

Scenic City Youth Football League Coach's Code of Ethics

The function of a coach in the Scenic City Football League (SCYFL) is to be aware of and provide to the children in their charge the opportunity for fun and enjoyment, teach proper football skills and techniques, to practice good sportsmanship and physical fitness which are the emphasis of the SCYFL.

The coach shall be aware that they have a tremendous influence, for either good or ill, on each player and thus shall never place the value of winning above the value of instilling the highest ideals of character.

The coach shall uphold the honor and dignity as a coach in all personal contact with players, officials and the public. The coach shall strive to set an example of the highest ethical and moral conduct.

The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse.

The coach shall avoid the use of alcohol and tobacco products when in contact with players.

The coach shall master the contest rules and shall teach them to the team members.

The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

The coach shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with the game administrators and league officials.

The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against officials. Public criticism of league officials, game officials or players is considered unethical.

The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the game before and after the contest.

Definition of a Rec. Park- Must offer all ages 5-12. It must have the facilities, concessions, bathrooms, fields, ect. in your community and offer more than 1 sport. It must have a board of directors, be available to anyone interested and post sign ups.

A= PARKS

***ALL PARKS WILL BE VOTED ON A YEARLY BASIS.**

The purpose of the league is to provide an organized recreational football program for children, ages 12 and under, who are interested in playing and learning the skills of football and good sportsmanship.

MAJOR EMPHASIS OF THIS LEAGUE:

1. To provide these children an opportunity for fun and enjoyment.
2. To teach participants football skills and techniques.
3. To practice good sportsmanship and physical fitness.

This program will always promote safety first, by adhering to strict controls over age, weight, proper equipment and behavior of all participants, adults, coaches, officials and spectators.

***All parks must have a mandatory coaches meeting.**

***There must be a league representative present at any draft.**

B= ORGANIZATIONAL STRUCTURE:

The governing authority of the SCYFL will be made up of league presidents from these presidents will meet, discuss and agree to all rules and by-laws that relate to the operations of the SCYFL. This league will be governed by the (Roberts Rules of Order). The presidents can appoint anyone they deem necessary to assist with day to day operations.

EXECUTIVE BOARD AND PARK PRESIDENTS MUST BE PRESENT TO VOTE.

A league president will be elected at the beginning of each year by the league presidents. It will be the responsibility of these presidents to see that all rules and by-laws are carried out, and to see that schedules are made and followed.

The governing authority of the SCYFL reserves the right to change or modify any rule or by-law, when it is deemed necessary to promote good sportsmanship and/or safe game practices.

The governing authority agrees to meet and discuss any complaint those players, coach, or parent may have. Once both sides of the complaint are heard, the governing authority will rule on that complaint, once a ruling is made, there is no appeal process.

A league president can authorize a stand in for meetings. This is not encouraged and should only be done in the event of an emergency. This stand in will only vote if the league president authorizes them to do so, by notifying the other parks president.

\$50.00 FINE IMPOSED IF MEETING IS NOT ATTENDED BY A LEAGUE REP.

Anything not covered by these rules and bylaws can be decided by a majority vote of the governing authority of the SCYFL. Any other organization that wishes to join into the SCYFL may do so by applying to the SCYFL's governing authority. All members of the authority will then vote.

C= LIABILITY INSURANCE

The SCYFL governing authority, league president, coaches, officials, manager and/or sponsors, or any other person(s) that are working in the SCYFL shall not be held responsible for any injuries to persons or property as a result of this program.

Each organization/league will be responsible for their own insurance and/or team's welfare, regardless of where they are playing.

Each organization/league will have a medical release form signed by a parent of each player in the event that medical treatment is needed at an away game, when no parent is there to authorize it.

D= LEAGUE FEE

Each organization shall pay a \$150.00 registration fee per team annually but never to exceed \$1000.00 per organization, prior to the jamboree, to join the SCYFL. This money is used to pay for trophies or any other costs agreed upon by majority of the SCYFL governing authority. Surplus monies will be divided equally and returned to the separate leagues.

