

**YSF Tournaments
Referee
Rulebook & Officiating Manual**

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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 6U may have ONE coach on the field during play for the entire season. 8U and 10U may have a coach on the field up to and including the first 2 weeks of the YSFL regular season games, 12U, 14U and 15U divisions may NOT have a coach on the field at all. For coaches on the field of play, 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 they will receive a fifteen-yard penalty. 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 6U or 8U 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.

- 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 is no jersey eligible number rules for receiving a pass. All players that are uncovered by a member of their own offensive unit 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, in complete 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 (2 strikes and you are out rule)

For every game and every age division, the first unsportsmanlike violation by any player, coach or spectator will result in a fifteen-yard penalty. This first unsportsmanlike violation will count as a team violation. For every additional unsportsmanlike violation committed by anyone from that team (over and above the first violation i.e. the “team penalty”) will result in the ejection of the party involved. The party ejected may remain on the sideline and does not incur any further game suspensions, except in the case where the SAME player committed both violations.

YSF Timeouts

In the event that a game becomes “snippy” both the referees and the YSF officials can declare a “YSF timeout”. This requires both teams to return to their sidelines and the head coaches to meet the head referee midfield to discuss the situation. The clock will continue to run during this process. In the event a second YSF timeout is necessary the game will be called and both teams will end up with a loss.

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 at midfield.
- 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, 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.

The Restricted 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.

Game Ball size

The game ball must be comparative to a Wilson Traditional Youth Football. K2 for 6U & 8U, TDJ for 10U & 11U, TDY for 12U and TDS for 14U. The officials will rotate balls from each team while they are on offense. All balls must be approved by the game official prior to the start of the game.

Unusual YSF Specific Discipline Rules New for 2023 Season

YSF's general position is that referees should err on the side of caution at all times in moments where a game starts to go awry.

- a) All disciplinary measures apply to players, parents, AND coaches.
- b) All YSF Head Coaches MUST have signed the "Coaches Code of Conduct" form that informs YSF that they have had a formal meeting with their players and parents and explained all disciplinary rules.
- c) Please refer to these rules by their names so that coaches get familiar with their implementation
 - a. **YSF Timeout Rule** - This rule applies to ALL aged teams. It can be executed by EITHER the YSF staff member or the head referee. This is where if teams start getting even slightly "chippy" with each other, **OR** after any fight, we call a YSF Timeout. **KEEP THE CLOCK RUNNING**, make the players go to their sidelines for 2-3 minutes, while the head referee gives a final warning to both coaches in the middle of the field, to inform them that if this happens again, then the game will be stopped and both teams will lose.
 - b. **YSF 2 Strikes and you are Out Rule** - This rule applies to ALL aged teams. After the start of a game if any player commits an unsportsmanlike penalty, assess the 15 yards and then that unsportsmanlike penalty is now applied to the entire team. Every player from then on out who commits an unsportsmanlike penalty will be ejected from the game. (as if it was that player's 2nd penalty). After the 1st player is ejected (i.e a 2nd unsportsmanlike has been committed) the head referee will warn the head coach for that team that the next unsportsmanlike penalty (i.e a 3rd unsportsmanlike, that results in a 2nd player being ejected) will result in the game being stopped and that team losing
 - c. **No Hand Shake Rule** - this rule applies to the 12u and 14u division. At the end of a 12u or 14u division team **ONLY** the head coaches may go to shake hands at mid field. Players must stay on the sidelines.
 - d. **Step on the Field Rule** - While this rule is executed by YSF and not the referees, this is to inform you that we have now implemented a rule, that any sideline player and or parent that steps onto the field of play in the event of a fight/disagreement etc. between playing players, will be result in the termination of that parents child from rest of the tournament.

Standard Disciplinary Procedures and penalties

1. All players and coaches (with YSFL badges) can be in the coach's box on the sidelines. The coach's box is between the twenty-yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders and other filming equipment for cameramen's usage shall be no closer than 15 yards from the outside line of the player's box at each site in order to protect the children, fans, and staff.
2. Profanity and arguing with any game official, YSFL staff, or opposing parent/coach is not allowed, **ZERO TOLERANCE**. This will be strictly enforced. Failure to comply will be handled as follows:
 - a. Coach will be ejected from the game and suspended by the league for up to three games.
 - b. Coaches can only be reinstated at the league coordinator's discretion.
 - c. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists, then the child of the parent/guardian may be suspended for one game.
 - d. Players will be ejected from the game and suspended for the following week's game. If the problem persists, then the child may be suspended for the season and banned from future participation in the league.
3. Any player and/or coach who is ejected from a game and is determined to have been correctly removed is subject to a minimum of a **ONE** game suspension (additional sanctions may apply depending on the nature of the offense) If further occurrences take place, sanctions may result in up to and including banishment from the league. **NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.**
4. Parents that are in violation of the parent lines or are not in the designated area determined by YSFL at the game site will be asked to leave the field area and be suspended for one week.
5. Parents found engaging in verbal or physical violence with players, parents, coaches, referees, or YSFL staff will be suspended indefinitely from the league.

All disciplinary decisions in the YSFL are made by a special Discipline committee and all decisions are final.

