receiver with your foot.
- iv. Count team B players, signal when Team A breaks huddle.
- v. Identify formation and signal status of eligible receivers on your side of snapper.
- vi. Use the prescribed Line of Scrimmage signals on all scrimmage plays.
- vii. Know eligible receivers on your side of snapper and identify your initial keys. Know your eligible receivers
- viii. Motion – if motion man is going away from you, have primary responsibility for knowing if motion is legal or illegal.
- ix. If motion man is coming to your side and motion is forward, call it if you see it.
- x. Watch for illegal defenses including any Team B player on their line not in a 3 or 4 point stance.

HEAD LINESMAN

- i. Observe the snap then momentarily read read/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
- ii. Locate the ball and the point of attack but do not focus on it.
- iii. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line and officiate back to the line of scrimmage.
- iv. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage.
- v. Shut down encroachments, false starts and snap infractions
- vi. Watch for illegal defenses including any Team B player on their line not in a 3 or 4 point stance

2. RESPONSIBILITIES AT THE SNAP

REFEREE

- i. Observe the snap, **observe action on the snapper**, then momentarily read the action of the quarterback to determine the type of play.
- ii. Allow your reads to take your focus to the point of attack, while maintaining primary responsibility for action on and by the quarterback.
- iii. Shut down false starts and snap infractions.
- iv. Make sure Team A has the minimum five players on their offensive line.

LINE JUDGE

- i. Observe the snap then momentarily read run/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
- ii. Locate the ball and the point of attack but do not focus on it.
- iii. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line and officiate back to the line of scrimmage.
- iv. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage.
- v. Shut down encroachments, false starts and snap infractions
- vi. Watch for illegal defenses including any Team B player on their line not in a 3 or 4 point stance

HEAD LINESMAN

- i. Observe the snap then momentarily read read/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
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- iii. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line and officiate back to the line of scrimmage.
- iv. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage.
- v. Shut down encroachments, false starts and snap infractions
- vi. Watch for illegal defenses including any Team B player on their line not in a 3 or 4 point stance

3. RESPONSIBILITIES AFTER BALL IS LEGALLY SNAPPED

REFEREE

- i. After reading the quarterback, shift your focus to the Team A blockers and action behind the point of attack.
- ii. Know where the runner is, but he should not be your primary focus once he is beyond the line of scrimmage.
- iii. If the point of attack is outside the inbounds marks, move to that side while maintaining your view of the action behind and around the runner.
- iv. If the point of attack is between the inbounds marks, box in from the rear, again focusing on blocks behind at the point of attack and around the runner.
- v. After the runner is down, maintain a wide view of the dead ball action. If the play ends out of bounds, hustle to the sideline and ensure players separate and return inbounds. Get the ball to the inbounds line.
- vi. You are responsible for maintaining control around the pile. Talk to players as they un-pile, encouraging them to do so in a sportsmanlike manner.
- vii. If the ball is dead between the inbounds marks, hustle to that spot while keeping your head up to observe the action around the pile.
- viii. POINTS OF EMPHASIS:
 - a. False starts
 - b. Illegal shifts
 - c. Illegal Motion
 - d. Free Blocking Zone
 - e. Blocking around runner and by team A backs
 - f. Illegal acts around runner
 - g. Reverses and trick plays
 - h. NO BLOCKING BELOW THE WAIST ANYWHERE ON THE FIELD

LINE JUDGE AND HEAD LINESMAN

- i. After reading the block of the near tackle, momentarily locate the point of attack and the runner.
- ii. You always have the progress spot all the way until the runner crosses the goal line. This includes an accurate spot when the runner goes out of bounds.
- iii. On plays within the 10 yard line, if a play threatens the goal line, be prepared to be at the goal line to make the appropriate call.
- iv. If the play is away or between the inbounds marks, maintain a wide view of the action while paralleling the progress spot, observing player conduct away from the play.
- v. If the play is toward your side, observe blocks in front of the runner until you take over responsibility for the runner. If the runner is headed toward your sideline, allow the play to go past you (move into the offensive backfield, if necessary), then trail the play. If the runner crosses the sideline, hustle to the spot and mark progress. Signal timeout (last 2 minutes of the game) while observing the out of bounds dead ball action. Do not look at the ground. If the runner crosses the goal line and continues out of bounds, signal touchdown while observing all dead ball action.
- vi. After the ball is dead, close to the dead ball spot. Do not pass players and do not close beyond the near inbounds mark unless:
 - a. The line to gain is threatened
 - b. The goal line is threatened
 - c. The ball is loose then recovered
- vii. In these three cases, hustle to the dead ball spot.
- viii. POINTS OF EMPHASIS:
 - a. Encroachment
 - b. False Starts
 - c. Illegal motion, shifts, formations
 - d. Clipping, blocks in back and use of hands