E= TEAMS

Each organization/league will provide football to children in the following age groups:
5/6 year old 7 year old 8 year old 9 year old 10 year old 11/12 year old
SIGN-UP (each organization/league is responsible for holding their own sign-ups)

1. No sign ups until July 1st.
2. Mandatory sign-ups July 1st thru July 31st.
3. Parks may sign up players till Jamboree, park option. All teams will be decided by August 15, you can add players to the teams until the Jamboree but no new teams can be added after August 15. Sign-ups can be reopened if deemed necessary by the governing authority of the SCYFL. A coach who is in need of players can contact their respective league president, who will contact the other presidents of the SCYFL.
4. Teams will start with a minimum of 22 players and a maximum of 32 players. Teams are allowed 5 coaches.
5. Parks may hold drafts anytime after August 1st and a league representative must be present for the drafts.

TRANSFERS: ZERO transfers allowed, not including a verified move with proof. (old & new utility bill reflecting address changes) Players cannot transfer from Rec. to Rec. without documented approval from park transferring from & park transferring to. Once documentation is signed & approved the SCYFL Board will have final approval with majority vote. All move transfers must be turned in to age group director by July 31st.

The cut-off birthdates for all age groups is before May first of each year. Each organization/league with two or more teams per age group will draft each team equally, no select teams. Sparsely populated areas may submit one team with the approval of the SCYFL. Example: If you're 8 years old & born on or before April 30th you'll play as an 8 year old. Your age on April 30th is your playing age.

F= PLAY TIME

Every player who is actively participating in practice and games will be required to have a starting position on the team and to play a minimum of two quarters on either offense or defense per game. Failure to do so will result in a forfeit. If player is dressed, he must play. Player must play in 1st and 3rd quarters either on offense or defense. If you start on offense you must play both quarters on offense, same for defense. Any team with more than 22 players, those players must play remaining 2nd and 4th quarter.

Any coach caught not playing kids as rule states is automatic minimum 1 game suspension. He must then come before the ethics committee, appointed by the President, for further sanctions. Second offense, coach is removed for remainder of season including playoffs.

If a player is being disciplined and are not going to play in the game they must remove their helmet and shoulder pads. They will not be able to play in that game. If a coach or parent is going to discipline a player they must do it for the whole game, they cannot just pick a quarter to discipline. The head coach must notify the other coach & official during the pregame.

If a team has 9 players, that coach may choose to play with 9 players, the opposing team will play with 11. The league will allow a 10 minute wait time of the scheduled game time before they forfeit. A Team cannot play with less than 9 players. If a player is coming in late they may play, coaches option.

9 Player Rule: 1 time with 9 players (next time will be forfeit.) Opposing coaches' option to drop to 9 players. New forfeit fee raised to \$250.00 and it will go to hosting park. If hosting team forfeits they will pay refs and forfeit fee to SCYFL.

Any fines must be paid before the end of the season. If not paid, the SCYFL has the option to not let the team's park that forfeits the game, back into the SCYFL the following season.

Any player playing for any other team including middle school is not eligible to play in the SCYFL. If found playing on another team, other than the rostered SCYFL team, all games the player played in will be forfeited and coach dismissed from coaching.

Note: Any coach's offensive or defensive that is not 10 yards deep from the deepest player or yells out in the direction of the ball carrier will be penalized 15 yards unsportsmanlike conduct. This will be strictly enforced. After 2 unsportsmanlike penalties the coach shall be replaced on the field as coach.

NO COACHING allowed after ball snap.

More specific rules for each individual age group will be as follows.

5 thru 8 YEAR OLD

1. Shall play 8 minute quarters with a 8 minute half.
2. Defensive linemen are not allowed to rush inside the offensive guards. Defensive lineman must line up on the outside shoulder of the guard. Interior linemen must attempt to be in the 3 or 4 point stance. All defensive linemen must be in a 3-point stance (exception: DE).
3. No nose guard allowed. Any linebacker inside the tackle box must be five yards off the line of scrimmage. All defensive guards must be lined up on the outside shoulder of and engage offensive guards at the start of the play. No quarterback sneak from under center. If quarterback runs the ball they must run outside the tackles unless they are in shotgun.