Penalties Summary

Loss of five yards:

1. Delay of game
2. Encroachment
3. False Start
4. Illegal formation
5. Illegal forward pass
6. Illegal forward lateral
7. Ineligible receiver down field
8. Incidental face mask
9. Intentional grounding
10. Illegal substitution
11. Illegal shift or motion

Loss of ten yards:

1. Holding
2. Illegal use of hands (hands to the face, block in the back)

Loss of fifteen yards:

1. Un-sportsmanlike conduct (by a player, coach, or spectator)
2. Intentional or accidental coach interference while on field
3. Block below the waist
4. Clipping, tripping, chop block
5. Grasping an opponent's face mask
6. Roughing the passer

7. Slapping a blocker's head
8. Illegal participation
9. Sideline interference
10. Illegal hit or block after a fair catch signal

Disqualification:

1. Second unsportsmanlike facemask penalty
2. Fighting whether it is a player or spectator
3. Striking, kicking, or kneeling any player or spectator
4. Intentional contact with a game official
5. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action)
6. Any other act that is unruly, rough, and/or flagrant

Equipment Requirements

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSAE standard.
3. A mouthpiece.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that has a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

No player shall participate while wearing illegal equipment.

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

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.

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.

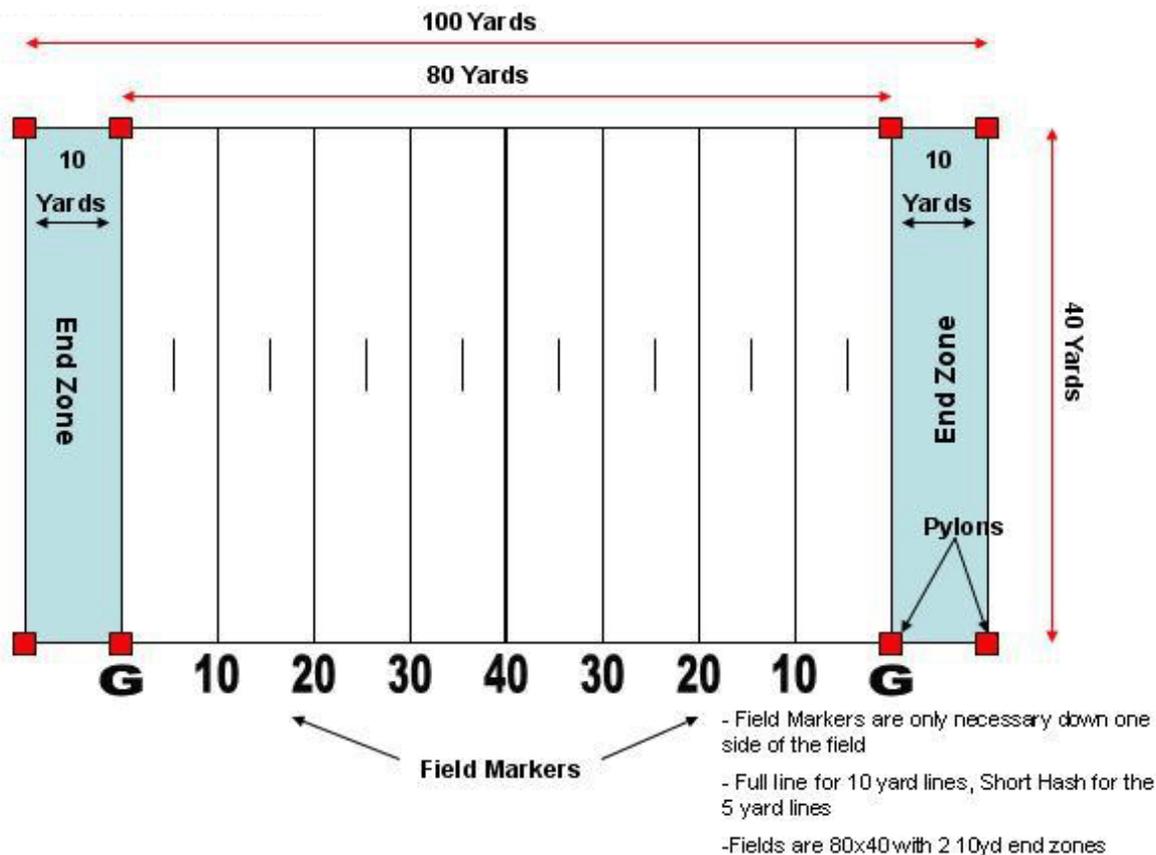
ASSIGNMENTS, CREW CHIEF AND REFEREE PROCEDURES

1. Each regular season contest will be serviced by a crew of three (3) field officials
2. State championship games will be serviced by a crew of five (5) field officials.
3. Assignments to contests will be made by the area supervisors / crew chiefs and approved by the Supervisor of Officials.
4. Assignments will be made based on availability submitted by the official, and other factors of consideration of the game schedules.
5. Cancellation of assignment without cause will result in serious ramifications.
6. 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

CHECK IN AND GAME PROCEDURES

1. Crewmembers are to be present at the fields 20 minutes prior to their games.
2. The clearance for games to begin is given ONLY by YSF officials. Teams must have been checked in BEFORE a game may start.
3. Player check ins occur on the sidelines prior to the start of the game as soon as the player check is complete the game will start.
4. IMPORTANT - Game reports MUST BE submitted for any player / coach / non-player ejection via email to Sandy@youthspringfootball.com This report MUST be submitted not later than 24 hours from the completion of the game(s) in question.
5. The clock for the game is to be kept by the Referee on the field. NO SCOREBOARD CLOCK TIMERS ARE ALLOWED.
6. RANDOM AUDITS - 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.

YSF TOURNAMENTS FIELD DESIGN



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.

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 Encroachment offense (NCAA)</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.

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.