4. PASSING SITUATIONS

REFEREE

- i. As QB drops to pass, drop back at 45' angle maintaining position behind QB on passing arm side.
- ii. Observe initial blocks by offensive backs.
- iii. Look through QB to observe blocking by the tackle opposite you.
- iv. As QB is threatened and attempts to pass, determine if arm is moving forward.
- v. Determine initial direction on all passes when QB takes at least a 3-step drop.
- vi. On QB scrambles toward LOS, determine forward point where ball is released.
- vii. Signal if the pass is tipped/touched.
- viii. Announce "BALL IS AWAY" and protect QB until immediate action is complete or QB moves to participate. You have all calls on QB behind the line of scrimmage.
- ix. Dead ball officiate.
- x. Spot the ball on plays.
- xi. Anticipate:
 - a. Forward or backward pass
 - b. Pass attempt vs. fumble
 - c. Roughing passer
 - d. Illegal pass (beyond LOS or intentional grounding)

LINE JUDGE & HEAD LINESMAN

- i. Read through key receiver to nearest offensive lineman to read play.
- ii. Rule on action by and on key receiver during initial action. Following initial action, shift to zone coverage focus on short receiver
- iii. Remain near LOS until pass is thrown unless all receivers are deep, stay underneath the shortest receiver (EXCEPTION: Snap from inside 5 yard line, move immediately to goal line).
- iv. On QB drops of less than 3 steps, determine initial direction of pass to your side.
- v. Maintain Outside-in coverage, move parallel to sideline, responsible for sideline from end line to end line.
- vi. On catch attempts near end line or near sideline, focus on feet then hands.

- vii. If pass is caught in bounds and then player goes out of bounds, blow whistle, stop clock (with less than 2 minutes in the game), mark spot, continue to officiate – Do NOT give catch signal
- viii. Do not mark spot of passes caught out of bounds.
- ix. Responsible for progress up to the goal line.
 - x. Off-ball officiate on plays away. Come into the hash mark on plays into the opposite side zone.
- xi. Dead ball officiate.
- xii. Anticipate:
 - a. Holding
 - b. Pass interference
 - c. Catch/No-catch
 - d. Unnecessary contact / Personal fouls
 - e. Forward/backward pass
 - f. Illegal participation

5. PASS RECEIVER COVERAGE KEYS

- a. Definitions:
 - i. Receiver – End or back lined up outside of offensive tackles.
 - ii. Strength of the formation - determined by the number of eligible receivers on a particular side of the offensive formation. The strong side is the side with the most eligible receivers outside the tackles.
 - iii. Tight end - the end man on the line of scrimmage lined up no more than 4 yards from the nearest offensive lineman. If he is lined up wider, then he is a *split end*.
 - iv. Back in the backfield - a player in the backfield between the tackles at the snap.
 - v. Trips - three or more receivers on one side of the offensive formation outside the tackles.
 - vi. Widest receiver - if players are stacked one behind another, the one nearest the line of scrimmage is considered to be the widest.
- b. The wing officials key on the eligible players of the offensive formation on their side of the field.

6. MEASUREMENTS

REFEREE

- i. Check with crew for possible first down.
- ii. View ball at dead ball spot to verify a measurement is necessary.
- iii. If measurement is necessary, stop clock and signal official's time out. Have the official with the spot place the ball on the ground. Have the HEAD LINESMAN and chain crew bring in the chains. Mark the spot for HEAD LINESMAN to place the chain clip. Move to observe measurement.
- iv. If first down, signal. If not first down, signal down and distance. If the ball is in a side zone, the REF- EREE shall use the chains to place the ball at the inbound spot.
- v. When the chains are in place, mark the ball ready for play, wind clock or no wind depending on status of clock before officials' time out.

HEAD LINESMAN

- i. Move quickly to forward stake; signal to REFEREE if a definite first down.
- ii. To measure, instruct box person to place box at the forward stake.
- iii. Ensure the clip is on the proper five-yard line and securely fastened to the chain.
- iv. Holding the clip, jog onto the field with the chain crew and place the clip on the spot on the field indicated by the REFEREE.
- v. If first down, drop clip, move to sideline and mark spot. If not a first down, return clip to the correct spot on sideline.