11 & 12 YEAR OLD

4. Coaches must be at least 10 yards behind the deepest player. Coaches cannot follow the play(s) down the field while a play is in progress or instruct his players either on offense or defense once the ball is snapped. 5/6 & 7 year old- 2 coaches & 8 year old-1 coach
5. The ready for play signal or time to snap the ball is 40 seconds.
6. No kick-offs/punts. Kick-offs will be place on the 40-yard line. On the 4th down, the team can go for a 1st down or announce a punt. The ball will be advanced 30 yards from the down marker; ball cannot be advanced inside the 20 yard line.
7. Scoring: 6 points-TD, 1 point running extra point, 2 points passing extra point. (must be forward pass beyond the line of scrimmage)
8. Clock stops per TSSAA High School Rules. Clock will stop to move or reset chains.
9. 2 time-outs are allowed per half.
10. Once an organization reaches a maximum of 32 players they must then furnish two teams (evenly divided).
11. Safety: Ball will be placed on 50 yard line.
12. All players on the defensive line of scrimmage, from tackle to tackle, must at least be in a 3 point stance.

*Offensive center/guards cannot be split no more than 1 arm length apart by that player.

*Defensive tackles must line up at least outside shoulder of the offensive guard.

*NO quarterback sneak or quarterback draw, the quarterback can run from the shotgun and must be 5 yards deep. The quarterback can run outside the tackle or outside end gap.

9 & 10 YEAR OLD

1. Shall play 8-minute quarters and a 8-minute half.
2. Once coach allowed on field for 4th quarter only, but must remain 10 yards deep from line of scrimmage prior to the snap. Coach must remain 10 yards deep while play is in progress.
3. 30 seconds for ready, play, snap.
4. Kickoffs are mandatory. Kick-offs will be from the 40 yard line on the 100-yard fields and the 30 yard line on 80 yards fields. On 4th down, team can go for the 1st down or mandatory dead ball punt with no fakes.
5. Scoring: 6 points-TD, 1 point-running extra point, 2 points passing extra point, must be a forward pass beyond the line of scrimmage.
6. Normal clock stops per TSSAA High School Rules. Clock will stop to move or reset chains.
7. Two time-outs per half.
8. Only backs/ball runners will be allowed to return kick-offs. In the event a lineman receives the ball, they will not be allowed to advance the ball. No lineman will be allowed to lineup as a receiver during kick off. In the event a lineman receives a kickoff, they will not be allowed to advance the ball.
9. Linebackers that are inside of the tackle box must play 5 yards deep from the scrimmage line and cannot rush until the ball is snapped. No defensive backs or linebackers are allowed to blitz inside the offensive tackles.
10. Nose guard may be positioned over the center.
11. When punting must have 7 players within 5 yards of line of scrimmage, 4 must be on line.
12. Punts are dead balls until kicked.
13. All players on the defensive line of scrimmage, from tackle to tackle, must at least be in a 3 point stance.

1. Shall play 8-minute quarter with an 8 minute half.
2. 25 seconds for ready, play, snap.
3. Kick-off and punting is mandatory. Kick-off is from the 40-yard line on 100-yard fields and the 30 yard line on 80-yard fields.
4. Scoring: (6) points-TD, (2) points-passing or (1) point running extra point, (3) points-field goal. Rushing allowed on all kicks and punts. Must be a forward pass.
5. Normal clock stops per TSSAA High School Rules. Clock will stop to move or reset chains.
6. No coaches allowed on field, offense or defense.
7. 2 time-outs per half.
8. Only backs/ball runners will be allowed to return punts and kick-offs. In the event a lineman receives the ball they will not be will be allowed to advance it. No lineman will be allowed to lineup as a receiver during the kick off.
9. Punter must be stickered.

G= WEIGHT LIMIT/ILLEGAL PLAYERS

There is a weight limit for all offensive backs in each age group. All offensive backs must weigh in and have their weight recorded prior to playing in the Jamboree. No weigh-ins will be allowed after the last scheduled weigh-in. A control # will be on each sticker and the # will be recorded. A non-stickered player may not line up in the backfield. Any weigh-in must be observed by at least 2 SCYFL officials. There is no weight limit on offensive ends or receivers going out for a pass. Offensive ends and receivers cannot run the end around or reverse if they have not been properly weighted in and had their weight recorded. There will be no limit placed on the number of kids that can run the ball. A play shall become dead and the ball will be spotted at the point of reception when a player who is not eligible to run the ball if he receives a pass or recovers a fumble.

5&6 YEAR OLDS.....(65).....LBS (GYM SHORTS)
 7 YEAR OLDS.....(75).....LBS (GYM SHORTS)
 8 YEAR OLDS.....(85).....LBS (GYM SHORTS)
 9 YEAR OLDS.....(100).....LBS (GYM SHORTS)
 10 YEAR OLDS.....(115).....LBS (GYM SHORTS)
 11&12 YEAR OLDS.....(135).....LBS (GYM SHORTS)

Each organization/league is responsible for verifying their players correct age. Opposing coaches can request to look at any players' birth certificate. Each coach is required to turn in to the league a notebook with a copy of each player's birth certificate, a full roster and a team photo. Each notebook will be returned at the end of the season.

Any coach who knowingly plays an illegal player shall be dismissed from coaching.

Any team playing an illegal player will have their games forfeited. The opposing team shall be credited with that win and the offending team can be removed from the league.

In the event of a cancellation the referees must be notified at least 2 hours in advance. If they are not notified and make a trip to your facility you will be responsible for paying them for the game.

H= 24 POINT SPREAD RULE/MERCY RULE

1. Whenever a team gets 24 points ahead the winning team will pull its primary player/ starters and play other players. If you cannot pull all of your primary players you must move them to none key positions.
2. The losing team will get the ball on the 20 yard line and keep the ball until they score or clock runs out. When they score the winning team will get the ball back. The winning team will not get the ball until scored upon.
3. Once the Mercy Rule goes into effect the clock will run and the score board will stop, that will be the final score of the game. All starters must be removed from the skilled positions, this includes the offensive backfield.
4. Mercy Rule will be for regular season and play-offs. No Options.
5. Coaches who intentionally do not make an effort to abide by the Mercy Rule will be brought before the governing authority of the SCYFL and they will decide the penalty. If brought up a second time, the coach can be suspended from his/her coaching duties.

I= OFFICIALS

The SCYFL is responsible for scheduling of TSSAA officials for all games played on their home fields. Officials are paid by the hosting organizations gate admissions. There will be 3 Officials for all games.

Officials can be scheduled by calling Warren Diegel at 503-0767, home 843-3855, or office 294-8092. Officials paid \$36.00 per game. Any problems with the officials, report it to your league president.

If, in the opinion of the referee, a player, manager, coach or scorekeeper conducts themselves in an unsportsmanlike manner, or commits any act which maim or injury an opposing player if deemed deliberate, he/she will be ejected from the game and will not be allowed to return until its completion. If said person continues the unsportsmanlike conduct, such as heckling or baiting the referee, he/she shall be removed from the park.

When a player or coach is ejected from the game, the player or coach must sit out the entire next scheduled game. If a coach is ejected twice in the season, he/she must be removed from all coaching responsibilities.

The head coach is responsible for his coaches, parents, fans and players. Referees are going to be strict on all rules relating to this.

J= ADMISSION TO GAMES

In cases where a park has Homecoming you must notify the scheduling umpire so he can make necessary arrangements. Admission to regular season games at all locations and playoffs will be \$4.00 per person age thirteen (13) and above. Ages twelve (12) and under are free, & Senior Citizens (65+) are \$2.00.