LINE JUDGE

- i. Alert REFEREE to plays ending close to first downs.
- ii. Stop clock if obvious first down, then alert REFEREE.
- iii. Clear area of players. Take the forward stake from the chain crew and stretch the chain after the HEAD LINESMAN declares the chain is set.

7. CALLING FOULS

- i. Do not pick up or move flag until foul has been enforced.
- ii. Make certain that box and chains are not moved until penalty is enforced.
- iii. Do not put hands on or point at players when calling fouls.
- iv. If a player(s) or non-player(s) are disqualified, official making the call will be accompanied by the REFEREE to the player's sideline to report to the coach the ejection and reason for ejection. If REFEREE is the official making the call, he will be accompanied by the wing official on the player's sideline. The REFEREE shall then go to the opponents sideline and inform the head coach of that team of the ejection.
- v. Official calling foul relays foul information to the REFEREE. Refer to the offending team by jersey color and offense or defense. Give number of offending player, note position of ball, live ball/dead ball, loose ball and etc.
- vi. REFEREE will give a preliminary signal to the press box, then explain options. After LINE JUDGE stepping off penalty or REFEREE signals declination, give signal to chains side. Then signal to press box sideline. If fouls are announced by the stadium announcer, it's not necessary to signal both sides. Dead ball fouls for false start, encroachment or snap infraction do not require signals to both sides of the field.

8. ENFORCEMENT OF RESTRICTED BOXRULE

No player or non player shall be in the restricted box once the ball is snapped.

For the YSF, the box dimensions are 20 yard line to 20 yard line and two yards deep off the sideline.

It is strongly suggested that game officials remind the head coach at the pre-game meeting of this rule and it's enforcement regardless if the box is lined or not.

PENALTY ENFORCEMENT FOR RESTRICTED BOX VIOLATION:

1. Verbal warning by the wing official
2. Second Offense – Sideline Warning
3. Third Offense – Five Yard Penalty For Second Sideline Warning
4. Fourth Offense – 15 yard unsportsmanlike enforcement charged to the head coach
5. Fifth Offense – 15 yard unsportsmanlike enforcement and ejection of the head coach

L. GAME BALL SIZE BY DIVISION

While on offense, a team may use their own football of choice that is approved by the referee prior to the game. Game quality footballs shall be properly inflated and in good physical condition. If a team chooses to use their own ball, they must provide a ball boy who is responsible to relay footballs when team possession changes.

Division	Football Size
Tiny Mite	Wilson K-2 or equivalent
Mitey Mite	Wilson K-2 or equivalent
Pee-Wee	Wilson K-2 or equivalent
Supers	Wilson TDJ or equivalent
Midgets	Wilson TDJ or equivalent
Junior Varsity	Wilson TDJ or TDY or equivalent
Varsity	Wilson TDY or equivalent

M. YSF OFFICIALS GAME UNIFORM

1. Two (2) solid gold penalty markers
2. Solid Blue Beanbag
3. Lanyard with whistle (finger whistles are acceptable but not encouraged)
4. Game Data Card with pencil
5. Undershirt (if worn) shall be solid black
6. Flipping Coin (referee's)
7. Linesman Clip (*strongly recommended in a three man crew*)
8. Socks shall be crew or ankle high black in color.
9. Fitted black cap with white piping. No adjustable caps
10. Fitted solid white cap (referees). No adjustable caps
11. 1" striped short sleeve shirt
12. When weather dictates, a solid black long sleeve undershirt may be worn
13. When weather dictates, a 1" striped long sleeve shirt may be worn
14. When weather dictates, a 1" striped officials jacket may be worn
15. Black shorts with white stripe.
16. When weather dictates, long black official's pants with a white stripe on the outside of the leg may be worn provided all members of the officiating crew also wear long pants. No state association logo pants may be worn at any YSFL game.
17. No state association patch may be worn on any officiating shirt
18. Solid black belt shall be worn. Belt buckle should be black or silver. No gold belt buckle is permitted.
19. Predominately black athletic style shoes.

N. IMPORTANT CORRESPONDENCE INFORMATION

YSF Supervisor of Officials
Brendin Straubel

Tel: (813) 728-7764

E-Mail: brendin@youthspringfootball.com

Post Game Reporting

Email Game Report For All Ejection & Disciplinary Actions At Any Game
E-Mail: brendin@youthspringfootball.com