K= EQUIPMENT

All equipment must conform to TSSAA rules including but not limited to:

1. Mouthpieces must be colored and attached to helmet. Face shields must be clear. This equipment must be used during all games and practices.
2. Helmets and shoulder pads must be well fortified with foam rubber.
****MUST BE NOSHA APPROVED****
3. Pants must have hip pads, foam knee pads, hard fiber thigh pads and butt pad.
4. Shoe soles/cleats must be composed of rubber base. No metal, hard plastic, screw in or other similar synthetic products are allowed.
5. Footballs:

5 thru 8 YEAR OLD=	JUNIOR SIZE OF K2
9 thru 12 YEAR OLD=	JUNIOR SIZE- TDJ

*** ALL BALLS MUST BE PROPERLY INFLATED TO REGULATION***

***Visiting team must wear vest if same color- Home Park must provide vests**

L= SPECIAL RULES

- No parent allowed on sidelines (including fence) except for the following:
 - Coaches and assistant coaches
 - Handling chains or down markers (adults only). Down markers will be held on the home team side.
 - Timekeepers (approved by referee)**PARENTS MUST REMAIN IN THE STANDS**
- All Rec Centers are responsible for security at the facility.
- Use of alcohol, profanity or tobacco is not allowed on the field or sideline. Enforcement of this rule will be according to TSSAA Rules.
- All games will conform to the TSSAA rulebook for High School with the exception of those being listed and agreed upon within these by-laws.
- All rescheduling must be done by the governing authority.
- In the event of a tie ball game it will go into overtime as directed by TSSAA High School Rules. There will be a limit of one overtime per game during week days/school nights and 2 on weekends. Playoffs will have no limit.
- Play cards must be on wrist.
- Blocking with hands below waist is illegal.
- If helmet comes off, not due to contact, player must exit for 1 play.
- Kick-offs: no contact until ball travels 10 yards.

M= JAMBOREE AND PLAYOFFS

The locations for the Jamboree and Play-Offs will be decided upon at the beginning of the season. The Jamboree and Play-Offs will be rotated between all of the participating organizations.

During the jamboree the field will be split: 2 teams on each end. At the end of 30 minutes 2 teams will swap ends. The clock will run nonstop, it will only stop for serious injuries. There will be 2 refs on each end of field. For the first half the home team will be on offense, visitors will be on defense. For the second half, home team will be defense and visitors will be offense. We will have 12 minute periods with a 3 minute break, running clock.

All offensive backs/ball runners are required to weigh in and have their weight recorded prior to play in the Jamboree. Refer to section F for additional information regarding this requirement.

No kick-offs during the Jamboree

*In Play-Offs no interpark play 1st round only. Top coach in Div 1 from North & South will be All-star Coach, may choose his Assistants, must be a league coach.

N= PREGAME ADMINISTRATION

Before the play of each game call together the head coaches, football umpires and officials. Ask if there are any questions of clarification before the game begins. Make sure to at least go over these rules before each game.

- Playtime Rule: Each player has a starting position for 2 complete quarters (1st and 3rd), and must play in at least half of the game. If any player is not to play for sickness, injury or discipline reasons make sure they are not in helmet and shoulder pads. Let the official and opposing coach know at the coin toss prior to the game starting. If player refuses to play he cannot reenter game once he sits, notify officials.
- Only 5 coaches with passes on sidelines. **No exceptions!** No water boys, no unapproved photographers, no cheer coaches, no family (extended or otherwise) on the sidelines.
- Extra point: 2 point try must be a forward pass beyond the line of scrimmage to count as a 2 point conversion.
- SCYFL reverts to TSSAA rulings if not listed in the SCYFL Rule Book.
- There is no protest procedures after a game is ruled complete, any situation must be handled during the game. IF any situation occurs time may be called and the SCYFL Officials called to the field to make a league ruling. Football Officials judgment may not be challenged. Once another play has been run there is no going back to that situation. This conference **MUST** occur before the game is ruled over. If the ruling is in favor of the challenging coach no time out will be charged, if that coach is over ruled a time out will be charged to that team. If that team does not have any time outs remaining a flag will be thrown and a 10 yard penalty will be enforced. If additional conferencing is needed call the age director, Bobby Dunn- President or Kevin Wright- Vice-President.
- SCYFL Officials are present at all games.
- Chain Crew may assist refs while doing chains, no coaching or harassing refs what so ever.

SCENIC CITY YOUTH FOOTBALL LEAGUE LEGAL DISPUTES

Section 1. To encourage reasonable discussions between actual parties to any legal disputes regarding SCENIC CITY YOUTH FOOTBALL LEAGUE sanctioned activities; to prevent additional disputes between parties to legal disputes; to limit contact and communication between parties to a legal dispute when legal counsel to all parties are not present; and to establish procedures for the suspension from SCENIC CITY YOUTH FOOTBALL LEAGUE activities of those who are involved in legal disputes with SCENIC CITY YOUTH FOOTBALL LEAGUE.

Section 2. Effective August 21, 2012 any Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, related party (including but not limited to parents of participants, officials ect.) or any other person who threatens legal action against SCENIC CITY YOUTH FOOTBALL LEAGUE, or has a lawyer contact SCENIC CITY YOUTH FOOTBALL LEAGUE regarding a dispute of any kind shall be automatically suspended from all SCENIC CITY YOUTH FOOTBALL LEAGUE activities until such legal discussions with SCENIC CITY YOUTH FOOTBALL LEAGUE are concluded to the satisfaction of the SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, if a legal action against SCENIC CITY YOUTH FOOTBALL LEAGUE is filed by a Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, or related party (including but not limited to parents of participants, officials ect.) or any other person against SCENIC CITY YOUTH FOOTBALL LEAGUE, that persons (or any related party's) team and each of its members may be suspended from all SCENIC CITY YOUTH FOOTBALL LEAGUE activities until such legal actions with SCENIC CITY YOUTH FOOTBALL LEAGUE are resolved to the satisfaction of the SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, should any Scenic City Youth Football League board member official, participant, official, team, coach, sponsor, related party (including but not limited to parents of participants, officials ect.) or any other person who sues a Scenic City Youth Football League board member, official or other SCENIC CITY YOUTH FOOTBALL LEAGUE affiliate with respect to a dispute related to a SCENIC CITY YOUTH FOOTBALL LEAGUE sanctioned activity, may be suspended in their sole discretion by SCENIC CITY YOUTH FOOTBALL LEAGUE board.

Further, the President of Scenic City Youth Football League will be responsible for issuing the suspension until such time as it can be confirmed by the Board of Directors at the annual meeting or at a special meeting called for this purpose.

2013 SCYFL CONTACTS

CONTACT	LEAGUE POSITION	PHONE #	PARK	EMAIL
Bobby Dunn	President	423-596-1353	President Harrison	bdunn39270@comcast.net
Kevin Wright	Vice President	423-320-0001		kevinwright63@yahoo.com
Carthell Rogers	5-8 Vice President	423-488-1999	President Rossville	carthe11999@gmail.com
Alan Bailey	9-12 Vice President	423-421-1366		slugo34@comcast.net
Roger Stevens	Treasurer	423-508-4267	VP Harrison	roger867@comcast.net
DeAnne Hanks	Secretary	423-779-8022	Director of Ops Harrison	deanne_hanks@bcbst.com
Kenissa Payne	Cheer Director	423-595-7694	East Ridge	kenissa2006@yahoo.com
Ronnie Phillips	Chaplain	423-762-2454	VP Hixson	ronnie@abbashouse.com
Chris Hubbard	Web Master	423-612-6077		christopher.hubbard@hlbcpa.com
Warren Diegel	Umpire Director	423-503-0767	TSSAA	wldiege@unum.com
	6yr old Director			
	7yr old Director			
J.R. Bridgeman	8yr old Director	423-314-4609	President East Hamilton	thebridge50@yahoo.com
	9yr old Director			
	10yr old Director			
	11/12yr old Director			
Paul Hickman		423-322-0392	Director Soddy Daisy	p3hickman@comcast.net
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